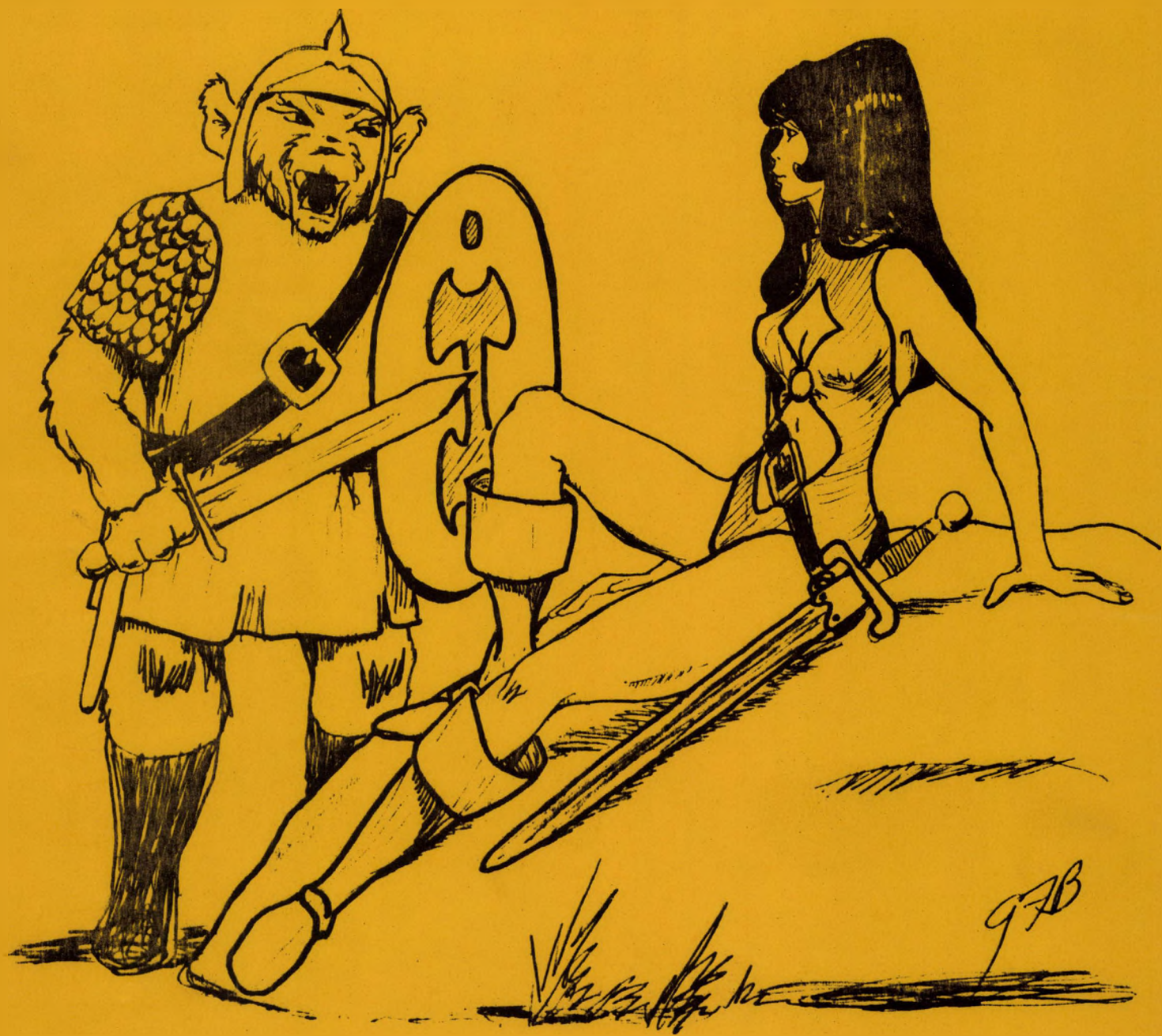


# *ALARUMS & EXCURSIONS*

*no. 20*



# PLANTS & EXCURSIONS

Vol. 10





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 325. 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.

UNPAID FOR MATERIAL WILL NOT BE RUN OFF NOR INCLUDED IN A&E.
2. The fanzine will cost as follows:
  - a. Contributors: less than four pages, postage only. (On a good month, postage may be free for minor contributors too.) 4+ pages, free.
  - b. non-contributors: postage plus
    - 1) nothing...if you contributed 4+ pages last issue
    - 2) 35¢...if you had some contribution last issue
    - 3) 75¢...if you had some contribution in the issue before last.
    - 4) \$1.00 otherwise.
  - c. For trade: with other D&D zines only. Mailed BOOK RATE.
  - d. We do not offer subscriptions on a fixed cost basis, since postage and contribution credits 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 inform you how much money is left each month) until the money is almost run out. She will then notify you of this and return the balance at your request.
  - e. Buyers at retail establishments: pay the shop whatever it asks.
3. Back issues: we try to keep all back issues in print or in reprint. We don't usually succeed. Check the ToC page for announcements of what back issues are currently available. Back issues cost \$1.00 each.

MAILING: at your choice ALARUMS AND EXCURSIONS will be sent to you First Class (\$1.50 - four day lag), UPS (90¢ - four day lag), Third Class (80¢ - 4 week lag) or Book rate (25¢ - four week lag)...or hand-delivered (free - up to a year lag). If no funds are available for first class postage, it will be sent by the most efficient method there are funds to cover for.

DUNGEONS AND DRAGONS is the creation of TSR Hobbies, PO Box 756, Lake Geneva, WI 53147. Patronize the people who made it all possible.

## PUBLICATIONS OF POSSIBLE INTEREST TO A&E READERS

The Dragon: offset prozine, published by TSR bimonthly, edited by Tim Kask, Box 756, Lake Geneva, WI 53147. \$1.50/issue.

The Dungeoneer: bimonthly, offset, 16 pp photo-reduced. 60¢. From Paul Jaquays, Box 281; Spring Arbor College, Spring Arbor, MI 49203.

The Fantorpn Scholls: mimeoed fanzine from James Hayes, 1409 E. Flora St., Stockton, CA 95205. 6-weekly. 40¢/copy.

Haven Herald: mimeoed fanzine from Ben Grossman, 29 E. 9th St., NY, NY 10003, write-ups and news from the Eddor D&D campaign. Price varies. #6, the last one (several months ago) was \$1.

The History of Wargaming Quarterly: available from George Phillies, 910 Tenth St B, Santa Monica, CA 90403. Indexes most wargaming magazines, including A&E and TWH.

The Manual of Aurania: due to be reprinted realsoonnow. A catalog of monsters. Write c/o Aero Hobbies, 319 Santa Monica Blvd., Santa Monica, Calif.

Massymore: 4 page mimeographed fanzine, occasional, from Peter Roberts, 38 Oakland Dr., Dawlish, Devon, United Kingdoms. 25¢/ 10p

News from Bree: 10-20 page offset photo-reduced fanzinewith wargaming info including quite a lot of interesting D&D material from Hartley Patterson, 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, United Kingdoms; send subs to NFB a/o Games & Puzzles, 11 Tottenham Court Rd., London W1A 4XF, UK. Monthly?, 30 pence/issue/80¢ (in pounds) for foreign subscribers.

Owl & Weasel: offset newsletter from Games Workshop, the British outlet for TSR. 12 pages, monthly. Write Games Workshop, 97 Uxbridge Rd., London W12, Great Britain. 20p/35¢ plus postage.

Quick Quincy Gazette: mimeoed fanzine, 12 pp, 6-weekly. From Howard Mahler, 135 Bayard Lane, Princeton, NJ 08540. 3 issues/\$1. Trades.

Rhiannon, mimeographed fanzine from Evan Jones, 390 Riverside Dr., NY, NY, 10025. quasi-monthly. 8 issues/\$2; 30¢/copy.

The Wild Hunt: D&D apa (nearly as big as A&E). Boston-based DM-oriented. Edited by Mark Swanson, 71 Beacon St., Arlington, MA 02174 and Glenn Blacow, 13 Grove St., #7, Boston MA 02114. Rates are much the same as A&E but copy count is lower.



DEADLINE FOR A&E #21: Tuesday, April 12th for zines to be stencilled, Wednesday April 13th for stenciled or printed zines...or 160 pages, whichever comes first. Copy count is 325. Printing rates remain at 50¢/stencil, \$1/typed page, 50¢ for used stencil.

The cover for #19 was done by Jim Reynolds of Hartford, Conn. and printed up for A&E by Jim Eney. Back issues 1-10 are available.

<u>Contents this issue</u>	<u>March 9, 1977</u>	<u>129</u>
Cover	Glenn Blacow	1
A Few Paragraphs from the Editor	Lee Gold	3
Tantivy	Lee Gold	2
Echoes from the Cavern #4	Brian Lane	3
Morningstar Mutterings	Phillip McGregor	3
Burgess Pork Pie #4	Hartley Patterson	3
Field and Phalanx III	W. Taylor	1
Cursed Scroll #2	Jeffrey May	2
Kirel's Mirror	Kay Jones	4
Earth's End #3	Jim Bolton	4
The Shores of Infinity	Chris Pettus	3
Letter	Tim Kask	1
Babyl-On #4	Howard Mahler	3
Notes from the Realm Fantastic #6	Richard J. Schwall	1
Songs of Caitlin	Cheryl P. Lloyd	2
Annals of Avalon	Cheryl P. Lloyd	4
I Would Have Made a Great Platinum Dragon	Bill Seligman	8
Many Worlds	Margaret Gemignani	5
What Trap Charts? #8	Robert Sacks	1
Searchlight #6	Bill Paley	3
--Ideas from Avalon	Cheryl P. Lloyd	
Unibank Report #2	Jeremy S. Paulson	1
Notes for the Underground	Nicolai Shapero	3
Long-Tales from Boskone	Glenn F. Blacow	5
I Was an Orc in the Nazi High Command #5	Peter Cerrato	3
Definitely a Good Idea	James A. V. Cerrato	3
Horrors from Hanatown	Bob Hollander	2
Alberich's Ring #3	John T. Sapeinza, Jr	4
The Lost Mask	Stewart Levin	4
The Castlemere Gazette	Jon Pickens	4
Feet Don't Fail Me Now	Jim Eckman	2
The Griffin's Quill #7	Charlie Luce	8
Octagram Two	Jim Thomas	4
The Portal to Temporalana #13	Wayne Shaw	4
Chronicles of Dimwelt	Steven Brown	7
Shadows over Darkhold #2	John Sullivan	1
The Tuesday Morning Report #8	Steve Perrin	5
Relics of Weltmach #1	Martin Fleischman	5
Ken's Character Corner #12	Ken Pick	2
The Folble Strikes Again	Don Rollins	5

1. 1940-1941  
2. 1942-1943  
3. 1944-1945  
4. 1946-1947  
5. 1948-1949  
6. 1950-1951  
7. 1952-1953  
8. 1954-1955  
9. 1956-1957  
10. 1958-1959  
11. 1960-1961  
12. 1962-1963  
13. 1964-1965  
14. 1966-1967  
15. 1968-1969  
16. 1970-1971  
17. 1972-1973  
18. 1974-1975  
19. 1976-1977  
20. 1978-1979  
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22. 1982-1983  
23. 1984-1985  
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26. 1990-1991  
27. 1992-1993  
28. 1994-1995  
29. 1996-1997  
30. 1998-1999  
31. 2000-2001  
32. 2002-2003  
33. 2004-2005  
34. 2006-2007  
35. 2008-2009  
36. 2010-2011  
37. 2012-2013  
38. 2014-2015  
39. 2016-2017  
40. 2018-2019  
41. 2020-2021  
42. 2022-2023  
43. 2024-2025  
44. 2026-2027  
45. 2028-2029  
46. 2030-2031  
47. 2032-2033  
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111. 2160-2161  
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113. 2164-2165  
114. 2166-2167  
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116. 2170-2171  
117. 2172-2173  
118. 2174-2175  
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131. 2200-2201  
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136. 2210-2211  
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148. 2234-2235  
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150. 2238-2239  
151. 2240-2241  
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155. 2248-2249  
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182. 2302-2303  
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184. 2306-2307  
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470. 2878-2879  
471. 2880-2881  
472. 2882-2883  
473. 2884-2885  
474. 2886-2887  
475. 2888-2889  
476. 2890-2891  
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478. 2894-2895  
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530. 2998-2999  
531. 3000-3001  
532. 3002-3003  
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534. 3006-3007  
535. 3008-3009  
536. 3010-3011  
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TANTIVY'  
by Lee Gold

This will be a relatively short zine, because (as is beginning to seem all too normal) I'm having convention/mimeographer pressure. Leprecon is being held over the weekend of the 11th-13th of March...and Barry is being sent out of town as of March 8th to Houston on computer business. The result is that most of the later zines in this will have been mimeographed by me....and the issue will have been slightly delayed in collating/stapling/mailling due to the convention. Ah well, at least it should be an interesting convention. I'll be driving out to Phoenix with Sam Konkin and Andy Thornton (also of the Long Beach area) as escorts. We'll pick up Barry at the airport Friday morning and go off to the Grand Canyon where the con will be held. Perhaps we'll even get in some D&D sometime during the course of the weekend.

As for last month, it was highlighted by our trip to Boskone. (A shame that DunDraCon had to be opposite by all time favorite D&D convention.) Our first night, we introduced some Boston area D&Ders to REVENGE!, a somewhat random board game devised by the unique Jack Harness. It is played on a board twice the size of a Monopoly one and features a Torture Chamber, Uranium Mines, Teleport booths for easy transport around the board (once teleport and power station are owned), the Planet of Death (on which duels to the death may be conducted) and Pournelle's Point (landing on which dooms you to go down to the Black Hole). It also allows players who have died but once to reincarnate into one of five epic characters: the Emperor, Pastor Fazool, the Green Slime, Prince Putrid (lawful heir to the throne), and Vulcherella (the Torturer's ugly daughter with warts). Copies are \$2 including rules and cards and instructions for creating a board.

Boskone was also marked by two runs through Edwyr, on one of which we encountered a Vatch which left one rather stupid Nixie (who attempted to hook it) wandering around with a small black cloud (a la Joe Whatzis-name from Al Capp). Waldo got scared out of his life by the Pink Horde; Waldo is a Devout Coward, of course. He also went up to 6th level, and now has...eight hit points. Having a constitution of 3 can be quite difficult sometimes.

I also ran Alf two times. Maharg (Barry's fighter) got a chance to make a couple of runs with Terhalen Twit Elves and found he liked them very much. None of this nonsense about leaving a room alone because the inhabitants are too Evil for Terhalen Elves. I've run Alf about six times now and would find it hard to give Unibank ratings. Cost of a +1 sword seems to be 1-2K. Average treasure varies from 200 GP - 5000 GP depending on perseverance of party. Average EP seem to be 500-2000 depending on the same factor. Some parties have a tendency to go through 30 rooms, get discouraged because some of them are down to 1HP and leave. Others keep going, especially Twit-led groups. Alf is fun to run in any case. I'm going to start on the third level down (sixth level dungeon) when I get back from Leprecon. Judging from the fact that Boskone was ready for the second level down this year, they ought to be up to the third level next year.

Oh yes, Vatch: see Witches of Karres by James Schmitz. Do not see "Witches of Karres." (That means look at the novel, not the novella.)



Glenn: Typically, if I beef up monsters in order to give a better fight to characters carrying heavy magic, then the added equipment is highly personalized...along the lines of the E. E. Smith Lens. That means that if the monster is killed, the item turns into dust; if the item is captured from the monster, its alignment is personalized to the monster and does everyone else 2D6 damage minimum.

You encountered a female True Catholic cleric? I didn't know the combination was possible. (A&E #19, KSTC 1st zine, p3)

I do not run rechargeable Wands. I have never encountered any DM who offered a character of mine the option of recharging a Wand. I have never heard anyone speak of recharging Wands.

Mahler: Ancient Tokyo was called Edo. The name got changed to Tokyo circa 1900 during the Meiji Revolution.

Eric Baines: In whose dungeon/wilderness did Lord Eric find the two wizards? I'm afraid I'm not terribly impressed by perils that you yourself constructed but never really underwent.

Shaw: If you haven't sent me a notice of transferral of gold pieces, you haven't purchased any Nyosan spells...or any spells from any of my MUs/Clerics. In fact I strongly suspect that you have to send a notice of transferral of gold pieces to purchase spells from anyone. It is not automatic on deducting the spells from your characters' accounts. By all means, do go back and add it all up...and notify the people you're buying the spells from. Dammit, the Nyosan Chaotic Churches can use the money. I did subtract the money from their treasuries to research the spells in the first place.

Some people mentioned the hope lastish that the Harper and Spell Singer would somehow be combined. I created the Harper as a Highly Restrained Character Type (and it worked; it passed the Blacow Test). Harper spells are limited to those things performable by or analogous to things performable by music/sound. Spell Singer spells are not.

Pettus: A troll killed by a Phantasmal Fireball would be dead but not charred. It would indeed regenerate. A Phantasmal Spell cannot injure anyone beyond the point of death. Once you're dead, you automatically save vs. Phantasm. Also Sleeping people cannot be injured by Phantasms. Nor can Feebleminded people. At least, that's the way I play it. On the other hand, Confused people have no saving throw vs. Phantasm.

Konkin: You ask "why should Law be identified with Good?" I can't think of a single case in fantasy or mythology which does so." Well, almost all myths I know of have the Creating Gods laying down laws to humanity as the next step. And the Jewish religion goes so far as to speak of God as "sanctifying us by His Commandments."

I think someone inquired last month whether the Mabinogion was obtainable in English. While in Boston, I acquired The Mabinogion, pb. Everyman's Library, 75p (British). I forget the price I was charged, but it was circa \$2. In addition to the four branches of the Mabinogion, it also contains seven other tails.

Holmes: lovely tale.

Sorry everyone else: out of room, out of time, out of energy.



Produced by Brian Lane 4031 W. 97th Terrace Overland Park, Kansas 66207

First of all, I would like to apologize to anyone who tried to read my article in A&E 418 and couldn't. I got a new typewriter and didn't press hard enough last time, however I bore to remedy it this time. The T.C. goblin cleric I spoke of last time has disappeared into the woods and has been out there a couple of months. Lately I have run a second level Satanist cleric who became petrified when he met a cockatrice, a Satanist elnebonian who went down spitting on a party of Cld Orthos who wanted to convert him, and, lastly (feeling more evil than ever) ran a C'Thuluist orc who managed to feed an entire party of 13 to a lair of Set. I enjoy running lawfuls for a while and alternating with evil characters and even a few neutrals. Oh well enough rambling on.

### PHANTASMAI FORCES

A few people last issue were commenting on how to run the 'U spell Phantasmal force. I decided that I would print my concept of it in case it would help anyone with running their spell. I must admit that these are figures based on my opinion of the spell, not computer thought out charts, checked over by logic professors, o.k.ed by the medical profession, and approved by the Realism in Science Council. I believe that phantasmal force should be treated like a 2nd level 'U spell; not 3rd-6th. Phantasmal force can easily get out of hand as far as an offensive weapon. To give examples of the above: A while back, the D&Ds in this area used to take full advantage of the spell; if a door was opened to a room with 8 armored figures behind it, one of the players would cry "Look the roof is caving in!!" the figures would look up and the 'U would cast FF of the roof caving in. If the figures believed it, many would die from the normal damage the callapsing roof would do. That is a little gross.

I am one of the first to believe that someone could die of fright, but I refuse to believe that any intelligent being take permanent damage (physically) from an illusion. I therefore believe that the damage instead would be mental. These figures are only for when FF is used as an offensive weapon. (i.e. fireball, lightning bolt, roof collapsing, etc.)

These are the steps taken:

1. 'U decides on type of illusion or FF.
2. All victims in sight of the FF make their save vs. magic. Players get a +1 on save if they have experianced a FF before. +1-+6 is added to save depending on the unlikeliness of the FF. (i.e. a 'U throwing a fireball while he is only 10' away, etc.) Bonuses are up to the DM. Animals that do not rely on sight will get an excellent saving throw.
3. If FF is not believe by a person he may carry on as normal and may shout to others in party that believed it, that it is only an illusion which will allow affected players to get another saving throw.
4. If FF is believed, the victim takes 1 D6 damage for every two levels the opposing 'U has achieved. Fractions don't count
  - a.) If victim takes 5 more points of damage below zero then it dies from shock and fear.
  - b.) If victim is between zero and -4 hit points then it becomes unconscious for 2-8 rounds. When victim awakes it must sit one round and gather it's wits, after which time it realizes that it isn't dead or hurt and all mental damaged is erased.
  - c.) If victim is only wounded it may continue to fight. Victim will start to realize that he is not physically damaged and will start to regenerate mental damage. Unintelligent beings will regenerate 1 point a round (Int. below six). Semi-intelligent and intelligent beings will regenerate 2 points per round (Int. 6-14). Very intelligent beings (15+) will regenerate 3 points a round. If someone unharmed yells that it is an illusion. Wounded player gets +5 on save.



- d.) If a character takes enough physical and mental damage to be killed then he becomes unconscious as in 4b. Of course if character took enough physical damage alone to kill him, then he's dead.
- 5.) If PF is not used as an offensive weapon but instead as an illusion (i.e. wall of fire, certain monster appearing, etc.) I think that it is best to leave it up to the individual players. DM just tells the party that they see an MU gesture and a wall of fire spring up. Then the players, by their actions, will tell if they believe it or not. For non-players just roll their saving throw to see if they believe it.
- 6.) A PF dispells on touch whereas normal illusions shouldn't. They will only disappear if party disbelieves it. If party believes that an illusion is real however, then the damage will be real.

### Lousy Characters

One thing I detest as a DM is when a player complains and wants to kill off his character because it is average. I have to keep telling them that there is nothing wrong with an average character or even a bad character. I don't expect them to be excited but I don't expect them to go jump off a cliff either. Sometimes it's fun to run bad characters, especially dumb ones. I, as a player, like running Orcs for example, mainly because they are dumb, like to fight, and are usually left alone by very intelligent people. The C'Thuluid orc I just ran had an 8 strength and a 6 intelligence with everything else average. I once ran an Old Ortho cleric with a 5 strength and a 5 dexterity. He was -2 to hit, -2 damage, and -2 armor class. I'll admit I wasn't excited about running it but he did get about 2000 gold and 600 experience before he died. I've seen dungeons where you can't roll an average character, you get at least a 13 in every ability. Of course every fighter you meet in the dungeon has a 18 strength and a 15 dexterity which gets to be gross and boring. I would like to take measures to make sure players play their characters but I don't want to restrict them. Now I will allow reroll of characters but all of the abilities have to be bad. (i.e. a high roll of 8) Usually characters that bad would have died of plague long ago.

### Misc. Stuff

I've often pondered about the effectiveness of a clerical silence spell. If a cleric can throw silence spells on others then he can throw silence on magic-users and they can't throw spells. That would be a far too powerful spell. To offset this one could say that MUs can use certain spells without sound (by just gesturing); DM could say that clerics can't throw silence on people other than himself; or say that if silence is thrown on someone then that person could break the spell next round.

Lately there has been some discussion about alignment languages, whether they are useless or not. Personally I think that languages are important to a campaign. In my game I have now 16 main religions (6 good, 4 neutral, and 6 evil) with 16 different languages. There is the common tongue which all humans speak in the particular country. I do have many countries in my world and each has a different language also. In my game it is hard to tell what religion a person is unless he is wearing a religious symbol. It is easy to pass yourself off as another religion but not another alignment because clerics and MUs have Detect Evil or Good not to mention ESP. I feel it adds more mystery or suspense to the game when religion is a bit unknown. Each god has a temple language, which only his followers know. Players cannot learn other religious languages without converting. What is the usefulness for the DM? Well, say a party listens at a door when you aren't using religious languages. The party consists of 5 lawfuls and 2 neutrals. One neutral and one lawful listen at the door, they hear human voices in a language that they don't know, they kick open the door almost positive that the inhabitants are chaotic. In my world if you don't under-



stand the language behind the door it could be a different religion language of your own alignment, a different alignment, it could be a speech of some pagan religion, or it could even be a traveler from another country. This gives the players more variety in their actions in the dungeon.

#### Comments on A&E #18

Nick Smith- The demons you listed are very workable, I have been using those demons somewhat in my dungeon, Dankcaverns. They are listed with their powers also in The Sorcerer's Handbook. They can certainly save time in creating a sack full of demons.

Wes Ives- I agree with your comments to Mark Swanson about undead. I think that undead are more at home and don't like to leave dungeons, graveyards, and other God-forsaken places. They only turn humans into undead to punish them for intrusion.

Nicolai Shapero- Enjoyed your demons of dreams and nightmares. As per your comments to Lee; age does become an important factor when there are magic items to age you (Staff of withering), monsters that age you, and even some traps that could age a player. There can be some ingenious traps to age people without doing too much harm; that is if the player can get his hands on a potion of longevity.

R. Steven Brown- Enjoyed your magic armor tables.

Glenn Placow- Missed your article in #18. I would like to hear some more recent stories about players in the Confederation and what they're up to. (Ariel, Nimue, Super dwarf, etc.) I guess if I want to hear more, I'll have to subscribe to TWH and get a few back issues.

Sean Cleary- Though I agree that characters that usually make blunders should probably die, I do not agree that the DM should be against his players. I think the DM should be impartial and not get himself deeply involved with his monsters. I know as a player that I am uneasy when I go down in a dungeon where the DM is always out to get you. I usually steer clear of DM who really enjoy killing off players because I feel that the deck is stacked against me. I am not at all defending DMs that are too easy on their players. Interesting new spells.

Bill Seligman- Yes, I doubt that Stewart would have been able to kill Scott's character. I know that Scott is smart enough not to get offed by a lone hero. Scott and a few of us had about taken enough of the Iron Mask. I doubt there would have been too many countries that would have welcomed him.

Cary Martin- I don't think the vampire class is too playable. Players would have to sleep in the day, and where could they safely sleep w/o somebody busting in with stakes and mallet? Player might have to live in dungeon. If vampire sleeps outside of city he'll never be able to have a city adventure. All (or most anyway) cities close and lock their gates at night to keep out beings like that. I'd suggest that if and when you run one that you put a limit on the number of vampires player can create. Otherwise player will try and get an army of vampires to follow him. I'd think that vampires wouldn't want to make many more vampires. They chose carefully and their should be a motive like love, hate, revenge, punishment, etc. The typical movie vampire has about 1-3 vampiresses under him.

Peggy G.- I must agree with Lee in ish #17. Chaotics would overcharge neutrals or anyone. The way I see evilness is usually-- little respect for fellow man, greedy, selfish, untrustworthy, hateful, usually violent, and paranoid. There are a few exceptions to the rule however.

Well that's about it from here, I welcome all comments, criticisms, and advise. Please excuse some of my typing mistakes but I am going fast, it is early in the morning, I may be late for the deadline, and I have a college exam in the morning. Until next issue, it's time for the echoes to cease and the cavern to grow quiet.



## MORNINGSTAR MUTTERINGS

a D&Dzine for inclusion in A&E  
and from the hand of Phillip McGregor and Morningstar Miscellaneous  
Enterprises Ltd. c/o 1 Park St., Harbord, Sydney, Australia, 2096  
(and appearing here thanks to Lee Gold's typing)

This 'zine will hopefully be for regular inclusion in future A&Es  
and will cover goings on in my newly opened Dungeon--Morningstar--as  
well as general comments and info I hope will be of interest to all  
readers of A&E.

First of all--a brief description of Morningstar dungeon and its  
locale. Morningstar is situated on Clearsky hill about one mile beyond  
the outer gates of the city of Coroth--the seat of the Dukes of  
M'Gregor. Coroth is situated on a man-made mound in the swampy area  
bordering the Grey Sea; the mound's origin is long lost in the reaches  
of the far past, and rumour has it that a great wizard had a hand in  
creating it--as the mound is two miles by one mile by 100 feet.

Coroth and Morningstar are a mixture of Celtic/Welsh/Scots myth-  
ologies with other deities thrown in by virtue of the fact that Coroth  
is a major centre of overseas and overland trade from the four corners  
of the world.

Legend has it that Morningstar Dungeon was originally the habita-  
tion of the same wizard who built the mound of Coroth, whose fate is  
not known. The entrance--at least the only *known* one--is on the top of  
Clearsky hill in the remains of a stone tower behind a massive iron-  
bound oaken door above which is inscribed the followed words: "He  
either fears too much or his deserts are small, who would not put it  
to the touch, to win or lose it all." And this sentiment aptly sums up  
my attitude to adventurers: i.e. the more they risk (their lives,  
magic items, etc.) the more they stand to gain--a sentiment that seems  
to be widespread amongst most A&E contributors. Anyhow, more on misad-  
venture in Morningstar Dungeon in later issues. Now I would like to go  
on to a matter that has been bugging me ever since I started playing  
D&D two years ago: that on Encumbrances and money.

### ENCUMBRANCES IN D&D

According to my calculations from the encumbrance table in D&D,  
a coin of any sort weighs the same--and the weight seems to be about  
12-15 gp per pound (i.e. one coin weighs over one ounce). If this is  
truly so, then the overabundance of gold and silver in a D&D world must  
be truly spectacular. One considers that the value of 1 oz of gold  
on the free market today is \$100+ and that in medieval times the  
actual purchasing power could be 10-100 times more than it is now.  
If one adheres to Gyax's system, then one can only visualize a culture  
in which even the lowest peasants eat breakfast with silver or gold  
utensils and the well-to-do sleep in solid gold beds (well--almost).

From my knowledge of Ancient and Medieval history, I have come up  
with some interesting and hopefully useful facts with which to revise  
the present ridiculous monetary/encumbrance situation--

In Medieval times, the most common large denomination coin was the  
SOLIDUS (usually silver). For accounting purposes, 20 SOLIDI were  
equal to one FLORIN (which it actually issued as a coin was 4 grams).



of gold). Each SOLIDUS was of 4 grams of silver--putting the silver/gold exchange rate at 1/20. Now, since there are about 454 grams/pound, we can see that there are approximately 114 FLORINS or SOLIDI per pound (since they both weigh the same).

Thus the example on page 15 of Men & Magic, the character can now carry (at a conversion rate of 10 gp/lb) 30 lb. of coins: i.e. 3420 FLORINS (Gold) or SOLIDI (silver). Hopefully this shouldn't unbalance things--and since it is historically accurate (or at least more so than Gygax's system) I feel that any loss of "accuracy" is illusory, as my system merely corrects the inaccuracy of the previous system. (N.B. your gold coins can still be gp and silver coins, sp--FLORIN and SOLIDUS are merely the historical names).

Since I have thus, with a stroke of my pen (so to speak) wiped out the Gygax Encumbrance system, I hereby substitute my own (with some weights revised due to research).

Load Equivalent to:	Light Foot Movement:	75 pounds	
	Heavy Foot Movement:	100 pounds	
	Armored Foot Movement:	150 pounds	
Leather Armor:	20 pounds	Saddle:	30 pounds
Arming Doublet:	5 pounds	Helmet:	5 pounds
Chainmail:	50 pounds	Shield:	12 pounds
Half Armor:	40 pounds		
Plate:	60 pounds		

Other weights on the table (Men & Monsters, p. 15) are converted by divided by 10, unless listed below:

dagger: 11 pounds      Short Bow: 4 pounds      Long Bow: 5 pounds

Some items on the list need explanation:

Half Armor: only a partial back and breast plate plus leather studded with Iron for parts of back and breast not covered by plate: AC 4 (Chain & Shield); AC 3 with shield. Cost: 90 GP.

Arming Doublet: padded/quilted cotton undergarment worn under all types of armor (equal to AC 8 by itself). If no arming doublet is worn and an attacker exceeds the number required to hit a person of AC 9 \*i.e. has hit but may not penetrate armor worn), he does 25% normal damage: due to bruising, broken ribs, etc. If he throws a 20, he rolls on whatever critical hit table you use (i.e. a rib has broken and pierced a lung or similar). Cost: 20 GP.

#### WEAPONS AND ARMOUR: ADDITIONS

Another point that bothers me is the low price and ready availability of chain and plate type armour. Both of these are not only extremely expensive in medieval economies but took a very long time to make. Also, there would be wide variations in quality due to the above factors (expense/time).

Thus I feel a revision of Armour classes is in order--and I introduce two different types of Chainmail and Plate:

Chain type II: quickly ('most') produced chainmail, suitable for men-at-arms, etc. Made of ordinary iron and produced in a hasty fashion. 80% chance of immediate availability. 20% chance of 1-4 week wait. (Cost: 50 GP)



Chain Type I: done by superior craftsmen with superior materials (e.g. Damascus iron). 40% chance of immediate availability, 60% chance of 1-6 month wait. (50% downpayment required) (Cost: 75 GP)

Plate Type II: similar to Chain type II in quality of workmanship and materials. (120 GP). Availability: 60% chance or 1-4 week wait.

Plate Type I: similar to Chain type I in quality of workmanship and materials. (180 GP). Availability: 30% or 1-3 month wait (50% down payment).

#### Armor Class:

Chain type II:	AC 5 (normal)	Type I:	AC 4 (AC 3 with shield)
Plate Type II:	AC 3 (normal)	Type I:	AC 2 (AC 1 with shield)

#### WAGES AND SALARIES: ADDITIONS

Another point that worries me is the pay scales of the professionals and Men-at-arms (Underworld & Wilderness Adventures, pp 22-3). One has only to look at the Pay Scale of the English army of 1316 AD:

Knights:	Heavy Horse:	13 sp/day	or 18 gp/month
	Medium Horse:	7 sp/day	10 gp/month
	Light Horse:	2 sp/day	3 gp/month
Archers		3 cp/day	1 gp/month
Men-at-Arms - Heavy Foot:		6 cp/day	2 gp/month
	Light Foot:	2 cp/day	5 sp/month

As for Specialists in the reign of Henry VIII, the Chancellor of England received the equivalent of 4000 gp per year as a salary and could keep a town house, a country house and the necessary servants on this (which was regarded as a princely sum)--and what is a Chancellor if not a type of Sage. So obviously the D&D specialist salaries should bear looking at. The following table seems more realistic:

Alchemist:	2000 gp/year	Sage:	400 gp/year
Armourer:	200 gp/year	Seaman:	24 gp/year
Assassin:	2000 gp/mission	Ship Captain:	250 gp/year
Animal Trainer:	150 gp/year	Smith:	50 gp/year
Engineer:	1000 gp/year	Spy:	500/mission

I would be pleased to hear comments on any of the above--either in future A&Es (but I get them after a 1-2 month lag) or by letter to the above address.

Thanks very much for typing this up, Lee.

Yours faithfully,

Phillip McGregor



## BURGESS PORK PIE 4

A little something from the hunny cupboard of Hartley Patterson of Finches,  
7 Cambridge Road, Beaconsfield, Bucks HP9 1HW, England. For A&E 19.

.....  
News from the Front: Olaf Paulsson got the chop last weekend when he joined a party trying to raid an MUs residence in Ibras while said MU was out of town. Evading Nubian Guards and wolves prowling in the grounds, the robbers penetrated to the second level of the MUs Tower which was in maze configuration; Olaf failed to dispel a group of Wights and lost out in the ensuing melee.

The following weekend a party which I didn't join tried the Tower again, and managed to reach the top and loot the real goodies: the MU returned but was promptly charmed. This latter expedition was at one of the regular meetings held in a games shop in Central London: I was stuck DMing a party of 1st levels and wishing I'd put them down a nastier section as they were not too good - one was even killed by 1 hit point, 1 damage point Wasps!

A&E18 comments

Notes/Shapero: 2-handed swords are useful, though you've cheated somewhat in missing out their space requirement - 5' either side or whatever. I also insist on STR 15+ or -1 hit prob for each below 15.

Kirel/Jones: Good story - more please! I might try the closed envelope idea for magic items sometime - at least on players I'm certain won't cheat.

Dimwelt/Brown: My overland campaign if and when it ever starts will be city based, since I already had much of the background set out for the old MIDGARD game five years ago before D&D. Thanks for your ideas on the subject. It seems our views of standard D&D combat are much the same - see later.

Spinward/McIntosh: Yes, Paul Jaquays' VORPAL BUNNIES are closer to Monty Python: Chris Bursey (who did Wererabbits - I forgot to credit him there) was looking for weak monsters to entertain novices. We've found interesting and different monsters are much more difficult to do as weak types than heavies.

Yes, I have your stuff thanks - you should have mine by now!

\*\*\*\*\*

### Towards another Combat System

The only major deviation from standard D&D I use is in the combat system. I was somewhat impressed with the 'Tunnels & Trolls' method of having armour take hit points, but after some experiments concluded that a return to basics was needed rather than TSR's tinkering and adding as in the supplements.

First and foremost, we want a combat system that is as simple as possible to use. D&D uses a matrix plotting the armour protection of the defender against the skill of the attacker. If a hit is scored, a second die roll gives the damage caused. Most DMs use adjustments to the first die roll for weapon type and to the second die roll for weapon type and target size. Fighters get special bonuses on both rolls for strength.

So we need a system with two die rolls if possible. Adjustments made to them should be modular allowing the DM to use or ignore them depending on how complex he wants his melees to be.

Secondly, I wanted a system that could be used with already rolled characters without any fuss. This means retaining such things as hit points, armour classes and magic weapons.

Basically what I've done is to change the emphasis of the two die rolls. Armour-as-protection shifts from the first roll to the second, enabling a new factor, Armour-as-encumbrance, to replace it. The questions the die rolls now ask are:

1. Did your opponent dodge your blow?
2. How much damage did you do, and how much did his armour protect him?



(1) For each character the DM calculates a MELEE RATING. Since I use 'expedition sheets' on which players note their vital statistics before entry, I put this rating in a column on them.

MELEE RATING =  $\frac{1}{2}$  DEXTERITY (rounded up) + ARMOUR CLASS (excluding magical armour bonuses) + SPECIALS.

'Specials' might be racial ones, eg Elf +1 - anything that is permanently possessed by the character in question.

The MR is then the number needed to hit that character by an attacker.

(2) Monster MR is about Speed +3, but this will vary eg a Snake is slow moving but will have a high MR when it strikes to bite. Since I have a condensed list of all monsters on file I went through giving an MR to each. Certain creatures have an artificially high AC to account for high dexterity in standard D&D - these will require the AC reduced to 'real' levels and a high MR. Human 'monsters' simply roll for DEXTERITY and calculate MR like a player-character.

(3) MR is affected by temporary factors. Some of these are those that appeared in A&E 18, the dexterity adjustments from Ersatz Wizardry. Encumbrances also lower MR, eg 10' Pole -2. I add -4 for being in a confined space such as a narrow passage, -4 for being 50% wounded.

(4) Opponents then take the difference between their MRs:

0-5 Higher MR hits first.

6-11 Higher MR hits 3 times to opponents twice.

11+ Higher MR hits twice to opponent's once.

NB: All bonus strikes ignore shield (see later).

(5) The D&D attack matrix becomes a LEVEL BONUS table. For this Fighters and Monsters go up in steps of two levels, Clerics etc in steps of three, MUs etc in steps of four. For each step beyond the first, PLUS ONE on the chance of hitting. Thus a 7th level Cleric adds TWO.

(6) To score a hit, adjust opponent's MR for weapon type, magic weapon bonus and level bonus. I don't use the strength bonus for fighters here at all, on the grounds that strength is no help in trying to make a weapon connect, only in scoring more damage - but suit yourselves over this.

EXAMPLE: Grey Mouser, a 7th level Thief, dexterity 17, leather armour, short bow slung on back, enters a room surprising Conan, a 9th level Fighter dexterity 15, plate mail, back pack. Mouser has a +1 sword.

Mouser MR =  $\frac{1}{2}(17) + 7 - 1$  (bow) = 15. Conan needs 15-2(door)-4(level)=9 to hit.

Conan MR =  $\frac{1}{2}(15) + 3 - 1$  (backpack)=10. Mouser needs 10-2(surprise)-1(sword)-2(level)+1(vs plate)=6.

Mouser has higher MR so he hits first.

(7) For missile combat the attacker throws against his OWN DEXTERITY to hit, adjusting for level bonus and weapon factor as above. A target moving or dodging adjusts as follows:

MR	0-8	9-12	13-15	16-18	18+
Bonus	-1	-2	-3	-4	-5

(8) For damage scored roll as normal with STRENGTH and magic weapon bonuses.

(a) A Shield can absorb 6 pts of damage per strike. Total possible: Large 16, Medium 12, Small 8. Thereafter useless. The standard D&D shield is a medium, -1 to MR of course; large is -2 and small 0 on MR.

A shield hit by a pointed weapon scoring at least  $\frac{1}{2}$  its total possible damage causes the weapon to stick in, transferring DOUBLE the dexterity loss to the shield carrier! A standard Viking trick was to deliberately throw a spear at the opponent's shield, see Egil's Saga.



(b) Armour absorbs damage per strike (Leather 2, Chain 3, Plate 4) from all except pointed weapons (dagger, arrow, rapier, estoc) which provided they hit ignore armour and damage body only. After the dungeon trip or whatever pay 1GP per point damage absorbed to repair - or sell at 10% value for scrap!

(c) Monsters absorb damage by Armour class as follows:

AClass	9	8	7-6	5-4	3-2	etc
Hits absorbed	0	1	2	3	4	

However monsters with 'natural' armour always take at least one damage point per hit.

(d) Magic armour is +1 absorption per +1, eg +2 Armour is 6 absorption.

Magic Shields are +5 per +1, eg a +2 shield can take 22 hits.

Magic items can always be repaired provided the bits are brought back to your friendly armorer!

(9) The weapon table needs some additions and (in my view) some amendments.

(a) Some weapons require a certain dexterity to use. Put in a 'Dexterity needed' figure: persons of lower dexterity take the difference and add this to their opponent's MR and if you have such a thing the chance of a fumble. Thus a character of DEX 10 wields a flail (DN 13); a roll of 4 or below is a fumble and he has entangled himself or hit someone else!

(b) Weapons NOT carried in the hand subtract from MR, depending on their bulk, eg a sword is -1, a crossbow -2, a halberd -3. Exit the twits with a dozen weapons slung about their person. On my table Dwarves are an extra -1 on such weapons and Hobbits -2, being but little fellows.

(c) Similarly a certain strength is required to use heavy weapons. Typical ratings are Sword 10, Mace 8, 2-hand axe 12. -1 on hit probability for each point below that required. A Hobbit requires +4 for this.

(d) Certain weapons were designed to slip through the joints in armour, others to bash it to bits. To allow for this pointed weapons have higher negative adjustments for chance to hit, but ignore armour subtractions on damage as noted previously. Knights in the Middle Ages often carried two swords; an Estoc about 3' long, pointed but with no edge, which would be Plate -5, Chain -3, Leather -1, unarmed 0, and a 2-handed sword with no point which might be +1, +3, +2, +2.

Actually the best sword for dungeon use would be the 1½-handed or bastard sword. 4' long (the D&D sword is 3') it should be rated for what it is, not quite as good as a 1 or 2 handed but useable as either.

(10) This combat system REPLACES certain D&D bits:

The Monk bonuses on attacking - with high dexterity and no armour they are already doing pretty well!

The Fighter dodging bonus and (optionally) bonus for strength on hit prob. Missile dexterity bonus.

\*\*\*\*\*

### A Few Extra Weapons

MAIN GAUCHE is a large dagger with a guard that can be used to parry blows. For standard D&D combat treat as a Shield but if it takes over 4 damage it is knocked from the hand. Requires 14+ dexterity to use. Good weapon for thieves, obviously!

THROWING DARTS were used by late Roman/Byzantine troops: ranges 15/30/45 feet, throw on short bow table for hits. If in rack behind shield allow two throws per melee round? Damage 1D4.

SLINGSHOT: ranges 50/100/200 feet, as shortbow. What the heck use are they anyhow? Well, compare the cost of a silver arrow and a silver coin.....

REPEATING CROSSBOW: of Chinese invention for use vs Huns etc, fires 10 light (1D4) quarrels at -4 on hit probability, takes 3 melee rounds to reload. Good vs Orcs etc in narrow corridors.



DEXA!

(Dexa is Greek for "TAKE THAT!" and was stamped on lead slingstones.)

The following is the first entry in the unofficial Ferdinand Peghoot of D and D contest(if Lee Gold wants one):

Ferdinand Peghoot was a castle lord of a good natured king. One day he received news from his king of a prisoner being held in a dungeon--the information being obtained from a defector. Though there was nothing on the prisoner, he had given the location and floor plan of the dungeon, and the cell of the prisoner. Of the defenses, no polymorph or teleportation worked inside. The king therefore recommended a party great in strength and small in number.

Ferdinand called forth his best men: Amar, a fighter. Beol, a cleric, Xenothyn, the best Master of Hand and Eye(a lawful thief), and Glorith, a powerful magic user. They were informed of all and sent forth.

It was a well guarded dungeon, but it was no match for these four. Glorith and Beol, by use of spells, gained all an undetected entrance. Inside, Xenothyn countered every trap. Beol called forth silence when it was needed, and Glorith did so with illusions. Amar was pleased, for it had been recommended that as few lives as possible were to be taken.

They made it to the cell door and Xenothyn successfully opened it. Inside was an ent. But not just an ent. It was a corktree-ent. He was chained to the wall and as torture, strips of bark had been peeled off.

The ent was glad of his rescue. "Get me out of this dungeon and back to my forrest and I shall give you a boon." Amar agreed to take it in Ferdinand's name.

The party nearly made it to the entrance undetected, but it isn't easy to handle a fifteen foot high ent. One guard gave out a yell before he was shot by Amar. Spells of blockage were thrown and then they ran to the entrance. There, Glorith could teleport everyone to safty.

The ent's forrest was reached, and the promised reward was brought forth. The ent had two large oars. "The spirits of two ents now live in these their past bodies," said the ent. "By spell, a cleric can speak to them and can learn a great deal about the nature of the waters. And one stroke is equal to four or five of a normal oar."

Thanking the ent, the party left with the oars and soon returned to Ferdinand. Telling their story before showing the oars, Ferdinand's face changed expressions until by the time that the oars were mentioned, he was laughing out loud. Amar was about to burst out in rage--when his mouth dropped at the sight of the oars being brought in. One bearer was the ent, and the other was the man that he had shot.

"You four are all victims of a joke the king played on me", said Ferdinand with a smile. "You see, everything that happened here also had happened long ago. The story is known by both the king and myself. But I would have thought that you would have known it too. Everyone should know of the story of the famous captive cork and the ent oar prize!"

I just noticed that I spelled forest with two 'r's. Perhaps this was the well known Ackerman forrest.

So much for this month, as I have moved back to Tucson. This is the strange place where a person has to be forced to go into a dungeon--they are all so deadly as compared to the normal lands above. Then again it is nice to have an encounter on an overland.

"You have suprise on a red drageon in flight." the gamesmaster states.

"Range?" as bows are being readied.

"SEVEN MILES AND CLOSING FAST!"



## CURSED SCROLL #2

Produced at the last minute and 11th hour for Alarums and Excursions 19. This effort originates with Jeffrey May, Box 68, Liberty, Mo. 64068. It is Hilltop Hermit Publication No. 72, dated 2-6-77. This pair of stencils is in the way of an experiment. I have some stencils with 9 holes at the top, and I'll see how well they print, typed according to Lee's instructions. I am a bit dubious of these stencils, as I have had some unhappy experiences with them before--those of you who attended the MidAmeriCon in Sept. '76 may remember the "printing" on some issues of the Bullsheat. Anyhow, this lighter duty may be easier for them. If you can't read this then you'll know.

The other night 13 of us used Steve Simmons' dungeon--Sharazo?--to prove the fatal consequences of intra-party backstabbing. I had rolled up a magic-user, my first ever in Simmons' dungeon and my first anywhere in months. We had been down once, and at the end of that trip my m.u. saw the light and converted from Satanism to Old Orthodoxy. The fact that there was a bonfire and stake waiting for him if he didn't had a lot to do with it.

Anyhow, 13 of us went off to the second level. We found a side passage and therein 2 doors, and from behind one door came chanting in a language my m.u. spoke, the Language of Set. Set worshippers are Cthulhuists, and even the Satanists consider them enemies. I wanted to attack, but the other members of the party didn't. The party was heavier on fighters than anything else. I may have been the only non-fighter, but I'm not sure. The party was very mixed, with one or 2 Old Orthodox, various Naturalist or Druidist types, and (as it turned out) some others. From there we went south, and 4 of us--my m.u., a dwarf, and 2 orcs--got co-opted by some orcs to go fight a troll. The orcs refused to let any of the other 9 come, so off we went. I coned the orcs when we met them, by telling them I had charmed the Dwarf and they couldn't touch him. The orcs loved the idea of a m.u. putting spells on a dwarf. The dwarf (for whatever demented reason) volunteered to walk point. I therefore decline to accept responsibility for what followed.

Well, we found the troll. I was right up by the door when we opened it, "to throw a spell," I said. The troll opened up, annihilated the dwarf (he volunteered for that, too.), and McGregor Mathers (my m.u., if I hadn't mentioned it) gestured at the troll and yelled "Omnia Gallia in tres partes divisa est!" Nothing happened, and the troll and the orcs' leader went at it. The orc was a mean mother, and he had a gross-looking 2-handed sword. He was badly hurt, but he trashed the troll. My m.u. shared in the treasure, before we rejoined the group. McGregor wanted to go back and hit the orcs while they were torn up (we met ghouls on the way back from the troll), but he got divine inspiration that the party couldn't take the orcs. So, we went back to the temple of Set. He had a plan. Open the door, McGregor throws sleep at the cleric, and then tries to sleep any others in the room. Meanwhile, the fighters with bows would open fire. Hopefully, most of us would kill them.

First part of the plan went all right, with one exception. We opened the door, and McGregor slept the cleric, but he stopped a Cause Pain spell. That left him screaming on the floor in most useless fashion. There followed a general melee in which 3 or 4 were laggard to take part. In the middle of this mess there was a suggestion that McGregor be knocked out lest his cries draw monsters. A couple of Naturalists--may they get the Pox!--went then one better by cutting his throat. Two of the laggards suddenly attacked the other members of our party in the hall. Turned out they were Minions of Set themselves. The dust settled to find one survivor able to move, a walking wounded who ran,



and of the Set worshippers in the room one survivor, the cleric, who had awakened when McGregor was killed, breaking the sleep spell. Turned out he had been the one who coordinated the last  $\frac{1}{2}$  of the melee from their side, including the 2 giant snakes which put in an appearance. One out of 13 got back alive.

I was just a bit hacked, because that had been my first m.u. in a long time, and the reason he was killed, seemingly, was because those 2 players thought it would be funny, or something. The two who were Set-worshippers were playing their religion, but dammitall, I and the DM both were bugged by McGregor Mathers' death. He was exasperated at a piece of rank folly, and I disliked the idea of somebody offing my character for a giggle.

Some comments on A&E 18:

On Gods: I can't see assigning gods hit points or A/C myself, but it's your trip. To paraphrase a bumper sticker, "My gods don't need hit points; sorry about yours."

Wes Ives: I've already decided that some non-players have researched Analyze Magic as a 3rd or 4th level spell. Amt. of info thus gained is by die roll & my option; intelligent magic items get a saving throw, of course.

John Sapienza: Locally some DM's use a system of enhanced die rolls to build a character. On one or two rolls you can use more than 3 d6 and choose the best 3 of the 4 or 5. You may be able to reroll one or two characteristics, if the DM allows such things. You may be able to scrap the character and try again. This is not intended to be the same thing as just giving yourself an 18 strength because you want one. It allows a player to "build" the kind of character he wants, without being too gross in the giving of high characteristics. Usually DMs who use this have a set of minimum requirements for special types (e.g., Wis. 13 for a cleric, or requirements for an Elf.)

CORRECTION to C.S. 1: Temujin the Gross is FM2nd, not 1st, now.

Nicolai Shapero: Your arguments in favor of 2-handed swords are so cogent I may try one when next I go down. Of course the user of such a sword pays a penalty in A/C, in not being able to use a shield.

Mark Swanson: I thought of something for critical condition vaguely similar to your system, but gave it up. In the first place the body can only take so much before dying, and in the second place, I'd rather err on the side of miserliness in allowing survival below 1 h.p.

Except for the other night I haven't done much D&Ding in almost 6 weeks. Weather has been very bad here lately, keeping me in my hilltop abode far from the Dungeons of the southlands. Three of us did try a quick trip into the Vampire Queen's palace just before Christmas. We didn't accomplish much, tho. We offed some skeletons, a couple big rats, and a thief. Endora (formerly Clara, but now using her real name) discovered that magic missile for her has definite advantages: she's like a gatling gun. The trip broke off when Our Furd used his belly to stop a crossbow quarrel. However, next time will be better. Furd is getting very close to FM 4, I think.

I kind of doubt this will get to Lee in time for #19. However, the P.O. says it will so I'll give it a try. Regards.

*JH May*



intended for A&E #20 (#20 ALREADY!?)

\*\*\*\*\*the inevitable mc on 19\*\*\*\*\*

GLENN BLACOW: Excellent characterization of chaotic (evil) Jack the Slasher - every lawful(good) character I have wants to string him up! // Cutting down on boredom dpt..Not only do you give saving throws against sleep, but assume all those who made their save know what was thrown on them AND are henceforth immune to the spell for the next hour or so. Great fun when about half a dozen critters which had been faking sleep get up when the party is strung out about the room...// There is one baby vatch in Robber's Roost who enjoys driving visitors buggy. (One party detoured around most of the first level on their way out merely to avoid what they thought was a room full of live furniture.)

SAM KONKIN III: Twelve cheers for your cover! Lady Lianors dFinagle (5th MU), her daughters Lenla du Finagle (12th MU) and Kala du Finagle (8th FM), and the family cleric Shirra (7th Cl) agree completely with your remarks to Gygax on that Women in D&D abomination! (For that matter so does Lord Frederic - 12th FM)// I'd like to run a Melnibonéan character some time but it'll depend on the dice as the characteristics are somewhat like those needed for elves. I may publish the character class some time - I've been holding it off as there have been an awful lot of character classes proposed in here already. Moonfire is not a demon sword (like Stormbringer) by the way, it merely feeds hit points taken by it to the wielder. The victim may be cured or raised normally.// How does one get into Frefanzine? If discussions like the one you're having with Mark Swanson abound I am interested in doing so.// What is that critter depicted on the last page of your zine?

MARGARET GEMIGNANI: Thank you for the compliment to my story. I agree, by the way, that Melkin the MU (he was fourth level, by the way) showed the most sense of the lot. He's got a few tales of his own to tell which I may write up sometime.//Who said Nicolai was a "pussy cat"? He just runs a game where if you do something really stupid you'll probably get killed. Having watched in astonishment as an entire party (except for one hobbit) fed itself to the minotaurs in my dungeon, Robber's Roost, I can well understand the occasional 60% or worse kill rate in Stormgate. Having no penalty for stupidity or bonus for cleverness makes for a dull game.

KEN PICK: To Nicolai: Hey, don't stop there! How was Clive the Obnoxious reduced to sanity?// Enjoyed the OrcCon report. That was some party, wasn't it? ~~Mew/mew/mew/mew/mew/mew~~ Hey, put that chair down!

BILL PALEY: Really, it wasn't so much the validity of your treatment or weres, it was just that I had run Reina before, elsewhere and already knew her personality and experiences. The whole system, disadvantages and advantages would have been so strange to her she would have spent the whole trip in a state of confusion. And low level were-foxes (especially magic using ones) are too fragile to run so distracted. I'd be glad to start a were-(if I get another) in your dungeon sometime.// Flying Mustaches????



NICOLAI SHAPERO: So you published the censored "Dungeoneer" verse, huh. My, you like fireworks!// That "grossest in the land" variation was not meant either as a comment on your DMing or as a permanent addition. It was a comment made right after a particularly bad joke you made at Wayne's party.

STEWART LEVIN, ~~you/throw~~: Sorry about that "feblemind" spell I hit you with a few issues back as you obviously failed your saving throw. It is now dispelled so you may write reasonably. (hi, Stu)//And where did you get the idea I disliked glass goblins, hand painted or otherwise? ~~Or/were/Lazers/the/idiotic/idea?~~ (a suggestion - if you really want a fued why don't we join the Cult and keep it out of A&E? Even better, why not stop?)// As I recall the main objection to the Taser was the possibility of someone with a heart condition requiring a pacemaker might be killed by it. I suppose the pistol is to be considered the more favorable weapon because it has a chance of killing anybody... \*sigh\*// Aha, a Monty Python fan! I guess you can't be all bad.

LEW WOLKOFF: Why, thank you. It's fun to be sneaky!//The boulder polymorphed to sling stone stunt was intended as a trap for (anti)paladins with drawn (un)holy swords, so that dispell had to be 10 feet away. Combining it with a Dispell, now...I LIKE that.

CHARLIE LUCE: Yes, Alfric (no "e") started out as an Elf. Then he got killed in Wulth and thanks to your reincarnate tables came back as a were-wolverine. (C=15 and he'd failed his resurrect roll. \*sigh\*) Small wonder he's developed a rather cavalier attitude towards life.

CARY MARTIN: Hmmmmmmm.....As you well know, Ja'ala is not too fond of Arioeh or his minions after what one of them did to Immryr, but she might be interested in meeting Korl...

KEVIN SLIMAK: Good, you finally put priests of GOW in A&E! Talk about a character class where reaching 2nd level, or even surviving your first expedition, is a real achievement! (Has anybody ever had a 3rd level PG?) A lovely bit of insanity and the only combination of Cleric and MU to ever gain my approval.. (Even if I do have several characters who tend to turn and run if a PG joins the expedition. The Blessing of GOW tends to approximate the Curseing of most gods...)// Say, wasn't there a requirement that a PG must always have 50' of rope? I seem to recall a PG figure with a coil of rope over one shoulder.

RICK ELLEMAN: WHAT Greyhawk spell corrections? Where do I get a set?

BOB HOLLANDER: "A Wandering Minstrel Eye". AAAAAARRRRRGGGGGHHHHHH!!!

JIM ECKMAN: I LIKE your thievish ability modifications. I am adopting them with slight revisions.

GENERAL WARNING TO THIEVES: I recently re-read the rules about trap removal/bypass. Seems it only refers to small, mechanical traps.



CHRIS PETTUS: In re phantasms - Yes, I'd say a troll killed by a PF fireball should be able to regenerate, assuming that PF damage is psychological (as I do). Hadn't thought of it, but I'd say anything capable of regeneration would, if killed by a PF only need to regenerate from -1 hit point. A dead body can hardly believe in a phantasm...Good point.// I figure the cost of a potion to be the cost of the ingredients (eye of newt, toe of frog...) plus the price of the incantations as purchased from the Magicians' Guild or whatever. And some are far more costly than others and in my universe, at least may be difficult to find and down right dangerous to acquire. (eyelash of Balrog, dust of a lich of the 20th level...) So there is always the possibility of having to hunt for it yourself. Needless to say, prices for potions vary considerably!//Staves of healing don't have charges? First I'd heard of it!//So far one party has been overrun by scrubbing bubbles in the Realm of Terror. Wonderful the reactions you get!

GLENNAGAIN: Thanks for Fenrist clarification. You cleared up some questions.//Another way of limiting 2 handed swords is low ceilings - my SCA experience indicates striking from above as the favored method of using the things. Me, I give them to the monsters.//Thank you for the story compliment. There may be more Ja'ala tales in here as I have the material for 2 or 3 already. (and for that matter, Kaelvin's story is an interesting one...I think I'll take Lee up on her suggestion to turn this stuff into something salable. As long as I'm going to do all this writing anyway...)// I'd feel more optimistic about The Silmarillion being available by July if we hadn't been hearing about it's imminent arrival for the past 5 years.

CHERYL LLOYD: Minor point on priests of Apollo - is that gold chain and plate treated in some way? Otherwise, gold is an awfully soft metal for armor. I'd treat it as a lesser armor class by 1 point at least. Also it would be very heavy compared with iron limiting what you could carry and also affecting dexterity and rate of travel. Why not either limit them to leather or make that gold alloy armor?

\*\*\*\*\*so much for that\*\*\*\*\*  
On second thought, I guess I may as well publish Melniboneans as I run them.(if Michael Moorcock sees this, I apologize if I blew it...)

#### MELNIBONEANS

or

#### The Cool Chaotics

Strength = 13 or greater

Intelligence = 13 or greater

Wisdom = 3D6

Dexterity = 13 or greater

Constitution = 3D6 (8 or less probably indicates disability)

Charisma = 13 or better

To operate as warrior/mage (vis elves) Strength + Intelligence=30 or greater. Note that these may only wear leather armor and may only do spells when weapons are not in their hands. May carry shields. With regards to hit dice use D8 for warrior, D4 for mage and in case of split function treat as elves. Note, however, that there is no barrier to level attainable.  
\*must put them down to spell cast.



Melniboneans are ALWAYS Chaotic if you use a 4way split. They are usually evil or amoral, but may occasionally be good. If you use 3 allignments, they may be Chaotic or neutral. Clerics do exist in this class, but they rarely expedition, preferring to remain at the temple. Melniboneans may serve any chaotic god, usually, but not necessarily, Arioach. (Although they need not serve any god. Ja'ala, for example, except for a brief service with the TimeGod owns no god, and has considerable antipathy to Arioach.)

The main thing to remember when playing Melniboneans, is that they attempt to do everything with intelligence and style. ("He may cut you to ribbons, but he'll do it with style.") One reason for the high charisma requirement is that these are a rather attractive people, a good deal of which is due to this preferance of poise on all occasions. Think of a cat.

I think that's everything. I'm sure if I forgot something, someone out there will be sure to inform me.....

OOPS - yes, I DID forget something. EP required/level as per class (FM or MU, and equally divided between the classes in case of a split.)

\*\*\*\*\*

Well, as long as I've got all this room...  
CHARLIE: How's this for the "Dungeoneers"?

(for Wayne) "The home of Khronal keeps a party very entertained,  
With doors that open anywhere and visions so attained,  
One party saw it's players and found it rather wierd,  
Then someone shot the DM and the dungeon disappeared!"

(to say nothing of when Nicolai's weretigress opened a door, saw Sen. Joe McCarthy making a speech, took careful aim with the AM pistol and.....)

and in the true Bardic tradition...

"A verse for Len Lakofka, who's earned the name of nerd,  
For rule changes both chauvanist and patently absurd,  
And Kask, the man who published it, why earn your way to fame,  
By publicly insulting all the players of the game?"

"Now Arneson and Gygax who invented D&D  
We really should remember in this rhyming history,  
We may not hold by all their rules or find them very clear,  
But if it weren't for these guys, really would we all be here?"

Wonder how many people this'll get mad at me...\*chuckle\*

And we end with a tribute to the typo monster in my Dad's desk.

(Sing a song of corflu,  
Very, very blue,  
Correcting all these typos,  
Leaves me that way too....)

See you all nextish, and may you never put on a ring of desire to avoid dungeons.....



EARTH'S END #3 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.

Well I said I wouldn't give a report on DunDraCon, but....well I do have a right to change my mind. Wayne Shaw, John Bradley, Bill Goodrich, Tim MacLaren and I left LA Friday afternoon for the con. We met in Santa Barbara and from there we stayed fairly close to each other. Each car had a CB radio and we had some good discussions on D&D on the way up. Anyone who caught our talks probably thought we were crazy. One thing that we discussed were the MORFS from last issue. Later in this column there is a Class II MORF.

We arrived Friday evening, got a room and fell into sound sleep. Up bright and early Saturday to register, sign up for seminars and check out the huckster room, along with seeing old friends. Soon we were in Nicolai's room on our way to StormGate. Six to eight hours later and a few dead characters the trip had ended and everyone was going to get a bite to eat and then try for Temporalana.

A friend of mine found me and asked if I wanted to run Earth's End, as they needed a world to run in. I agreed and gathered up my stuff and went down to one of the game rooms for the con. Upon my entering the room I heard a statement made, "Here's the DM and now we can blow away another world." Needless to say this warmed my heart. Thirteen hours later, after an all night session, I had had enough and shut down EE. I went to breakfast with some of the players, who said that it was not easy to blow away EE. (as a matter of fact they never did) After breakfast went to a seminar and then for some sleep.

Seems people enjoyed EE so much they were ready again about seven-thirty Sunday night. So again another thirteen hour session. Breakfast, seminar and talking to new met friends before a short trip into 'Robber's Roost' and then for some sleep. We all left Tuesday morning for LA and happy to announce that we all made it back safely.

All in all a very enjoyable weekend. I would have liked to run a few more times in StormGate and also in Steve Perrin's world but.....I also like to run EE, and as long as there are people who really enjoy playing in the world I keep going.

Just to give some people an idea on how rare magic is in EE, let me take the 26 hours of play at DunDraCon. During that time not one magic item was found. I correct myself, there was an item found in a chest mounted over a door, but due to caution, when the chest was opened the item rolled out and broke. Also people found a few chests, but the treasure in them was on both the ethereal and astral planes and no one could get to it. There was a total of 15,000 GP found during that time and most characters average experience gained per trip was around 3000.

Magic is there, but it is rare. I don't want anyone to get the idea that there is only one magic item per level, but it truly is also not just laying all over the place. Gold is semi-rare and experience is the most common thing found in EE.



I did find one thing that really made the whole trip to SF all worth it. That was a 100 page book called "The Arduin Grimoire Volume 1." This is the work of David A. Hargrave and I believe, sells for around ten dollars. Before people raise their eyebrows and start yelling about the ten dollars, let me just say that the book is well worth it. The artwork by a young man named 'Errol Otus' is outstanding. The book contains seven new character classes. These include Techno's, Rune Weavers, Witch Hunters, etc. A chart for saves on magic equipment against heat, cold, energy, disintegrate, negation, triggers, electricity, acid, crush and all others. There are new prismatic wall colors and their usage; new spells for mages, clerics and druids; along with new magical treasure and a very interesting combat system. The book also includes a long were-creature combat chart, new dinosaur chart, random fog and mist generation chart, random trap matrix, new monsters, lesser demons, "The 21 Planes of Hell," and much, much more. This book gives you a lot more per page than TSR has to date given us. I really cannot say enough about this book. You might write to Mr. Hargrave at the following address and see if he has copys available and what the cost would be:

DAVID A. HARGRAVE +  
5411 Carl Avenue  
Richmond, CA 94802

Also there will be a Science Fiction, Horror and Fantasy Con held at the Marriott Hotel, 5855 W. Century Blvd, this is near Los Angeles International Airport. It will be held Easter weekend and there will be seven rooms allotted for the play of D&D. Hopefully there will be a flyer included in your issue of A&E, but if not contact me and I will see that you get a flyer.

Now on to a few comments:

BILL PALEY-----NO I didn't think it was a successful expedition, but it was a good idea. I guarantee it will be 100% better at the Northridge con. It will be run in three adjoining rooms. I will have a DM for each group and I will oversee all of it. I hope you will try again at that time. I will cut down on the amount of people who will be allowed into the game. Please remember that all good ideas take awhile to work out.

GLENN BLACOW-----I agree that you might not notice how badly you are hurt and that the front line normally is composed of the best people, but why have reserves if they are just going to stand there. My characters seldom pull out of a melee if they cannot get help, but if help is available and they are hurt badly, they will step back for the moment. Would like to have you travel Earth's End sometime. If DunDraCon had not been held, I might have seen you at Boskone.

LEW WOLKOFF-----Thanks for the comment, I appreciate it. I'm always glad if I can add something to anyone's game. I did enjoy your article on Troys and have a very vast array of them. I might write an article on mazes and their use in D&D. Of course I have a devious and deadly sense of humor, so I guess that should tell you a little.



ROBERT CLIFFORD-----I agree that anyone wearing plate cannot conceivably use a bow, but to overall give an unarmored person a plus two on missiles is a little too much. Dexterity and being skilled in the use of bow or other missile weapons takes care of the bonus nicely. As for firing missiles in melee, why can't the second rank fire over the people in melee and try to take down the second rank of the attackers? I allow this as long as the people firing make their dexterity roll. If they do not, well then I see if they hit someone in their party.

I really don't know how many people will comment on the MORFS from last issue. As Wayne and I discussed they are a little much, but they were intended to be used strictly as a bodyguard in your characters place of residence. As written the MORFS were really not possible to be played as a monster in a world. They are just too damn hard to take down. So what follows is the Class II MORF, and feel free to use these as you see fit.

CLASS II MORFS-----	Alignment: none	Move: 8
	Armor Class: -8	% In Lair: 30%
	Hit Dice: 20	Treasure Type: A
	# Appearing: 1-4	# Appearing In Lair: 4

Description: the Morf is 6' tall and is very slim and muscular. It has no sex and wears no clothes. Its head is bald and it has no ears or mouth. There are large hairless ridges where eyebrows would normally be. The complete body is red and where its eyes should be there are orange globes. The Morf is capable of turning spells, just as a spell turning ring. The Morf saves as a 13th level fighter. If the Morf saves it takes no damage; if it does not save it takes half damage. The Morf is capable of fighting with weapons or it may fight as a monk getting 8 blows per melee round and doing 4-40 pts. damage per hit.

This is a toned down version from the last issue, but as Wayne says, they are at least usable in anyone's universe. I did have my reservations about them, but the character that bought one, was only using it as a bodyguard and a show piece in his meeting room. The Morf tends to draw attention to it. No doubt someone will use the previous Morfs and not the Class II version, but to use them as a monster roaming the world would be a little much. And to use them as a hirling would not be compatible with the game, because there is just not that much that can handle a Morf. I would like to hear from anyone who employs these in their game. I would like to know how they work out and if they are still too strong. As I see it, they are deadly and surly can take down a number of people, but they also are much easier to kill, so I see no reason for anyone objecting to them as listed above.

The next page will be the usual monster page. I have more or less just raved on about different things and therefore this issue doesn't really have a basic subject. Hopefully the next issue I will have a surprise for all of you, but first I must get permission from someone. As it stands now I guess I am not doing too badly, at least I have not offended anyone with the content of this column. Let us hope it continues this way. Now to the monsters.....



THUNDERBIRDS-----Alignment: Neutral

Armor Class: 2

Hit Dice: 6

# Appearing: 1-12

Move: 12/48

% In Lair: 30%

Treasure Type: I

Dexterity: 12-17

Attacks: two talons each doing 2-16 points damage also specials listed below under description.

Description: it is about 4' long and has a wing spread of almost 3'. Its head is fire red in color and its body is jet black. The wings are usually an off shade of black, tending more to dark grey. Its eyes glow a bright yellowish-white. It has the power to throw lighting bolts from its eyes three times per day. It also has the power of turning invisible. It also may cast a Disintegrate spell once per day and also a Dispell Magic once per day. The lighting bolts that emit from its eyes are 4" long and 1/2" wide and do 4D6 damage. They usually travel in groups and the flapping of their wings gives a distant sound of thunder. Their favorite tactic is to come flying out of the clouds, invisible, and swoop down on a party firing lighting bolts from their eyes. They are intelligent. They are found in all regions except the cold of the north.

HORNWORMS-----Alignment: Neutral

Armor Class: 4

Hit Dice: 7

# Appearing: 1-4

Move: 9

% In Lair: Nil

Treasure Type: Nil

Dexterity: 7-12

Attacks: four horns, each emits an acid which does 2-16 acid damage; also one bite doing 4-40 and on a roll of 19 or 20 it swallows the victim. The victim will be eaten by acid in six melees from the time of being swallowed.

Description: a four-horned snake that ranges from 8' to 20' long. They have a girth of from 4' to 12' in diameter. They are sandy colored, so that they may blend-in with their desert habitat. It has no spine and therefore is very flexible. It usually buries itself under the sand, and leaves its horns, which are the color of gold, above so as to attract things to it. It is very sensitive to movement on the ground, their range being 240". If it does sense some movement, it normally moves under ground and breaks the surface right in the center of the noise. Also its fangs contain poison, so that anyone being bit must also save against poison.

Well just about out of stencil. I forgot to take the ribbon setting off on the first three pages, so I hope they print up okay. It had been 15 years since I cut a stencil for last issue. I was pleased with the results so I will continue to do my own. At least it will save Lee a little work. Well enough of this from Earth's End. I think I will go back to working on the Mirror Creatures and hopefully I will have them in time for the next issue. I do hope I will see some of you at the Easter weekend con and that some of you might take a chance and run in my world. Until next issue, may the dice be with you and may all your battles come out okay.



## The Shores of Infinity

Chris Pettus, PO Box 611, Malibu, Calif., 90265

typed and stenciled and proofread and...by Lee Gold. Thanks.

An Introduction - This may be a bit late, as this is "Shores of Infinity" number four, but better late...I am 16 and attending Santa Monica High School. I have been playing c&d for about 5.94 months now. I run one dungeon, Durthang, which is located on the continent of Empryon on the planet of Anton. Which is the fourth planet of the Alpha Persei star system (OK, I know Alpha Persei is a binary star and shouldn't have livable planets. Nit pick.) (Oh my, I seem to have wandered.)

Outside of D&D, I (allegedly) program computers and write abominable Latin.

Combat System: Based on the combat system from the Perrin Conventions (thanks, Steve) I have worked out a (I think) reasonable system for figuring who does what when.

Every melee round, a person has a certain number of periods called Cycles. For normal dexterities, this varies from .5 to 2. With one cycle, a person may perform a function. The cycles/melee round are:

<u>Dexterity</u>	<u>Cycles/Round</u>	<u>Dexterity</u>	<u>Cycles/Round</u>
3	1/2	14-15	4/3
4-5	2/3	16-17	3/2
6-7	3/4	18	2/1
8-13	1/1		

Each of the following functions requires one cycle to perform:

Spell Preparation

Spell Releasing

Movement

Melee

Loading a Missile Weapon

Firing a Missile Weapon

Preparation or other

### Explanation:

Spell Preparation: a Mage can prepare a spell for use. a 1st-3rd level spell requires one cycle of preparation, 4th-6th two cycles and 7th-9th three cycles. Once a spell has been prepared, it requires another cycle to release it.

Spell Releasing: The other cycle it requires. Power Word and Holy Word type spells do not need any preparation. Note that Magic Missile, Fireball, etc. are cast as spells and not as normal missiles.

Movement: a person may move up to 10% of his/her/its full move unless charing.

Melee: a person may mix it hand to hand.

Load a missile: string an arrow, ram a bolt into a crossbow, load a stone into a sling, etc.

Fire a missile: fire off the arrow or bolt, hurl the stone. This includes firing off spells from all devices other than a scroll.

Preparation or other: anything else.

What functions are performed is up to the player. Within bounds of reason, any combination is possible. When spells take effect is up to the DM.



The order in which the involved parties take action is in descending order of dexterity. Adjust the dexterity of everyone by the following factors:

Bonuses		Penalties		Penalties	
Complete surprise	+4	Platemail	-4	Completely Surprised	-4
Surprise	-2	Chainmail	-2	Surprised	-2
Elf or 1/2 Elf	+1	Leather	-1	Involved	-D6
Weapon in Hand	+2	Small Shield	-1	+50% Wounded	-4
Weapon Ready		Medium Shield	-2	+75% Wounded	-6
		Large Shield	-3		

Recompute dexterity every melee round. A creature will get over being surprised in one melee round, over being completely surprised in two.

Note: all bonuses and penalties are as in Eldritch Wizardry, except for "Involved." This means you are doing something complicated or requiring quite a bit of attention, such as reading a scroll, loading a crossbow, operating an IBM System/360, etc.

Preliminary playtesting seems to check the system out quite well. Comments, please?

And on the subject of comments....

#### COMMENTS ON A&E #18

Glenn Blacow: Your house rules for \$!+postage? Oh my, yes! With my highest MU at 3rd level, I won't have to worry about Affix Magic for a while either.

Larry Stehle: Yes, your critical chart is gross. But critical hits are supposed to be gross.//When do you run your dungeon? I would love to run in it.

Howard Mahler: after reading your thing about saves. vs. fireball, I sent off a letter to Gygax. His answer: Yes, a save vs. the spell Fireball means you get half damage. Unless you are under cover.

Wayne Shaw: Interesting.//True low levels often hang out in deep areas of a dungeon with high levels and come out with "good" magic. But they usually have more than 300 EPs to show for it.//What the heck, why not have a character start out as a vampire?//Considering the number of implements of destruction most Wizards have, limiting the number that can make more such implements is not tying their hands all that much. But to each his own.//Thanks. The title is from the Al Stewart song, "One Stage Before."

John Sullivan: I find the Demon Fighter a tad unrestrained.//Is there a Chaotic equivalent: the Vala Fighter?

Steve Perrin: I like your poison system a lot. I shall begin using it forthwith.

Lee Gold: VOX DEI, VOX DEI it is. I stand corrected.

Self: Only the 5 HP Flame Devils can Dim. Door. The dagger and whip disintegrate if the devil is killed.//The Power Cat is from the Animated Star Trek episode "How Sharper than a Serpent's Tooth...." Cubs do D4/claw, D6/bite, can throw a 1 die lightning bolt. They are Chaotic (or Chaotic/Neutral).



SEKIII: YAY! Several of my female characters, esp. Paradox the Monk, couldn't agree with you more.//You are quite welcome, but what alignment system was that? Actually, instead of a square, why not two hyperbolas? Try graphing  $xy=4$  and  $xy = -4$ , using  $x = 2$  and  $y=-2$  as the corners of the "finite" square," and putting Law, Chaos, Good and Evil (sounds like a law firm. Or a chaos firm.) at each of the points where  $x = \text{infinity}$  and  $- \text{infinity}$  and  $y = 0$ .

Margaret Gemignani: Thanks.//Good idea. By the way, it's "Elladan." This seems to be a hard name to get right. A local DM insists on calling him Ellindil. Sigh.//Wishywashy was a poor choice of words. Substitute "smart."//I have done my best to ignore the TSR Idiot. Along with Jesters.

As long as I brought it up, I can't stand that crack about Dwarves making good jesters. Dwarves have far too much honor to make fools of themselves intentionally, for other people's amusement. They would deliver a battle axe, business end first, to anyone who so much as snickers! (Actually, Margaret, that had nothing to do with you. I just had to get that off my chest.)

Ken Pick: If OrcCon was a bomb, I couldn't tell from your writeup. It was excellent.

Glenn Blacow: Opinions by different people have different values to you. Just as I value some people's (like yours) more than others. But unheadd, all opinions have the same value: zilch.//I like Fenrists.//Ariel is a Fenrist?//The Egyptians are minus a principal deity.//Oh, so you did not specify humans. WEll (he says brightly) not all Lawful Humans are city-loving (assuming Lawful = Good, and 'not Structured). But I won't belabor the point.//And then there's the local high school DM whose dungeon killed an Elf F7/MU8 three times in one expedition. Last time he lost a leg. And this was the first level. Not exactly Candyland.

Nicolai Shapero: Swinging a black Runesword, no doubt.//Blink, blink.

Kevin Slimak: when I roll a character, I play 'till death.//I have rolled a total of 3 18s in all my characters. All in the same character. Oh well....

Lew Wolkoff: Fine.

Kay Jones: I just got around to reading the Ja'ala story. Foolish Me. "'But I must admit,' he added with a queer laugh, 'that I hoped you would take to me for my own sake. A hunted man sometimes wearies of distrust and longs for friendship. But there, I believe my looks are against me...'" (Fellowship of the Ring, p 232). PS: I loved the story.

Trivia: the average contribution to A&E is 3.74 pages/person. Of the latest A&Es it reached a high at A&E #16 at 4.05 pg/p and a low at A&E #17 at 3.25. For A&E #19 it was 3.92.

The average cost/page for A&E is .63¢/page. For the Dragon, minus ads, it is 7.14\$/page. Or the Dragon costs 11.33 more.

Oh well. Until next time.

May your Gold run like 1,3-Cyclohexanedicarboxylic Acid.

Pax et Lux,

CP



Letter  
from Tim Kask  
c/o TSR, PO Box 756, Lake Geneva WI 53147

To: Mr. Konkin:

In your recent edition of CLEAR ETHER! in A&E 19, you make a few incorrect assumptions which I'd like to set straight.

First, THE DRAGON is NOT a Gary Gygax magazine, nor does it carry any imprimatur. If you have ever read the various items on the DRAGON RUMBLES page, you should know this. THE DRAGON has never ever said anything to lead to this conclusion. From its inception, I have been sole editor and am therefore the correct target for your slings and arrows. If you have ever paid any attention to any of the editor's comments, you would know that I have urged caution in adopting many of the innovations presented therein and have even stated that I do not use a lot of them in my own campaign.

Secondly, the article in question never had any "this is the way" emphasis on it. You yourself refer to it as the "Lakofka System"; why then the big stink? Fantasy is a very personal thing; what works for you or me might jibe with someone else's fantasy, but odds are it doesn't meet anyone else's particular criteria and must therefore be adjusted if assimilated. I will even agree that it is sexist and puts women down in that it makes them physically weaker. But the cogent point remains that it is his fantasy not and mine or TD's.

Third, I feel that somehow you have missed the point or purpose of THE DRAGON entirely. THE DRAGON is NOT a monthly supplement; it is a magazine devoted to fantasy, sword & sorcery, and science fiction game playing, and as such provides a forum for the exchange of ideas and their dissemination of information. Where in the magazine does it say that you are bound to the items presented? Do you adopt every innovation that debuts in A&E?

Why have you chosen this method of showing your disapproval? Why didn't you write to the magazine, so that I could use it on the letters page and initiate a dialogue on the topic? I accept the flack that comes with publishing nearly anything as part of being an editor. Comes with the territory.... Being hung in effigy certainly doesn't bother me; I'll undoubtedly suffer worse in coming years from cheaper shots than yours.

I challenge you to submit a better way to treat the topic; better yet, I challenge you to submit anything. There is no larger forum available than THE DRAGON from which to propagate your ideas! If you have so many, why haven't I seen any? I pay good money for items used.

Timothy J. Kask  
TSR Periodicals Editor

PS. Assuming that Vasili Alexiev (the Russian weightlifter, strongest human in the world) is an 18<sup>00</sup> strength, show me a female that strong.

PPS: The assumption that a Lawful/Evil cleric cannot summon a Demon is totally unfounded. In fact, the Lawful/Evil cleric or MU would have far better control and holding power over said demon than would a Chaotic/Evil type.

[At the risk of adding further fire to the discussion, I'll mention my female characters have higher Constitution than Strength, males the reverse. Thus inspection of characteristics rolled determines gender.

--LG]



#### Babyl-On #4

For A&E. Howard Mahler, 135 Bayard Lane, Princeton, N.J., 08540.

Issue #4 of my zine Quick Quincy Gazette is out. It has my MU system, along with the usual new monsters and magical items. Also of interest is the true story of "I take out my sword and kill Howard!" Subs are 3/\$1. A 12 page issue comes out every 6 weeks.

My MU system is similar to the other spell point systems, but with an important difference. It's the cost of the spell that goes down as the MU goes up in level, rather than the number of spell points he has going up. All the other systems have a constant ratio between the cost of the 1st and 2nd level spells. Sometimes it's 2, sometimes 4, but this constant ratio makes it hard to limit the MUs at higher levels. Inorder to give them a chance to throw some higher level spells, they get the ability to throw an amazing number of lower level spells. Under my system, eventually lower level spells all cost 1 spell point, and no matter what level the MU, he can never throw more than a number of spells per day equal to his intelligence.

The system has been play tested for a year and a half in my dungeon and many of the other Princeton dungeons. It is easy on both the players and DM to run. Also it gives the MU freedom of choice without having the MU dominate the expedition. From what I have seen of the other systems they all allow the MUs to decide almost every battle. I prefer to force the magic users to pick their spots to throw in spells with some care. Under this system the Fighters are not merely cannon fodder or a shield for the MUs. Rather they are the basic fighting force of the party, with the MUs supplying help in the toughest situations.

Also in vogue are the so-called "Klutz" systems. Inorder to make up for the defects of the other types of spell point systems, they introduce a chance for a thrown spell to backfire. I personally dislike the idea of backfires from a game standpoint. I thought that was what saving throws and spell truning rings were for; they give the chance for a spell not working or rarely that a spell will come back at the caster. I also find the mechanics of such systems relatively complicated to run.

#### Comments on A&E #18:

Underground/ Shapero: Here in Princeton we have long been aware of the value of 2-handed swords. Against larger than man-sized creatures they are indeed devastating. However, they do have a deficit besides the obvious one of lowering the wielders A.C. by one (or more if he's lucky enough to have a magic shield). It requires 6' of space on each side of the wielder. Thus there are many places in the dungeon where it can not be used. (I'll usually let a lone fighter stand slightly slantwise and use it in a 10' wide corridor.) The big problem is that if there are a considerable number of the enemy you'll find yourself fighting 2 or 3 of them attacking you. With a regular sword, you have other fighters fighting by your side, and you'd personally absorb fewer of the enemy's attacks. Also you can not use the 2-handed sword in a regular sized doorway. Further we allow a fighter only to take a primary and secondary weapon (as well  
(continued next page)



Page 2, Bably-ON #4, for A&E  
as a dagger at his belt). This puts a limit on fighters becoming walking armories. Generally human fighters without magical weapons decide to take a regular sword as their primary weapon on dungeon expeditions. They are split on their choice of secondary weapon; with half taking a bow and half taking a 2-handed sword. Since the players have the option of taking the 2-handed sword, but less than half do, the 2-handed sword is clearly not the cure all for all situations. In conclusion, let me repeat, in the proper situation the two-handed sword is the best weapon. However, in most situations it is unuseable or inferior to a regular sword.

Reply to Comments on my piece in #17: I'm pleased with the discussion that resulted from my prodding. Those who want to run closed worlds, i.e. those that do not allow characters from elsewhere in, have gotten their say. I will now leave you who run opened worlds to worry about all the problems. Specifically the question of what constitutes "groes" magic, and what to do about it when someone tries to bring it in, is all yours to argue back and forth. By the way it seems that some of the Boston Dungeons are in essence a closed universe with 3 or 4 DMs, since they seem to be very restrictive (from what I've been reading) on who and what they'll let in. Why not go all the way boys? Blacow, Swanson, Cleary, and the few others should in my opinion should declare themselves independent as a group of the so-called Multi-Universe. When I spoke, I specifically mentioned that I regarded such closed campaigns run by a few DMs of similar style to be a special case. Many people responded, I and my friends all accept each others experience and items because we all run similar and inter-related campaigns. My chief question was not about this type situation, but a more wide spread transfer of characters, which seemed to be taken for granted in the pages of A&E.

I agree it is not necessary to be the easiest dungeon in order to attract players. I did say that with complete freedom of transfer of characters, that all other things being equal, players (i.e. most players) will play the easier dungeons more often. This tends to put pressure on the harder dungeons to give out more gold and items. In Boston they appear to have combatted that problem by starting to close up their world, via restrictions on transfers of characters. (I include not letting a character bring in all his items.)

In any case I'm hopeful that we've seen the last of such loaded phrases as "experience earned elsewhere". Do you mean that anyone with \$10 can buy the rules and at the same time buys the right to turn out characters which I have the obligation to accept here in Princeton in my campaign? I could understand complaints if I had made some such agreement, but in lack of such agreement on my part no such obligation exists. The use of the term "earned" gives the impression that the experience can be spent or used here, as is the case with money in the real world. The actual situation is that you played a game and now when you show up here you can play a new game. However, there is no connection between those two games. They use different rules (i.e. systems, monsters, danger, treasure, etc.).

By the time this is published, PRINCECON II will probably be a thing of the past. I hope to run one or two dream expeditions into my dungeon. I encourage those who may have gone on them to write up their impressions of my dungeon and the rest of the Con.



Dimwelt/Brown A&E18: Your damage for weapons and armor system requires that magical weapons and armor be fairly easily available. Otherwise fighters are being given the business. In my world such items are hard to come by, but are practically indestructible. I suspect that your system may have been a reaction to an excess of +3 weapons and armor; it allows a means of getting rid of them eventually.

What level would you make the following spell: Has the MU's party do double damage (works on a party of up to 24 members:).

It certainly sounds awfully strong to me. I might well put it 5th level. What do you think?

The point is that many people run Haste (3rd level) as allowing the party to get two attacks per round instead of one, which is in every situation equal to or better than double damage. Due to the possibility of overkill with double damage two attacks can be better.

In addition a Haste allows movement at double rate. This allows greater ability to take advantage of opportunities to flank or disengage. Also it allows much better opportunities for escape. (Feet do your thing.) All of this as a bonus compared to my original spell description.

I would use the word gross (which I try to avoid using) to describe this form of Haste. That is not even considering what happens when a Slow spell (also third level) is now placed on the opposition. Quadruple damage plus movement!

In New York and Princeton most people run Haste and Slow as only effecting movement, not allowing two attacks. We do not claim that this is a correct interpretation of what Men and Magic says; we do feel it works better. Of course we lean toward the balanced school of DMing. The same school that dislikes "strong" charm as 1st level.

#### None so Dangerous as Man

Getting back to the subject of 2-handed swords. Assume we have a fighter of 15 strength (all other requisites average) armed with a 2-handed sword and wearing platemail (A.C.3). How well would he do fighting singlehandedly against various monsters. I've done some calculations to see what level fighter is about the equal of one monster. Exact equality would mean that unassisted they would each be able to kill the other 50% of the time. These calculations are based on my combat system, but are almost identical to the result using the books "alternate combat system" (not with Blackmoor critical hits.)

A Bugbear is better than an F1.

An F2 is slightly better than an Ogre.

An F6 is much better than an Owlbear or Displacer Beast.

An F6 is even with a Hill Giant.

A Troll is better than an F7. (Assuming the Troll regenerates at 3 hits/ melee round.)

A Stone Giant is slightly better than an F8.

An F12 is slightly better than a Frost Giant

An Umber Hulk is better than an F14 (assuming the F is not confused by the Hulk's four eyes.)

Until Next Time: Beware of DMs bearing gifts.



NOTES FROM THE REALM FANTASTIC #6  
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typed by Lee Gold

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1. NfRF #5 was typed on a new IBM Electric set at 80% of max force! Further, I like Lee's interspersed comments. I don't think I'll type another GDSOB stencil again, ever! Many thanks, Lee.

2. C. Pettus: OK, here is my theory on phasers. A phaser does not fire photons; it fires chronons and phasons. The beam of chronons goes out first, and if it hits anything, the chronons bounce back *backwards in time*. This is important in space battles, as it tells the Enterprise where to point its phasers so as to send the destructive phason beam to where the Klingons *will be*, even though it may be several light minutes away. This is how the phasers "lock on target."

Further, slight changes in the chronons when they bit can be computer analyzed when they return to tell the mass and shape of the target. Since the microcomputers in the hand phasers are somewhat slow, there is a slight time delay after you pull the trigger. That is why it is sometimes possible to dodge the beam, which moves at the speed of light when it does get going.

Since the target is analyzed for size, the beam can be fine-tuned for the target. This is how you can disintegrate things in a closed room without doing all sorts of extraneous damage (as Squire Tralane did).

The phasons can rotate molecules out of our plane of existence. If all the molecules are rotated 90°, the item ceases to exist. This is "disintegration," a slight misnomer. A molecule that gets rotated 180° comes out anti-matter. A significant amount of this would result in phenomenal explosions with lots of hard radiation. Normal phasers are governed so they won't do this, but if some twit tinkers with the works...

Molecules will only accept being in the 0°, 90°, 180° or 270° states, and if moved elsewhere, they will snap back, resulting in vibrations which produce heat. On normal heat setting, the molecules of the target are only rotated 20°. Incidentally, when used on disintegrate, a few molecules are not pushed far enough to go out of our plane of existence. They snap back agitated enough to be incandescent, which explains the glow when something is "disintegrated."

If a very small number of molecules are disturbed about 20°, you can get a small but sharp thermal shock which will disturb a living being's nervous system enough to cause unconsciousness of death without doing much real damage. (Should be very easy to resurrect.)

I think the "torch" setting comes from disabling the chronon and computation apparatus and just doing distegrate in a narrow beam.

Chronons flying backwards in time must, of course, emit Cherenkov radiation, which is why phaser beams are visible even in space.

Shields soak up phasons at a cost in energy and also badly distort chronon beams. This is why players of "Star Trek"...computer games don't get the advantages of the "fine tuning" of phaser beams described above and end up wasting so much energy overkilling the Klingons.



Here is a tale translated from dragon lore by a character of mine who (a) was a bard, and (b) ran off with a white dragon, forcing me to retire her. The story does not itself take place in the universe I run now, but instead was first written when I purchased the Basic set of D&D, fully three months before anyone started a campaign here. I've rewritten it since to correct a few details.

The story will be printed in segments so I can improve my stencil-typing as I go. If this first one turns out well, the rest may come in one issue. Comments on improving either the printing or the writing are welcome.

The Dragon and the Maiden

The dragon opened one eye lazily to check on the noise that had awakened him. Hm. A human, fairly close, standing beside a horse, unarmored and nearly unarmed. Not that it would be easy prey, humans being feisty, but... no, that was a unicorn, not a horse. The human was young and female, then, not even a mouthful. His nostrils flared. There were no others close. "Go away. I'm trying to sleep." His eyelid fell heavily.

She moved closer to him, closer until she could reach out and scratch his nose, a place that usually itched on a dragon. He sighed and moved so she could get to the other side as well, then realized what he was doing. Both eyes opened. "I told you to go away."

"I want to talk to you," came the answer.

"About what?" She shifted her scratching to reach under his chin. He sighed again, stretching. "You won't let me sleep?" There was hope in his voice, but she couldn't tell for which choice.

"You've slept long enough," she chided. "Oh, you're allowed to be sluggish yet, but you can talk at the same time."

"A human with sense. What's your name, child?"

"I'm no child." The dragon didn't answer. "My use-name is Oloryn. What's yours?"

"My use-name among dragons you couldn't pronounce. Among humans...a Welsh wizard called me Harlech once. I've used the name since." Harlech mused for a moment. "I haven't seen him of late. Time flows faster in certain places than in others. Perhaps he's dead of old age by now, or aged scarcely a day since I last saw him." He almost seemed to drop off to asleep again. "What did you want to talk about?"

"Dragons. You're rare in this area."

"Somewhat," he agreed. "There's a family of golden dragons around, but not many others. Those who hold with Law drove the



"The world would be dull with only one sort of intelligence. There might as well be only one type of person who thinks and none others."

A grin from Oloryn. "Male humans...or female dragons. That reminds me. My respects to your lady..."

"A cloak and a pair of boots of elven make shield me from notice."

"May I come back? Once you've rested, of course."

"No! That I shall never do. In fact..." she took a deep breath, "I swear by the Three, by the Five, and by the Nire, Who are all One, and by these Names" there followed sounds like rain, and thunder, hot sun, and winter's snow "that I will not harm you, will not rob you, and will not cause you to be robbed or harmed. If any, against my will and without my knowledge, follow me to do so, I will fight on your side against them, be they my closest kin. Not through me shall danger come to you."

They arranged a time. She gave his nose a final pat and walked downslope to where her unicorn waited. Mounting, she waved, then vanished.

Does anyone know what it would cost to make a harp that a white dragon could play? My bard Caitlin has found a wizard to polymorph her, but claws can't handle her old harp with any skill.



## ANNALS OF AVALON #2

by Cheryl P. Lloyd

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This month: a description of my Guild system and an introduction to the patron saint of Dragoncaster, St. Dragon the Martyr.

**GUILDS:** The Guild system of the Empire, properly used, can be the player's best friend. A character may belong to only one Guild at a time, although for a small fee he may join a different one if he resigns from the other. Each classification has a different Guild and, with one exception, a MU must belong to the MUs' Guild, a FM to the FMs' Guild and a thief to his. Clerics have no Guild *per se* but usually belong to the Merchants' Guild or receive the same benefits from their temple or chapel. The major exception to this rule is the Moondaughters' Guild, which will be discussed below.

Benefits of Guild Membership: The Talisman of the Guildmaster is capable of curing most wounds and raising the dead if the whole body is presented at the Guildhall and more than a certain number of below-zero hits haven't been taken. The Talisman may not be moved from the Guildhall, and it will not work except for the Guildmaster of the local Guild to which the Talisman was tuned. The Talisman cannot cure diseases nor repair damage caused by a critical hit (loss of an eye, paralysis, etc.)

More mundane benefits include free room and board, magic books (if applicable), and information. The books and info can be free or cost according to what the details are. MUs get one set of books free but have to pay for them if lost. Info about town and the environs is divided into three groups: open (free to Guildmembers), closed (a fee is paid for the item), and secret (vague rumors and info which costs magical objects). Costs on the last two vary by importance of the information and how much grief the player's given me.

### The Moondaughters' Guild

**Sources:** the Guild of Free Amazonas (*The Shattered Chain* by Marion Zimmer Bradley); The Order of the Moon ("Falcon's Mate" and "Cry Wolf" by Pat McIntosh); the Guild of ;ree Women ("Under the Thumbs of the Gods" by Fritz Leiber); and of course evolution and play-testing.

The Moondaughters are a variant on a sib group (Dick Eney, A&E #6) with both more and less restriction than their models, which I call a "limited sib group" or LSG. The major difference is that an outsider who is the sworn brother or sister of a Moondaughter has no obligation toward any other Moondaughter. The Md sib-bond is stronger than normal sib-bonds and has been known to put severe strains on a vowed-lover relationship.

Who may join this Guild? Any character who is female and self-supporting, except those who are courtesans and the helpless sort of damsel. If this has merely been in the character's past, she is permitted to join. A Md must remain unmarried (or resign) but she may take a vowed lover, as long as her conduct is no disgrace to the Guild. Children born to a Md may be raised on the dairy farm the Guild has outside town or fostered as the mother sees fit. These



children are called by a matronym (rather than the more usual patronym) and they're not thought less of for their parentage.

#### Benefits of the Moondaughters Guild:

All normal Guild functions

"House calls" can be made inside town by the resident Matriarch eliminating the need to bring the body to the Guild. Only a message needs to be sent.

Multiple places where a Md can "check in" to end a trip for the day, instead of only the Guildhall proper.

The right to ask for certain types of aid from a non-player-character Moondaughter.

#### Disadvantages of membership:

If a Md spent the night "at her Guild," I roll to see where the character ended up. She may have had duties at the farm, which means that the player has to get her back to town (or wait for another day). Unfortunate, if all the player wanted was a town-trip.

If a group of Mds are guarding a treasure in the dungeon, a Md in the players' party may not attack the group and must do her best to keep the others from attacking the guards, even to the extent of trying to subdue a vowed lover to keep him from attacking her sisters.

Moondaughters are instantly recognizable to each other, and the signs may not be successfully imitated by anything less naturally adapted to counterfeiting than doopelgangers, who can be recognized 75% of the time by a novice Md, while one who has been in the Guild for five or more years increases the % chance of exposure 5% for every five years she has been a member.

#### The Life and Sainthood of Marcus Aurelianus Draco

Marcus Aurelianus Draco, more commonly known as St. Dragon the Martyr, is the patron saint of the town of Dragoncaster. His Cathedral lies inside the dungeon, but there is an entrance near his Chapel on the surface.

In life, St. Dragon was a golden dragon who spent much time in human form, working for improved relations between mankind and dragon-kind. A person of great courage and goodness, he had flown to talk with the Roman rulers of Britain and had won them over to his cause when news came from his distant home of a band of marauders. He took his leave of the governors and flew home with all possible haste.

When he arrived home, he found his home in ruins and his wife and children slain. The villagers told of a fanatic dragon-hating human who had done the deed. In true Christian piety, Draco forbore to pursue the fiend to take revenge but instead mourned quietly.

The evil champion returned. Draco held back his terrible breath-weapon until the pain of his death-wound caused him to relax his control and he accidentally (so the official story goes) burned the evil champion George badly as he died.

The villagers were able to dispose of the badly wounded George. They then bore the dragon's body to the local church where it lay in state for some time. As used as peasant noses are to certain stench it was some time before the priest noticed that the body was not decaying. Persons coming to pay their respects to the fallen were cured of their ills and, finally, someone realized that there were miracles being performed at that humble village church. There was an investigation and some time later Marcus Aurelianus Draco was admitted to the ranks of the blessed saints in heaven and a church was started in his name.



St. Dragon has been known to wander the streets of Dragoncaster in the form of a man wearing gold-washed scale armor, bearing the weapons of a fighter. He will on occasion accompany player-characters and if the situation warrants it, will change to dragon-form. If he does so, however, at that point he will part company with the party.

This idea was sparked from two sources, owing details to neither: "St. Dragon and the George" by Gordon R. Dickson and *The Unicorn Girl* by Michael Kurland (Ethelbert the Martyr and the Man in the Tin Suit).

Related to the above but undraconic: some years back, I asked Gordie if his Graeme family were related to Gandalf, since Graeme=Graham=Greyhame. He admitted they were collateral cousins. I've heard of tactical wizards but this is ridiculous.

### Miscellaneous Mutterings

I now have the stats for grey dragons. Any answers on the others? Repeat: I need stats on these types of dragons: orange, indigo, orichalum (Aurichalum).

The swords I described last issue (filler at the end of Bob Giglio's zine) are, for the most part, useful. All of them fall under the category of magic weapons, which means they can be used against lycanthropes and certain sorts of undead. The whole assortment, however, makes it necessary to carry more than one weapon. I have a vision of a warrior being accompanied by a caddy....

"Let's see...hand me Barrowbane, the enemy's not carrying anything useful. No, wait, I think Defiant would be better, just in case.... No where did he go?" The sword Fugax had counted up the enemy, and since the caddy was the only one that could be considered to hold it at the time, he was forced to pick it up and run away.

I'm interested in stats for any type of neutral cleric. My printing of the Basic Text doesn't have the addenda that one can be neutral only until a certain level, but the gods that run the universe happen to be neutral. I'm especially interested in exotics and new spells that aren't merely variations on the TSR ones.

Arianrhod showed up some time back as a wandering encounter: kept accusing the men in the party of trying to lay hands on her and kept bragging about how pure she was. A god or goddess like that bears some resemblance to a LOLITS: always right on their own terms. And then there was the time Arawn wanted to go on a trip with some players, claiming that he was a first level MU. His "Sleep" spell was a bit more powerful than others had bet one: when they got close enough to cut throats, the victims were already dead. No experience points, except from the little bit of gold.

For people interested in the Judges Guild: this stuff is well worth \$12/year. The maps are improving, the rumors can be adapted to any campaign (there's a mad Welshman in the works somewhere, and I can use a lot of those rumors and names intact), and the charts are good for someone who hasn't established how long certain actions take (or can't remember and has to work it out each time). The Guide to the City State (purchased separately has a section on women which gives physical descriptions, not based at all on Lakofka's "beauty" roll. And the Guild supposedly has the approval of The Authors.



Comments from Cerridwen (section two of ANNALS OF AVALON)

THE Petulant Pedant (typo corrections from last zine):

Capitol is New ROME of New Roman Empire.

Wizard's Quarter is of one wizard. He doesn't live there any more.

Lee: perhaps there's an ecological niche empty for something that specializes in eating adventurers like the species of louse that preys only on man. It could also explain why high level monsters appear on the stairs. They're going Out To Eat.

Steve McIntosh: comment on a comment, since you don't have a zine this: What's fun is when the DM's telekinesis is fighting a player's. Talk about a wizards' duel!

Steve Perrin: Do you have any details on the role-playing version of White Bear and Red Moon?

Saylor: I wish you had put locations for most of your dragons. I've had to redo the EW encounter table on the grounds you don't one turn encounter a black dragon and the next a blue one, by habit and habitat.

SEK3: If the forthcoming "Witches and Covens in D&D" resembles certain other statements in the same zine, the hanging may not be in effigy, or so Kindra, my main character in my own universe (FM 5th level, 18<sup>00</sup> strength and practically the founder in Dragoncaster of the Moondaughters Guild) assures me. I hear choruses in the shop of "You'll have to wait in line."//What are the details on your Wiccans? //The tall one is th former Bene Gesserit? Which of several sorts of Druid do you run? (Armor permitted and the like.)//All characters in my universes roll charisma and all roll "comeliness" as well, 3D6. Everything else is as per original specs, with addition of size. Would your restriction apply against my people?

Margaret Gemignani: Pennese dragons don't have potency problems. Quite the opposite. Even a green who chews stone goes into a pseudo-heat and the browns are only too happy to oblige. Queens lay more during thread-fall, indicating increased potency of the bronze dragons during times of heavy chewing.

Ken Pick: Comment on a comment to you, and my only comment on Clerical "Exposure": Priests of Priapus?

Glenn Blacow: Will you pub Hecate Priestess class? Also Priestesses of the Great Mother?

Len Wolkoff: Wavyhill carried a sword, but there's no evidence that he ever fought with it. Could, then, a MU use the non-combat abilities of a non-MU weapon? *[Well, in my dungeon the non-MU weapon, if it had any ego, would want to function to its full capacity. That means that I'd see who was dominant, and any time the non-MU weapon was fully dominant, the MU would have to save against the desire to switch alignment to something more appropriate to the weapon.--LG]*



I WOULD HAVE MADE A GREAT PLATINUM DRAGON #4

by Bill Seligman, 3217 University Halls #3, Ithaca, NY 14853

typed by the immaculate Lee Gold [You wouldn't say that if you could see the way I look after a few hours at the mimeograph]--LG

Sorry about missing an issue last month. I am sure that all of you had a poorer month for not having one of my satires to brighten your lives. This month I shall bring you WHOM GODS, DEMI-GODS AND HEROES DESTROY, but I'm running out of titles. Charlie Luce, I take you up on that offer. Once I have a title, I can give you a satire. Next month I shall be offering Luce's THE GAMESTERS OF TRACSTUDRULES, but after that, I am at a loss.

But before the satire, I have some comments on A&E #19, 20 and #21.

(INSTRUCTIONS: if the previous sentence did not strike you as unusual in any way, follow these directions precisely. Look at the cover of the 'zine you are holding in your hands. Study it carefully. Pay particular attention to the issue number, which should be on the cover if nothing unforeseen has happened. Then regard the sentence again. Note again the issues being commented on and compare those numbers with the issue number on the cover. If nothing unusual occurs to you about the sentence, skip this 'zine and go on to the next one.)

COMMENTS ON #19:

Robert J. Clifford: In re Lee's note: I permit missile fire during melee according to the Eldritch Wizardry system. Since the melee firer is put at a big disadvantage by this, combat remains balanced.

Glenn Blacow: I solve the problem of incompatible magic between universes by declaring my universe autonomous from all others. It has its own beginning, history, astronomy, etc. and those from other universes do not and cannot fit in it. If someone wishes to run in my dungeon, he must roll a character or convince one of my players to loan him. (I also run one character per player; with the number of players I have, it's my only defense. Resurrections are slightly cheaper in compensation.) Put me down for your house rules. I may never use anything from them, but it's nice to compare.

Larry Stehle: You have prompted me to comment on why I do not like the Critical Hit System I saw in LA: i.e. if you roll a 20 provided you don't only hit on a 20, it's considered a critical hit and you roll on somebody's Critical Hit Table. [That system is typically used only by those who roll 2D10 to hit so that a 20 is a 1% chance; those who roll a d20 then roll a D6 and assume a critical hit only if the D6 comes up 6, a chance of 1/120.--LG] Consider the following: a character who to hit a certain creature needs a 19 or greater due to his low level and the creature's high armor class: now imagine another fighter trying to hit another creature who needs an 11 or above to hit the creature.

Now let's compare them. For the first fighter, he will hit only 1/10th of the time, but half of his hits are critical hits. The second fighter hits half the time, but only 1/10 of his will be critical hits, and he will get a critical hit no oftener than the first fighter.



Now I don't know about you, some something here seems wrong to me.

That's why I use the Blackmoor hit location system for those characters with over 20 HP. I roll the D20 (to see if the blow hits), the %ile dice (to see where the blow hits), and a D6 (to see if the blow fell on the 1-3 right hand side, 4-6 left-hand side) simultaneously. (Believe it or not, they all can fit in one hand at once.) And, after doing this about ten times, one tends to memorize the percentage of hitting the various parts of the body. Simple, eh?

Howard Mahler: The Slaver is from Larry Niven; see his World of Ptavvs.

Steve Perrin: I was going to mention Isaac Bonewits' book Real Magic in relation to B&D but from the seminar ge's giving, I guess that's unnecessary. How come whenever I have a great idea somebody beats me to it? Tell him I tried his curses, and it works.

Sam Konkin: You're right. One cannot be Purposeful without being either at least a Little Lawful or Good. Actually, my philosophy is that if there is a Church for some sort of series of actions, I call it an alignment. The Purposeful alignment (the opposite is Silly) comes from the existence of two Churches: the Church of Carpentry (from Silverberg's Shadrach in the Furnace (yes, I know) and the Church of Silliness (from Monty Python's Flying Circus). Nobody's joined the Church of Caprentry yet, but I've got two Silly people: one with a fixation on Venus Fly Traps; the other with a fixation on Light Bulbs. Fortunately, they don't run too often.

Margaret Gemignai: REally great songs, but I'm afraid that they still can't match YOU BASH THE BALROG.

Steward Levin:

Lew Wolkoff: It will be a bit of time before GMs and DMs will be in A&E. The task is more difficult than I thought, but out it will be. Who wants to be in it? I will be using real names wherever possible. Lee, you are in it. You play the part equivalent to General Cartwright. Glenn, you're Lieutenant Brannigan. Who wants to be Sky Masterson or Nathan Detroit, the heroes, or Sarah Brown or Adelaide, the heroines? If I don't get any names, I'll make myself the hero. (Otherwise I'll be Brother Arbide.) Oh yes, Stewart Levin, you're either Harry the Horse or Big Julie. (Lew, my line was, "The players all said, 'Sit down; the DM'll kill you off.'" Pretty similar, huh?) *[But it doesn't scan. Look here; why not send me a precis of your songs; I'll try to turn them into singable things for you.--LG]*

AND NOW FOR THE FUN:

COMMENTS ON #20

(You've got an advantage over me. You can skim through this issue to see if I guessed correctly. I can't.)



Lee Gold: So the copy count finally reached 1000. Congratulations! I am sure that all the contributors will be willing to type articles properly for photo-reduced offset. Since the suicide of Gary Gygax and Jim Arneson, TSR Hobbies is up for the highest bidder. Now that you and Barry are independently wealthy from the brilliant piece of software Barry sold to IBM, are you going to bid for it?

Glenn Blacow: I must admit that your logic is irrefutable, but the conclusion that no player should be allowed to roll a magic-user should upset a lot of people. There must be thousands of Fireballs and Lightning Bolts headed your way. In any case, I shall still allow mages in my universe.

Howard Mahler: You ran in my dungeon for about fifteen minutes almost a year and a half ago. It's changed a lot since then. So please don't go around giving reports on expedition 18 months old.

Steve Perrin: when you said you were going to have Perrin Conventions, I thought they were just a series of tables concerning the running of your universe. I had no idea you were serious! Anyway, since you will be having Perrincon at the Commodore in NYC, I shall certainly come.

Sam Konkin: You were right about Tim. I check you out to 19 decimal places. You're a blinding flash and a deafening report.

Margaret Gemignani: Your questions about the elements of D&D structure are very valid, but Glenn answered most of them in his zine. Nevertheless you are on to something; perhaps you'll be able to present it to us next month.

Richard Nixon: I'm glad to see you've gotten out of the depression caused by Watergate and found a hobby. Welcome to the crowd! An excellent analysis of the principles of Clericism. I will adopt them at once. No, the late Gary Gygax had no ultimate authority over the hobby; he just originated a great deal of it.

Jack Harness: I don't believe it. For once the pun was not the least bit disgusting. It was honestly funny! HA HA HA!

#### COMMENTS ON #21

(Now we all have to guess!)

Lee Gold: Copy Count 20,000. You've made it. I see you've gone to web-offsetting; good luck. 1000 pages per month sounds like quite a lot; at least you've hired twenty secretaries. I also note that you've bought TSR Hobbies; now it's LAB Hobbies (Lee and Barry's...) Now we'll see some really decent supplements!

Glenn Blacow: Now you've proved that players shouldn't be allowed to roll fighters, thieves or clerics. What can I say; you verified everything using symbolic logic. You claim that when people meet to play D&D, they should sit around and stare at each other. D&D makes way for S&S: Sitting and Staring. Not for me; I'll keep on playing.



Steve Perrin: Great convention. I'd give a convention report but I'm sure someone else will do it this issue. Keep it up, man; you've got talent. ALL THE WORLDS' MONSTERS is fantastic, especially the GuNdErSnAtCh.

Sam Konkin: A brilliant analysis of my three-way alignment system, and with remarkably few clues as well. Some of the types of Clerics you generated gave us a few snickers here at Cornell.

Margaret Gemignani: the new game you've come up with as a result of your investigations is really terrific. Imagine, first D&D, then T&T, then B&B, and now H&H: Homes and Humans! Players may roll to be doctors, lawyers, businessmen, fighters, teachers, clerics, actors, thieves, even used-car salesmen, as they wander through life, visiting each others' homes, trying to get money and luxuries. Get LAB Periodicals to publish it; you'll make a lot of money. Good luck!

Richard Nixon: Good expedition write-up! Was Pat by any chance that psionic fighter?

Stewart Levin: Apologies accepted.

James Carter: D&D is not a political issue. Just because a Republican has decided to enter the hobby is no reason for presidential interest. Besides, playing D&D takes more free time than a president has. Write a 'zine in four years when you've exited from politics. Besides, D&Ders are too literate a bunch to believe political propaganda disguised as a gameszine. In fact, Lee, I think you should consider rejecting any future submissions of his. Disarmament of mages, indeed!

Lew Wolkoff: If you want Benny Southstreet, you've got it!

All: My, how far we've come in just two months!

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Well, I hope you all like my little attempt at whimsy. But before the satire, an advertisement: in TWH #13, hopefully, my Dragon Tables will appear. I strongly recommend them. I may never submit them to A&E, since I cannot get hold of stencils readily, and Lee would faint when she saw all the tables to be typed. So until Lee goes for offsetting, see TWH #13. Don't worry; all of those who gave me any ideas contained in the Tables received full credit for what they contributed.

And now, an exciting episode of STAR EMPIRES:

WHOM GHODS, DEMI-GHODS, AND HEROES DESTROY

"Whom Ghods destroy, they first scrag totally."

--You-rippa-dees?

"Captain's Log, Stardate 5718.3. The TSR INCORPORATED has been ordered to a planet with the unwieldy name of "Able-was-I-ere-I-saw" where the sole habitation consists of a hospital containing the last fifteen incurable gamers being treated. The Gamesmasters has come up with a set of rules interpretations to satisfy them and thus cure their madness. It will also give me a chance to visit my good old



friend Governor Konkin, who single-handedly, although I sometimes suspect he uses two names, keeps the gamesters in line."

[Paul Jaquays stopped reading the story out loud to his fellow dormmates for a moment. He shifted himself to a more comfortable position, and then continued.]

Capatāin Cast and Mr. Scruby teleported down to the surface of "Able-was-l-ere-lsaw into the hospital, as the unaltered surface of the planet would choke, strangle and strike thrice per melee round on any unprotected person. They met the smiling Governor Konkin who welcomed them warmly. "Jack, I'm putting up the wall of VENERABLE DESTRUCTION rules around the hospital, which no gamester can read unharmed. And I won't release it until you both play a couple of games of Go with me," said Konkin.

"Most certainly," agreed Cast. "But surely you'll give us a chance to gawk at the inmates first."

"Of course. Follow me. As you can see, most of the hospital is empty, as we've cured most of the addicted gamesters, except those in this wing of the hospital." The trio passed under a sign reading KUNTZ WARD. Some crazed gaffittier had put a large red "&" between the two words. "We have just acquired a most interesting inmate. I think you know him, Jck: Kask of Geneva."

Cast stopped walking, stunned. "Why--why yes, of course I do. THE DRAGON that he edited is required reading at LASFS. He was my personal hero. What happened to him?"

"After he wrote that intro to GDH, he found more and more 44th level Lords wandering around. He couldn't reconcile his statements with experience. So, like many who worked at TSR, rather than go back on his statements and admit he was wrong, he went mad. The final breaking point was when he desperately needed articles; the only ones he received were single-spaced, so proof-reading was impossible. He just got up one day and started scragging all the 3 Intelligence Psionic Orange dragons he could find. By the time his count reached zero, though, we had nabbed him."

[In response to some questions from his dormmates, Paul stopped to tell them that GDH was Gods, Demi-gods and Heroes, that LASFS stood for Los Angeles Science Fantasy Society, a place where D&Ders congregate on Sundays at 12:30, and that whenever Bill Seligman was asked for articles by Kask, he sent them in single-spaced.]

The three stopped in front of a cell. There they saw what looked like--it was!--Governor Konkin being hung by a group of female D&Ders! Cast and Scruby turned to look at the one who escorted them. First he looked like Konkin, then Ra the Sun God, then--Kask! He was laughing loudly as he held up his hands to shoot searing heat rays doing 4-40 points of damage. As Cast lapsed into unconsciousness, he saw 14 other laughing gamesters standing behind Kask....

[Paul paused again, trying to create an aura of suspense. He failed. Quickly, he turned his eyes back to the issue of A&E.]



Cast woke up in the same cell as Konkin, who was still being hung. Kask was standing outside his cell, laughing his head off. Retrieving it, he said, "Well, Cast, what do you think of my vengeance on my enemies? I do to him what he did to me."

"Kask--"

"God Kask!"

"God Kask, I am thy eternal servant and ask for mercy for this humble sinner, who begs forgiveness in thine eyes."

"Nicely phrased, Cast, so I'll set Konkin free." The famle D&Ders disappeared along with the rope, knives, thumbscrews and feathers. "Cast, you are invited to a dungeon I'll be running later this evening. I'm sure you'll come." Retrieving his head another time, he laughed down the corridor.

Cast eased Konkin onto a cot. "Sam, how did he get free?"

"We normally let the inmates play with all the games they like, since we can't cure them anyway. So we didn't notice when Kask ordered a copy of GDH. He quickly created a dungeon and made him GMing influence apparent via the first god he saw there: Ra, the Sun God, who is the 1st one listed. Here, see what powers he possesses." Cast picked up GDH and read it silently.

["Say, Paul, look it up in GDH and find out about this Ra," suggested one of the listeners. "OK," replied Jacquays, playing A&E #20 and picking up his worn D&D set. "Um, it says here, 'RA SUN GOD, KING OF THE GODS: Armor Class: -3, Move: 24", Hit Points: 300. Magic Ability: (See Below); Fighter ABility: 16th level; Psionic Ability: Class 6.' ("Class 6 is no psionics at all," Paul added parenthetically.) 'Ra appears with a giant hawk's head and the body of a muscular man. He has the power to shoot rays of searing heat from his hands for 4-40 points/ray. He can also Shape Change, has a permanent antimagic shield around him, can cast an area of Full Daylight anywhere, flies, his eyes cast death rays, and he can raise the dead.'" Paul's dormmates applauded his ability to read in columns." They all knew that Cast had been in worse danger. They knew he could get out alive. But how?) Paul picked up A&E and continued reading.]

"Hm," remarked Cast to himself. "I've been in worse danger. I can get out alive. But how?"

["See," cried out an enthusiastic student. He gas quickly pummeled into silence. Paul continued reading.]

It seemed like only a few hours, but actually was forever, when Kask came to take him to the D&Ding. Kask DMed while Cast and Scruby rolled and played 1st level characters. Kask's girlfriend, Marta, played a green Orion damsel. She collected tons of treasure, which Cast and Scruby carried, and took all the experience by Kask's strange EP system. When it was over, Marta gave Cast a sisterly kiss for about five minutes or so. She said, "Not a bad job, huh? And I also DM and write rules. Here is a rule I wrote: 'A helm of telepathy worn by the defender will stun the attacker for three turns, if the defender makes his saving throw.'"



"Nonsense," Kask bellowed, "that was written by Gygax or Blume or one of those crowd."

"On the contrary," she replied, friendly hitting him in the chin with her palm, "I wrote that just yesterday, while re-reading Eldritch Wizardry. I liked it so much, I wrote it down twice."

Cast irritably complained, "All right, Kask, you've got us in an embarrassing position, and so does your girl; get her off me, will you? What do you want with us?"

Kask replied, "Well naturally, I'm going to conquer the universe."

"Naturally?"

"Yes, and I shall destroy all 44th level Lords. I might let the 45th level ones live, but all the 43rds have to go. Of course, to conquer a universe, I must GM it. I shall need to control the TSR INCORPORATED, as I used to, to overthrow your gamesmaster. My cohorts here will become manifestations of the GMs or rather my will. Now, I tried Shape Changing into you and used Contact Higher Airplanes to speak to Hinchcliffe. Rather than talking about beaming me up, he talked d&D. Captain, I know you play it often. What would you, as a DM, respond to 'we listen at the door and open the door and toss a Sleep and what do we see?'"

"It could have many responses, depending on the DM and the Dice."

"I don't get it," said a student. Another replied, "Don't you remember the episode? Kirk had arranged a secret password with Sooty and Garth didn't know what it was and he tried to force Kirk to tell by..." "Sshhh," said several nearby students, as they pummelled the first two thoroughly, then did it again for good measure. Paul, who had stopped at this interruption, continued reading.]

"OK, Cast, now you're in for it." Kask led the quivering Captain to...a Comfy Chair!

"A Comfy Chair," cried Cast.

"A Comfy Chair," whispered Kask.

"A Comfy Chair," screamed Marta.

"A Comfy Chair," realized Scruby.

"A Comfy Chair," pondered Konklin.

"A Comfy Chair," said Richelieu.

"A Comfy Chair."

"A Comfy Chair."

"A Comfy Chair."

["A Comfy Chair." "Actually," said yet another student, "that chair doesn't look so comfy--oomph!" Paul, interrupted, continued reading.]

Kask grinned evilly. "Take a seat, Cast."

"No."

Kask's face fell. "Oh." He stuffed the INCORPORATED men into separate cells to ponder some torture that Cast would find acceptable.



There was a coronation and a sacrifice and the INCORPORATED tried to rescue Cast and Scruby, and there was a fake escape attempt and some x-rated shots of the ship zooming around the planet, but it's about time we get around to the end of the whole mess.

["I wish he wouldn't synopsisize like that--oomph, uggh, erk!" Paul continued reading.]

Scruby escaped and made his way out of the KUNTZ WARD to the main office. There, standing before him, were two Captain Casts. "Well now, I haven't had any lines in this story since it began. Now I'm going to talk and talk and talk and talk and gradually I shall disappear and you won't be able to tell where I am and shall sneak up behind you both and stun you and even now I am beginning to vanish before your very eyes and your eyes look extremely very anyway and Lee is getting tired typing and her eyes are beginning to close, and everybody is falling asleep...." Suddenly Lee woke up as she had to shift to do the double quote. However, Kask, unused to Scruby's style, fell dead asleep. Cast, of course, had made his Save. vs. Everything.

["Hey, hey! Wake up, you'll miss the end. Paul, Paul, Paul! You shouldn't have read that in a monotone." Paul, now awake, continued reading.]

After Konkin strangled Kask for a short while "for suffocation therapy," he said, all the inmates were forced to read the rules changes and were cured. True, Kask was now a vegetable due to lack of oxygen for a while, but this left him very suitable for returning to his editorial position.

Cast called up Hinchy. "We listen at the door and open the door and toss a sleep and what do we see," asked Hinchcliffe.

Nine Nazgul, 14 basilisks and a Kobold," replied Cast.

"Wrong," said Hinchy, "but what do I know." He beamed them up to the INCORPORATED before Cast had a chance to make a profound remark.

[Paul Jaquays finished reading. He looked up, hoping to see his dormmates say, "Great story, thanks Paul," and pay him the customary fee. But strangely enough, they all lay pummelled upon the floor. Paul pondered this, saying, "Pummeling each other is not exactly a solution of which King Solomon would have approved."

As we  
CUT TO  
a shot of Paul Jaquays zooming off into hyperdrive  
as  
FADE OUT]

The only convention that I will be able to go to for some time is the ORIGINS III in Staten Island. How many of you will be there?

And as the lowly Gila Monster mutters itself to sleep, one can hear, if one listens closely, "I would have made a Great Platinum Dragon!"

--Bill Seligman



## MANY WORLDS

by Margaret Gemignani, 3200 NE 36th St., #907, Ft. Lauderdale FL 33308

A&Eers: I really enjoyed meeting all of you and playing D&D with you at Boskone. I really appreciate the nice things everybody who came to Boskone did for me, and I will never forget your kindnesses.

Jim Reynolds' cover of Wyvern is excellent. The position of the two warriors holding their shields is called at ready. It looks as if the fighters are exposing themselves by holding open their shields, but it isn't that way at all.

Glenn: could Pepe and John help out Mother Erutan with that traitor? Maybe there will be some con we can both attend before Suncon or if not then at Suncon. I also might well be moving up to Boston. I like what I see there. Hope it is mutually.

I would like to establish THE HOUSE OF THE STRANGER for better treatment of Neutrals (they need it) and better liaison work between Neutrals and Chaotics and Lawfuls. Maybe when I get my people established in Boston I can do it.

Jack and Goldeye should be fully aware that if they cheat a Neutral, he will wait until the day comes when he can pay them back...and he will. Otherwise it'll become the fashion to cheat neutrals. The problem with going after a low level is that when he gets to be a higher level he remembers you with unkindly thoughts. I am not Sean Cleary; I am a Taurus, and I remember. I wait. We little folks wait until we find a way, and then we pay back in full what we owe.

Could you send the Nixie who has a raincloud over her head for mobstering a Baby Vatch and not getting the hook out in time to avoid the Mother Vatch out to California? California needs rain. I bet that Nixie would like to throw you out the window. Glenn, put me down for five copies if you publish your book on Edwyr. Will Mark Swanson do the same for Gorree?

Bob Giglio: I like your Expert chart.

Larry Stiehle: I like your critical hit chart. It's more accurate than some other charts. Excellent on Sperent people and families. I'm glad you like unicorns.//Some monsters are animals and only rank as monsters under certain conditions. In fact many parties go down regularly with a monster: the mule. It's a 3rd level monster (2+2). Some timid parties hide behind the mule who kicks and bites at the enemy. *[Only if the mule is war-trained, and that costs a lot of gold pieces.--LG]*

Nicolai Shapero will be disappointed. Someone has used the Holy Halberd: Bill Paley. He used it in his dungeon, and it is now an official dungeon artifact. The management, while grateful to Bill for using it, takes no responsibility for its being used in Bill's dungeon. But Glenn could not allow it used against Velkaya to return the 8th level Old Orthodox cleric. Seemed nobody wants him back.



I have learned to stop talking about things I know nothing about and to make sure others respect my opinion by making sure I can back everything I say. Lee's typing has dispelled a crudzine, and now this may dispel crud opinions. I appreciate any criticism on how I might improve. Look, folks, you are not going to hurt my feelings. What is going to hurt is not being able to get into good dungeons because of bad habits. I got a higher standard of dungeon playing from Boskone and MidAmeriCon and I would like to keep it that way. I appreciate any help anyone will give.

Nicolai Shapero is going to Suncon. (Sob).//Nicolai, I like your songs. I dare you to sing your little song of Hellsgate with your special verse in front of the MIT DMs at Suncon. Bring everything you've got; you'll need it to get away from their dungeons.//I wish I could feel bad because your monsters are so deep in StormGate, but you can't blame folks for not wanting to die permanently.

English D&D: in one case you use certain points allotted to you by the DM to hire characters. You can get higher levels, non-humans, anything you wish. You then take off to the wilderness and use them up. I really like to roll the dice, but this way, if you lose the characters, you don't miss them when they are gone.

Howard Mahler: Louis Allen Brooklee was very interesting, but try and transfer those two great magic items to another Boston Dungeon. I prefer to take part in expeditions. I always feel the others players are looking at a low level coming along and doing almost nothing and getting handouts of gold, experience points and magic like he/she shouldn't be there in the first place. I don't know about you, but I don't like being a dead weight on the expedition. If you had played in Mark Swanson's world and with other MIT DMs, you would have gotten a different picture.

Eric Baines: I like to roll my own characters. Some people buck like steers when you tell them you can't play a character who isn't average. You want to tell everyone that you're an Average Joe? Aren't we all a little above average because we play D&D instead of a quick game of checkers?

Is this Lord Eric still a player character? If so, it would settle the question of his greatness to have him come out of retirement and make a little trip to some of the bad levels of the hard dungeons. I promise you, if he survives, he will never be criticized again. Your ideas on Extreme Prime are good.

Wayne Shaw: did you know there should be a Courtesan class for Ninja since many female Ninja cover their real activities by seeming to be courtesans or dancing girls. The fact that houses in Old Japan were made of rice paper gave the Ninja many a hard moment. The presence of Mosquitoes could give them away. It is hot and sweaty when you are hiding under the floorboards, and this attracted insects whose presence made it known that there were people down there.

Wayne, come to Suncon and bring your pals. Bring your songs and dances and perform for those you're singing about. Then play in their dungeons. WE have heard a lot about Melissa, Wayne. ACTually she doesn't upset me. I think she is sharp. I think she had a point there.//Don't you know the DM is the biggest monster in any dungeon?



John Sullivan: Many DMS I know of have some very strange things to throw at high level MUs horning in on low level parties. The effect is to make him/her check right but fast. I like your revised clerical rules and Dmon Fighters. I bet Nicolai hates them all.

Steve Perrin: sounds like DunDraCon was exciting. Come to Suncon. WE'd like to see you and the rest of the group.//I can't wait for your Monster Catalog and the New Perrin Conventions and Luise's artwork.

Chris Pettus: Good material. I agree with you on the pledge for tolerance. Remember, folks, some of us out here can't get too much in the way of live D&D and higher level dungeons. We are not very experienced, even after a long period of time. I learned more at Boskone and MidAmeriCon in one day than I learned in the previous year.

Clear Ether: I love that picture of the ladies who are going to off the MCPs. Kevin Slimak wants to admit to being one of the MCPs (by his zine in The Wild Hunt), so your girls can get him next. *[Kevin stated that no woman could be a "Lawful" cleric in his world. But then the only established Lawful church in his world is the True Catholic Church.--LG]* Love the way you jumped all over lizardman Len. Your symposium sounds super.

Can you explain the theory that a Melnibonean who does too much good acts always ends up a Neutral? It would seem so based on an unliely source, Michael Moorcock's Elric series. You can't be a chaotic and fight the chaotic gods and kill them as Elric did?

To be sure, many neutrals are more good than Lawfuls. They have nothing to prove and usually prefer to rip no one off. This often makes Lawfuls and Chaotics jealous of them and makes them abuse neutrals.

Jim Bolton: I can't wait for crazy Sister Brothers. I like your Rings and your Servant Monster.

Ken Pick: Why not take yourself down to Suncon too?

How did good old Clive get himself promoted to a human fighter from a higher level turkey? We'd like to know the story.

Bill Paley: Thank you for using the Holy Halbard. It stops at 5th level for a fighter, 4th for a MU and 7th for a cleric. When you use it, you pay a tithe to the Church. It must not take life, but may conceal a demon. Take soul bottles with you. You can get demons to return souls in exchange for their lives and make them promise not to seek revenge on you. You cannot touch their treasure. The Holy Halbard was originally used as a way out of a permanent kill. Nicolai now hates you forever.

Why don't we use the term "cleric exposes his sanity." I can't stop laughing when I read cleric exposed himself.

Cheryl Lloyd: you are an excellent writer. I hope you get to Suncon. I have some relatives in Norfolk; maybe I can get to see or speak to you in Virginia Beach. I will be seeing them soon. I'd like to take you up on Werecon.

Can a Limited Wish bring back the hero who jumped voluntarily into the Cauldron to end the Cauldron-Born? Can a Full Wish? I like your use of mythology very much.



Glenn: That Pink Giant Rat reminds me of the Pink Horde. They're usually low levels, but when we met them they weren't.

I know you're an expert on Fenris, but Fenris Wolf was bound because the Gods knew what he would do at the End of the World. The god who betrayed him was punished indeed; he lost his right hand to the Wolf. Some of the Nordin gods were lawful; most were neutral. You must remember that in the society which worshipped them, such behavior was not looked upon as we look upon it today. Nor was it considered evil or chaotic. No one can say you don't give warning to those who try to bring heavy magic into Edwyr. Most wisely forgo the level drop and ehceck the item in at customs.

Kevin Slimak: I like your idea on multi-characters.

Rich Berg is always spoken about as some kind of monster. He should be asked to run at conventions so we can all see what not to be as a dungeon player as we watch him create more Memorial Rooms.

Gow clerics are lots of fun.

Stu Levin: I would like to look up a Robot with an energy burster with Mr. Ward. I'd like to throw them both out a window.

Lew, I find the Tomp of the Vampire Queen very interesting. Do you play with or without a dwarf princess?

Are you using the E. Gary bonus for EP on Primes? If you aren't, you should; You can get a bonus on Trebelth. It is 10% on the 17 and you can alway suse 10%. I just found out about this when I went through the MIT character sheets and checked them with the first three books of D&D.

Do you seriously want to hear about the twit hobbit thief Al Mundy and his sex crazy, sex-changing Trekkle girl friend? She sure impressed that superhero and his Myrmidon assistants. You know, if we'd been playing in the East Coast, we would have died. Those three took some time to close. In the kast, they are on you in three rounds. Can you get a load of mostly low levels fighting them closeup? Lord have mercy.

Al first bought the store from pushing the wrong botton box. Yes, folks, Al pushed them all. The second button brought Dagobert, the stoned elf with the Ellisonism spell. If my gals spot him again, they will do for him what Clear Ether's girls did for Lizardman. How degrading Ellisonism is to female characters. *[the Ellisonism spell: you snap your fingers and a beautiful, desirable female of the correct species appears, willing to do anything sexual.--LG]* I know you love it, but if you're playing a female hcaracter, it's different from their point of view.

After Dagobert gave him the lovely lady who lasted for two days (hech, folks, that's how long Ellisonism girls last), Dagobert got stoned and left. You did nothing wrong, and I really enjoyed meeting Trembeth againat Boskone. For a nightmare, think about this: how would you have liked to hav met those three (the superhero and the myr midons) on the floor of Clayhorn and seen the heat-seeking missiles replaced with high level magic users. And have Al Mundy and girl friend twitting along. Makes you wake up in a cold sweat.

Your work on Paladins is good. Good ideas for monks too.

Holmes: an enjoyable tale.

Jim Eckman: The whole business of a thief hiding in the shadows comes from his/hers bonus from striking from behind. Most low level thieves get killed off quickly hitting from the front.



Kay Jones: hope you come to Suncon. I agree with you. A dungeon that makes it tough on you makes you a better player. A DM who really tries to get the players when running the opposition is doing the players a favor. Love your song.

Charlie Luce: I'm so glad somebody agrees that neutrals are good people. Kevin is MIT-trained. He'll warn you if he doesn't want your magic in his dungeon. If you insist on dragging it in anyway, you know something bad will happen to you.

John Pickens: Phantasmal Forces affects some place if you believe in it. If you don't, it goes away. But others play that it goes away regardless if you touch it.//On Charm, you usually roll to see if the charmed one is released when the Charmer dies. If not, he usually tries to help the dead Charmer rather than just standing around. The shock of melee might release him.

Martin Easterbrook: You will soon learn that there are highly moral elves, low moral elves and neutral. Ariel isn't an Anderson Elf. She was closer to the Tolkien-type elf. They are highly moral. Believe it or not, there are also variations in paladins. Some are strict (like Jawbone); others are loose (like Eric of the Towers, Great Sweeney). I'd like to get the British publications and material. Is there any way we can get an American agent? I know Tony Bath. He ran Hyborian for many years. He favors Sword & Sorcery warfare.

Bob Hollander: Don't you mean handsome for Jawbone? A Paladin would violate tresspassers? You don't mean that the way it sounds, do you?

Gary Martin: How did your two turn chaotic? (I mean Alexis Van Nesser and Karl Bearkiller.) My MU Fanny Flametree did it because of three turkeys but Lawfuls who decided they didn't like paying off a 17th level MU hireling. They surprised hi, rolled a one and killed off the MU while Fanny and another fighter were fighting some centipedes. Then they turned on Fanny and the fighter. The fighter chickened out, and Fanny had to turn Chaotic to get resurrected because of these turkeys. She paid for it herself. She also had a Lawful sword found in the dungeon which the turkeys sold to a magic shop. But Fanny is going to steal it back and check out Lord John's Den, because she can't stand these turkeys. They spent their time plotting to rip off the Lawful Monks who raised her and had the nerve to collect their resurrection fee. While the turkeys think the monks had a lot of nerve, they should talk. Now they want to raise the Devil to destroy the monks' monastery. Help!

Did you know a researcher once trained worms to do various things, killed the trained worms, cut them up and fed them to other untrained worms, and the untrained worms learned through eating their smarter brothers? So if your monster eats a dumb high level turkey, he'll turn into a dumber monster. Throw the body into shelters and get rid of it.

Ben Grossman: if you can convince a high level to lower his armor class effect so he can get hit by a low level, we'll be doing fine.

Some theories work well on paper but are terrible in action.

I'd best sign off.



What Trap Charts? #8 Robert Sacks/4861 Broadway, 5-v, NY NY 10034  
(For Alarums & Excursions #20)

Comments on A&E #18: Tantivy: You mean Songs & Abilities (read magic, ventriloquism, imitate voices, detect accent) but aren't some of them not justifiable as written (silence, clairaudience, disintegrate, time stop)? [See wave mechanics for Silence, Disintegrate. See Arthurian legends of Merlin's trapping by song for Time Stop.--LG] I don't understand how Echo Invisible will differ from Echo Visible. [I don't understand how Invisible can be physically possible to begin with.--LG] Legalistic & Anarchistic are not opposites; I'm both.

Mockturtle: A Lawful Good Balrog is only an Elf?

Searchlight: No, the great Dragon is taken from one of the Begi stories.

Pet Beasties: D&D should not be run as tournaments but as events; when you leave the convention you may walk away with a character rolled and developed there (if he survived).

Infinite Snores: You mean Lothlorien wasn't a city?

Stoned Acolyte: I like Orfeo Dragonfriend; tell me more. There were special alignment languages: Hebrew, Magyar, Saxon.

Underground: Good Sword essay; wasn't that how "magic swords" first came about? Of course two-handed swords require a larger swing radius & greater strength than a regular sword.

Kirel: Magnificent tale; perhaps professional calibre. Weren't we talking about the "elves" in Anderson's "Queen of Air & Darkness"?

Alberich: Combat class is level divided by promotion class, rounded up? Why have both?

OKW Orc: NY DMs usually let new players in. Battleground may be moving from Bleecker off B'way up to Empire State Bldg area near Compleat Strategist. Hours were all pm. Silver works by Grace.

Monster's Plume: Simple: 9th Archer or whatever saves best (probably Seventh Sword).

Comments on A&E #19: Next I write, I will engage in everybody's favorite past-time: Blacow baiting.

Baines: Clerical Engineering Dept of MIT?

OKW ORC: Saving throws based on level (i.e. experience) seems quite historical; the more experienced you are, the more likely you have built up the necessary skills or immunities; experienced fightingmen could pick up metal in boiling water without getting burns, hence one of the medieval ordeals.

Dark Shadows: Medieval Clerics have alignment Law & Order like LOLITS?

ClearEther!: You only hung Lakofka in effigy? I assume Vampires are only humans who have been infected by another Vampire; I assume vampires know this and therefore consider Vampires to be merely a special (or degenerate) case of humans; if my assumptions are correct, how then must an Objectivist Vampire act? No examples from fantasy or mythology; how about the Bible, Tolkien, Lewis and of course the fantasy known as history? What I was attempting was the identification of the standard of Good that is the idealized Law; we have all heard of the justification of civil disobedience by obedience to a higher law.

Slimak Lurks: And how long does it take to agree on a set of rules for a Kingmaker game? Berg Memorial Rooms; that's wishful thinking.

Kirel: Alignment "Treet" is probably one that holds what's good for trees is Good and what's bad is Evil. Aspects found in Ents, Druids and conservationists. HANGTOWN: if you're not in the Santa Claus business, how come you're in a Seminary?



SEARCHLIGHT #6 or "How Many Ways Can I Tick of Glenn Blacow?"  
perpetrated by Bill Paley, 5301 Amestoy Av., Encino, CA 91316  
(213) 789-0878

I don't remember who it was that was negative about the Judges' Guild materials, but I am very impressed. Saving the City-State for more work, I prepared Thunderhold for a trial run. Now as everyone knows (at least those who read A&E) there are two things that Glenn Blacow constantly snipes at. One is the West Coast run-of-the-mill dungeon. The other is E. Gary Gygax himself. Well folks, I am a run-of-the-mill West Coast DM. And I decided that, for a switch, the Judges Guild stuff that I prepare will be played according to Gygaxian game mechanics (#strikes/melee round = level; # spells/day only those listed; etc.).

The whole point is that it was a real blast! We had so much fun trying a different way that I recommend everyone to have a second dungeon (not necessarily a world) with a whole different set of game mechanics so that you won't become jaded. (Of course, those of you who revamp your dungeons completely every few months can ignore this)

This is not to say that you should purchase the Judges Guild material; that's up to you. It is also not to say you should try out straight Gygax; any style which has been more or less described sufficiently should do (including the Perrin Conventions, the Blacow/MIT Laws of Right and Might; the Cal Tech Warlock rules, etc.)

I'm still willing to try out other systems, and I hope to visit other dungeons, but it is difficult to find the time and money to travel at this stage in my life. Someday.

#### Comments:

Everyone in Southern California: as of next September, I will be entering osteopathic school in Chicago, (Gygax's back yard). (My DM the Doctor) Anyway, I'll be gone and so there will be one fewer SoCal DM for Glenn to complain about.

Lee: Your typing is great, but Dinnerpails of Feeding? Why not vicious herds of cavegoats?

Glenn: Don't let characters who won't fit your world into your game. Have the guy roll up another. If it fits, fine; otherwise leave it be. No one has ever asked you to allow in characters from other style worlds, and no one should.//I admit that on occasion I have desired to save teams of friends and favorite characters, but I seldom do it.//One of the most effective ways of getting on the bad side of people who have no idea who you are is satire (and especially its kin, sarcasm).//Wands cannot be recharged around here. Where did you get that idea?//I'd like to see the Edwyr book & and The Wild Hunt. Whatever is available.//Bravo, Glenn. Where did you ever get the idea of ecology niches?

Anybody: please give an easy step by step description of how EW's psychic combat system works, if you use it in your campaign.

Jim Thomas: Hey, get in touch sometime.//Carnivores also need wide territories to stalk their prey and, if invaded by other predators who feed on similar things, they will fight. That's why Gygaxian



dungeons are seemingly so empty. Ecologically, they should be nearly empty of monsters. (But those that are left should be awesome....)

[An aside about the "Gygax" test I ran....For the first time in months, the characters ran away from some fights and only fought when they thought they could win. Tickled both them and me silly.]

Wayne: Of course they were neutral silver dragons.

Steve Perrin: \*Please don't forget me when you publish ATWM!

Chris Pettus: Because the animators for Star Trek inked them in so slow.//I read everything in A&E in two days, exams or not.

SEKIII: Right on, sisters! I just ignored that article, as I'm sure did most everyone else.

Earth's End: If I can, I'd be willing to help DM another Search and Destroy at GLASC but two demands: 1) one room for each party and 2) One DM/room with you roving. Write me and we'll di-cuss it. Okay?

Peggy: There were no resurrects because our cleric ran out of spell points after trying. Palor lost the % roll and so did several marines; bye-bye spell points. The harpy couldn't be raised; see the rules.

Ken: Well, now I've adopted Greyhawk weapon hobbledygobble, etc. but I think it was more a lack of sleep and personal attention than anything else. Next time you're in the Spire will be better for all concerned. I'll look forward to it.//Didja like the pygmies, huh, didja?

Glenn: On Equality of opinion: Glenn, I agree. That's why I ignore you.//Talk to me about the prey your predators eat if you're so realistic.//I like the idea of specifying clerics by their gods.//What is an absurdity?//There has only been one character I know of with Giant Strength Girdle and only six or so doses of Giant Strength Potion in our world, and we seem to be relatively "magic-rich."//Are you insinuating that these people CHEAT AT SOLITAIRE! Egad, the chutzpah!//It is blatantly obvious, Glenn, that you have never seen a demonstration of ninchuck use. I'd say that up against anything less than a battleaxe it would be a definite improvement on Armor Class. Check it out before you swallow your foot next time, buddy.

Nicolai: I wonder how I looked while they sang that one stanza? //Check out the Spire next time you're in LA, OK?

Kevin Slimak: The whole point of a uniform set of D&D rules is that everyone follows them. What you've just said is that "if it doesn't suit my conception of the game, then I'll ignore it." This defeats the whole purpose. I run everybody I roll; I have rolled one monk in about 100 characters, but I haven't gotten to him yet.

Steward Levin: What was so amusing? And what do you doubt?



Lew Wolkoff: Yes, but dungeoneering is supposed to be an easy way to get killed, NOT an easy way to get money. Other than that there is no reason not to go down searching for treasure. Please recall how, in the Trilogy, even the most powerful "characters" quaked at the thought of penetrating Moria, yet did so to complete the mission, not to pick up a few shekels.//Like your thoughts on Paladins.

Charlie Luce: No, remember a cemetery was started with the remains of the gang at the site of the dragon battle.//Apparently Glenn Blacow is not listening, though I sincerely doubted he would.//On the other hand, aren't you showing intolerance by that comment on Klutz factoring? I think the system is interesting but I don't like the need to calculate the percentage chance of failure for each spell cast.//My heaviest casualties in the Spire come from High Characteristic Characters; for some odd reason "twits" get unbelievably lucky die rolls. Howest.//Not an obnoxious bard, an obnoxious F/MU Elf/Black Dude. (If I remember correctly, a Black Forest elf, but don't quote me. Things were too confused.)//Try the Spire again sometime!

Bob Hollander: welcome back!

Cary Martin: please note that we live in the same valley and that it's a local call and that my phone number is printed above...and then make a quick decision./// almost agree with your "Essay on Cheating" but for one thing: a character like that can cause an expedition to become boring for the other players while he busily makes up equipment, etc., to do as he pleases. If he ruins it for others, it is no longer worthwhile.

Benjamin Grossman: Thanx for the ssay; very interesting.

## Whatever happened to Frank Gasperik?

Perhaps my pocketbook will heal by next month, but I expect a power failure will shut my...

SEARCHLIGHT OFF!

6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 100 101 102 103 104 105 106 107 108 109 110 111 112 113 114 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136 137 138 139 140 141 142 143 144 145 146 147 148 149 150 151 152 153 154 155 156 157 158 159 160 161 162 163 164 165 166 167 168 169 170 171 172 173 174 175 176 177 178 179 180 181 182 183 184 185 186 187 188 189 190 191 192 193 194 195 196 197 198 199 200 201 202 203 204 205 206 207 208 209 210 211 212 213 214 215 216 217 218 219 220 221 222 223 224 225 226 227 228 229 230 231 232 233 234 235 236 237 238 239 240 241 242 243 244 245 246 247 248 249 250 251 252 253 254 255 256 257 258 259 260 261 262 263 264 265 266 267 268 269 270 271 272 273 274 275 276 277 278 279 280 281 282 283 284 285 286 287 288 289 290 291 292 293 294 295 296 297 298 299 300 301 302 303 304 305 306 307 308 309 310 311 312 313 314 315 316 317 318 319 320 321 322 323 324 325 326 327 328 329 330 331 332 333 334 335 336 337 338 339 340 341 342 343 344 345 346 347 348 349 350 351 352 353 354 355 356 357 358 359 360 361 362 363 364 365 366 367 368 369 370 371 372 373 374 375 376 377 378 379 380 381 382 383 384 385 386 387 388 389 390 391 392 393 394 395 396 397 398 399 400 401 402 403 404 405 406 407 408 409 410 411 412 413 414 415 416 417 418 419 420 421 422 423 424 425 426 427 428 429 430 431 432 433 434 435 436 437 438 439 440 441 442 443 444 445 446 447 448 449 450 451 452 453 454 455 456 457 458 459 460 461 462 463 464 465 466 467 468 469 470 471 472 473 474 475 476 477 478 479 480 481 482 483 484 485 486 487 488 489 490 491 492 493 494 495 496 497 498 499 500 501 502 503 504 505 506 507 508 509 510 511 512 513 514 515 516 517 518 519 520 521 522 523 524 525 526 527 528 529 530 531 532 533 534 535 536 537 538 539 540 541 542 543 544 545 546 547 548 549 550 551 552 553 554 555 556 557 558 559 560 561 562 563 564 565 566 567 568 569 570 571 572 573 574 575 576 577 578 579 580 581 582 583 584 585 586 587 588 589 590 591 592 593 594 595 596 597 598 599 600 601 602 603 604 605 606 607 608 609 610 611 612 613 614 615 616 617 618 619 620 621 622 623 624 625 626 627 628 629 630 631 632 633 634 635 636 637 638 639 640 641 642 643 644 645 646 647 648 649 650 651 652 653 654 655 656 657 658 659 660 661 662 663 664 665 666 667 668 669 670 671 672 673 674 675 676 677 678 679 680 681 682 683 684 685 686 687 688 689 690 691 692 693 694 695 696 697 698 699 700 701 702 703 704 705 706 707 708 709 710 711 712 713 714 715 716 717 718 719 720 721 722 723 724 725 726 727 728 729 730 731 732 733 734 735 736 737 738 739 740 741 742 743 744 745 746 747 748 749 750 751 752 753 754 755 756 757 758 759 760 761 762 763 764 765 766 767 768 769 770 771 772 773 774 775 776 777 778 779 780 781 782 783 784 785 786 787 788 789 790 791 792 793 794 795 796 797 798 799 800 801 802 803 804 805 806 807 808 809 810 811 812 813 814 815 816 817 818 819 820 821 822 823 824 825 826 827 828 829 830 831 832 833 834 835 836 837 838 839 840 841 842 843 844 845 846 847 848 849 850 851 852 853 854 855 856 857 858 859 860 861 862 863 864 865 866 867 868 869 870 871 872 873 874 875 876 877 878 879 880 881 882 883 884 885 886 887 888 889 890 891 892 893 894 895 896 897 898 899 900 901 902 903 904 905 906 907 908 909 910 911 912 913 914 915 916 917 918 919 920 921 922 923 924 925 926 927 928 929 930 931 932 933 934 935 936 937 938 939 940 941 942 943 944 945 946 947 948 949 950 951 952 953 954 955 956 957 958 959 960 961 962 963 964 965 966 967 968 969 970 971 972 973 974 975 976 977 978 979 980 981 982 983 984 985 986 987 988 989 990 991 992 993 994 995 996 997 998 999 1000 1001 1002 1003 1004 1005 1006 1007 1008 1009 1010 1011 1012 1013 1014 1015 1016 1017 1018 1019 1020 1021 1022 1023 1024 1025 1026 1027 1028 1029 1030 1031 1032 1033 1034 1035 1036 1037 1038 1039 1040 1041 104

IDEAS FROM AVALON  
by Cheryl P. Lloyd

Is a "Helm of Reading Languages" a battle-type helmet and therefore unusable by a MU (In universes where MUs can't wear any armor)? Or is it like a cap of maintenance, a cloth or soft leather cap? And in general: certain weapons have abilities besides pluses in combat. Can a MU carry a weapon of that sort, not fighting with it but using its "Detect" and other skills?

What's the likelihood of a Ring of Regeneration when it was on an arm that cut off regenerating an entire body like a starfish, producing, of course, the attendant problems of any clone? [Then again, what's the chance that a Ring of Troll Regeneration will regenerate any cut off parts as the Troll equivalents?--LG]



UNIBANK REPORT #2, being the ramblings of one Jeremy S. Paulson, presently attending school at 306 McDowell Hall, American University, Washington, DC 20016. (202) 537-5646.

First, EVERYONE PLEASE NOTE MY COA! This will be effective until the 7th of May when I will be going home to the NY address. Second, in the last issue, Lee misinterpreted a smudge in the typing of my zip code; it is 11374. Sorry to all those who had sent Unibank correspondence and did not receive a response. [*Mea culpa.--LG*]

So far as I have been able to gather, this is the Present Membership of Unibank as of February 23, 1977:

ENDOR: Stephen Tihor, GM	shekel value: 40 GP/shekel
THALASSA: Greg Costikyan, GM	425 GP/shekel
DURTHANG: Chris Pettus, GM	1.1 GP/shekel
WORLD OF THE SEVEN MOONS; GMS Paley, D. Calvin, J. Calvin, Langley	1.4 GP/shekel

I expect to have Sean Cleary on the system as soon as I get the complete stats from him. Sean, I got your letter; please send me the kill percentage per expedition. (Only real deaths please, not ressurectables).

By the next issue, we should have some spells for sale from the Endor universe players. Business already!

Lee: What I mean by "1st level's average haul" is the average haul of a first level character whilst running around with those near to his level (i.e. up to around 3rd level.) Thanks for pointing this out.

#### TO THOSE WHO DON'T KNOW WHAT'S GOING ON:

Unibank is an inter-universe magic item auction and spell bank system. The procedural rules of Unibank were printed in A&E #18 and are available from me on request at the above address.

In order to join the system, all a GM has to do is send in a piece of paper with the following information: Name of campaign, name of GM, address, value of a +1 sword in his world, average haul per 1st level character per expedition, and the kill percentage per expedition (permanent deaths only). Scrupulous research of these factors is not required but is admired (anyone who keeps those kind of records has my respect!). "Ballpark" estimates are expected to be the norm.

The shekel is an arbitrary trans-universal unit of currency which, through the use of a formula in which your information is "plugged", all campaigns' gold pieces are compared.

I seem to have some space left, so I'll describe the inner workings of the NY D&D coven. Basically this group grew out of the old Diplomacy-based New York Conspiracy, a group of New Yorkers who were particularly active in the postal hobby. D&D took the Conspiracy by storm about three years ago, and the endor campaign, run by Stephen Tihor primarily, has been run for just as long. Today there are two groups in the coven: the old NY group and the new Princeton group which was started by a few New Yorkers. Typical NY zines are the Haven Herald (mostly Endor but quite innovative), Fire the Arquebusiers (massive in size and often flippant), the Cosmic Balance (campaign zine for one of the best run campaigns I've ever seen), and the Quick Quincy Gazette (which represents Howard Mahler, not necessarily the whole Princeton Group).



# NOTES FOR THE UNDERGROUND #15

A semi-regular publication of StormGate Enterprises  
by Nicolai Shaperov, 225 Creekside Dr., Palo Alto, Ca. 94306

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The locals have been having great fun with Reincarnation spells of late. And as a result, several characters have been turned into light or medium horses (retaining their human intelligence and wisdom, of course). And the prototype table has turned out to be such fun, that I thought others out there might enjoy trying it-- so without further ado, we present...

## A MODEST PROPOSAL (for a reincarnation table)

Roll 4 10 sided dice in sequence, then consult chart below:

0000-0799: No change (same species)

0800-1799	Human body	4600-4689	Pegasus
1800-2499	Dwarven body	4690-4799	Centaur
2500-2999	Elven body	4800-4849	Hippogriff
3000-3499	Hobbit body	4850-4899	Unicorn
3500-3649	Werewolf/Human	4900-4924	Alacorn
3650-3669	Werewolf/Hobbit	4925-4999	Griffin
3670-3689	Werewolf/Dwarf	5000-5049	Lannasu
3690-3699	Werewolf/Elf	5050-5099	Sphinx
3700-3849	Wereotter/Human	5100-5199	Blink Dog
3850-3869	Wereotter/hobbit	5200-5349	Giant Otter
3870-3889	Wereotter/Dwarf	5350-5374	Phoenix
3890-3899	Wereotter/Elf	5375-5499	Guardian Naga
3900-4124	Werewolf/Human	5500-5599	Pernese fire lizard
4125-4154	Werewolf/hobbit	5600-5609	Pernese dragon
4155-4184	Werewolf/Dwarf	5610-5684	Brass Dragon
4185-4199	Werewolf/Elf	5685-5759	Copper Dragon
4200-4274	Wereagle/Human	5760-5834	Bronze Dragon
4275-4284	Wereagle/Hobbit	5835-5884	Silver Dragon
4285-4294	Wereagle/Dwarf	5885-5899	Gold Dragon
4295-4299	Wereagle/Elf	5900-5989	Wyvern
4300-4374	Weretiger/Human	5990-6099	Nixie
4375-4384	Weretiger/Hobbit	6100-6299	Ent
4385-4394	Weretiger/Dwarf	6300-6349	Roc
4395-4399	Weretiger/Elf	6350-6399	Giant Hunting Falcon
4400-4474	Werebear/Human	6400-8399	Light Horse
4475-4484	Werebear/Hobbit	8400-8999	Medium Horse
4485-4494	Werebear/Dwarf	9000-9349	Heavy Horse
4495-4499	Werebear/Elf	9350-9499	Giant rat
4500-4574	Werewolverine/Human	9500-9749	Wolf
4575-4584	Werewolverine/Hobbit	9750-9999	Lion
4585-4594	Werewolverine/Dwarf		
4595-4599	Werewolverine/Elf		



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SPECIAL ANNOUNCEMENT\*\*SPECIAL ANNOUNCEMENT!!!!  
\*\*\*\*\*

This humble (?) individual is preparing to publish a D&D: APA (yes, another one). Those wishing to submit copy are advised to note that my terms will NOT be quite the same as A&E.

The first issue will be out (hopefully) sometime in late May or early June. Initial copy count will be 55 (fifty-five).

I have yet to lay hands on a mimeo, so the first issue will be photocopied. So those wishing to submit should either print up their submission themselves, or send me camera ready copy. Those choosing the latter method should also enclose \$1.25 PER PAGE.

If there is someone out there who wants to submit, but is too lazy to type up camera ready copy (or is not able to type) I will type up their zine (on a Silent 700 terminal). If I have to type it up, add another \$1 per page (limit of four pages if I have to type it up).

## COST PER ISSUE:

- (1) Contributors: 3 or more pages--FREE!
- (2) Contributors; 1-2 pages--postage + 35¢
- (3) Non-contributors: if no contribution in previous issue, \$1.50 + postage
- (4) Non-contributors: if 3 or more pages in previous issue, 35¢ + postage
- (5) Non-contributors: if 1-2 pages in previous issue, 90¢+postage

The zine, current working title is The Lords of Chaos, will be published on a quarterly basis. By issue 2, mimeo services WILL DEFINITELY be available. (Perhaps I will have my machine in time for the first issue, but don't count on it.)

THE FOLLOWING INDIVIDUALS ARE INVITED TO SUBMIT (this is not to mean that others need not submit, merely that I want these people IN ISSUE ONE).

Glenn Blacow	Jerry Jacks	Kevin Slimak
George Cole	Kay Jones	Wayne Shaw
Barry Eynon	SEK III	Mark Swanson
Lee Gold	Steve Perrin	
	Ken Pick	

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## Comments on A&amp;E #19

KSTC(Glenn B): "Magic Absorbers are basically without game world rationale--they simply don't fit into any realistic ecological niche in a rational universe." Sigh...They might starve to death in Edwyr, but not in StormGate. And they do fit in to the ecology quite nicely. After all, any time that there is an available source of food, something is likely to develop that can use it. (After seeing some of the things that bacteria can live on--rocket fuel and steel among them--there is little I would believe life incapable of.) Though magic may be too high in energy for use as food in Edwyr, such is not the case in StormGate. Hence, MA II's are quite reasonable--IN STORMGATE. Each universe follows its own rules, and many things true in one are quite untrue in another. (Beware of One-True-Way-IsM...)

/\*/What, Vatches? Gaah...(after the chaos that ONE baby vatch caused a group of us going down into the Roost at Dundracon II... If none of my characters EVER runs into another vatch, I will be more than pleased)./\*/ I was at DunDraCon II the weekend of Boskone. Not able to take enough time off from work for Boskone for another reason.../\*/Will you be able to make it to WesterCon or SunCon?

ABZ-OZA(Larry Stehle): The Demons of Sleep and Nightmare are without fixed shape or size. I generally describe them as inky pools of blackness. ("Hanging in the air before you, there is a swirling black cloud with fiery red eyes...")

PORTAL TO TEMPORALANA(Wayne Shaw): Yes, and after what we did to each other at DunDraCon, I think both of us can put paid to that account. (Six black destroyers...and 9 sixth level mages, and two manticores, and how many ogres? In one room? Alarg still gets the twitches over that one...)

SHORES OF INFINITY(Chris Pettus): What DON'T I have the computer doing might be a better question...

CLEAR ETHER(SEKIII): There are a few of my characters that might feel like joining in on the hanging. Though Tsinadra (Weretigress/Mage) and Elissa (Female 4th level Mage) might feel like disemboweling the censoreds first.

KCC(Ken Pick): I ran into jive Clive at DunDraCon. Didn't recognize him--he was in Wayne's room. I just bellowed "That's what you get for being middle class" at him and walked off. He went into shock. /\*/And speaking of shock...Alarg was the one responsible for the yell of "HI FLUFFYKINS!"

NEXT TIME: Dundracon II report and, hopefully, a short story covering some of the insane goings on in Robber's Roost at DunDraCon...

*Handwritten:*  
M. L. L. L.  
W. L. L. L.



## LONG-TALES FROM BOSKONE

Being the report of;

Glenn F. Blacow  
13 Grove St. #7  
Boston, Mass. 02114

CONVENTIONS have taken up much of my time recently, so that I haven't had the time or the money to do TftR/I in proper form (i.e., for both A&E and T&H. Long-Tales is my best possible substitute. (TftR/I is done offset). This zine will contain most of what I had for it, anyway. I can't do KSTC because my copy of A&E 19 was lost/stolen at MIT last weekend.

THE COVER for this issue represents Tse'shura the Master Thief and her close friend/sparring partner Grond the Ipsewayho, arguing (as usual) over the way to handle things. Tse, being a thief, likes to be as subtle and sneaky as possible. The Ipsewayho, being descended from ursinoid stock, tend to be fairly direct in their planning. (Neither are D&D characters; they're from a short-story I half-finished).

WINTERCON at MIT came on this January. It was interesting - Howard Nahler showed up, along with plenty of local D&D types. I ran my first in-town expedition there (The Stranger's Quarter), and ended up the convention by running a massive assault on the 10th-level Temple of Set. There were about 15-20 players, with 34 player, semi-player, and nonplayer characters involved. The Chaotics had a 14th-level cleric and her two sisters (8th & 6th), 3 other Bishops, a 10 hit-die snake statue, Ivalda (7th Paladinette w/Holy Sword), six 5th-7th fighters, 4 10 hit-die Skull Warriors, 18 4th-level Temple Orcs, and 9 4th-level human fighters. A 10th MU, her two 6th-level assistants, and three Red Uruk bodyguards were visiting at the time of the raid. The Lawfuls numbered 34 at the time of the raid, including a 10th-level fighter (with plenty of other third-table fighters), large numbers of Clerics (mostly 7ths & 8ths, a 9th or two, and at least one 7th), and one 11th, one 10th, and a number of other medium-high level MUs. They crashed through the entrance, overrunning the four uruks there, and came charging into the antechamber - to find that most of the walls had arrow-slits, from which a continuous fire poured until the separate rooms were cleaned out. The hall leading up to the main temple was defended by traps, the snake statue, and the acolytes of Set, throwing little poison snakes. It took a while to break down the Temple doors, and the first wave to go in died almost to a man from Fingers of Death, crossbow-fire from the high-level fighters, and from the blades of the Skull Warriors. But more and more fighters poured in, and at last the Evil High Priestess could see that the defenses were being overwhelmed by sheer numbers, and gave the order to retreat. She, her two sisters, and the paladinette escaped, covered by the two surviving Skull Warriors. Total casualties among the Lawfuls? 17 dead, one incapacitated - and all the survivors badly hurt! (There were encounters between the rear guard and some wandering booze-crazed Valerians, followed by an ambush by the Chaotic 10th-level MU, who had left the temple, circled around, and hit the party from behind). Total loot was small - one Cold Hand, some +1 and +2 armor, and a +3 axe being the best).

Another party went down later, after the same evil clerics had begun rebuilding their temple elsewhere, and knocked them out. Killed all three clerics and the paladinette - but the casualties



were almost as heavy.

Boskone 14 was wven more fun. I arrived after work on Friday night, wandered around to see Mark Swandon, Mark Chilenskaskas, Rod Burr, Lee and Barry Gold, and a host of other familiar faces, including people from my old Minneapa days, including Mike Wood and Johnathan Adams, plus loads of Nesfans. Enjoyed the filksongs immensely, and ended up running in CLAGHORN, Martin Favorite's dungeon. Poor Jer Altford was the character I was running. Now Jer has been killed 4 times out of 4 last expeditions he was out, and lost a very good sword in Zauberheim, so he was feeling a bit low. On this particular run, a high-level Chaotic party was encountered. Jer, doing his best, hammered a Chaotic fighter and cleric out of his way and went after the enemy wizard, taking a Cold and blast as he closed, and another in melee. This left him in bad shape, but still on his feet. At which point, one of the Lawful MUs, one Univac the Turkey, proceeded to throw Hand of Fire into the melee, killing both the wizard and Jer. Jer indeed made resurrection, but lost 9 hitpoints when rerolling hit dice. And then, being in a despondant mood, he saw the only thing he had any use for in the treasure - some mithril chain - go to a cleric who had done far less. I considered Jer's mental state, rolled reaction dice - and he decided to quit adventuring. Donated his shield to the local Fighter's Guild and retired to Palm Beach. \*\*\*SIGH\*\*\*

Throughout the rest of the weekend, I ran through Alph twice, and ran Edwyr twice. The first run through Alph was through a previously-unused section; I was running Liriel Terhalen. Others included Barry's Maharg, Lew Volkoff's Trebleth (I think), a Ken Scher character), and a couple of others (I tend to get a trifle blurred at conventions). The party proceeded to fight almost everything it ran into (anyone who appoints a 14-year old equivelent twit-elf as party leader deserves what they get) except some ghosts. Lost only one character - a magic-user - and brought him out to be Raised. Liriel was so pleased that she sent a letter to her cousin Merimyl to join her...

The first expedition into Edwyr suffered from too many players - about sixteen. (Lee, Peggy Gemignani, and Lew Volkoff were among them). They ran into some archghouls, who proceeded to paralyze three people, Hold a fourth, and Web most of the rest, then charge out and melee with whatever was still capable of moving (including Peggy's elf, John Quickbow, and Lee's fighter Vanf Lo.) While this (somewhat brutal) fight was going on, a kalida h stuck it's head out of the door across the hall and decided to take a hand in the battle. The party finally managed to off their five enemies, and decided to leave. (too much noise among the players being the primary reason).

The second expedition into Edwyr was smaller and far less noisy. Lee had Waldo, the cleric from the Church of the Devout Cowards; Barry had Fundin the dwarf; Rod Burr had Otto Berfest the Lowenbrauist Neutral cleric; Peggy had John Quickbow the elf; Barry Lenhoff brought along Sabrina the Thief; Dwight Brown got out the sheet for Glenda the 7th-level MU; Sean Cleary brought along Zap, a 4th-level mage; and somebody else had Helma, a 5th-level dwarvish fighter. Fundin went to the church and asked for a Lawful deed to do. The Patriarch on duty mused for a while, dug through some litter of scrolls, and came up with one. An entire Sunday School class had disappeared almost a year and a half ago, but five of its members were still not rescued. A report that two of them were held



by a Chaotic magic-user on the fifth level had come in, and the Church would be most pleased if Fundin would...? He would.

The mage concerned was Auban the Effete, an 8th-level MU of exotic sexual habits. He had, not unnaturally, hired guards of the same persuasion - six members of the Pink Horde. (To compensate for the fact that they were all AC6, I'd made them 6th-levels).

Well, the party hit the room with complete surprise, but from there on, things went downhill. Fundin, facing somebody who was effectively AC 2 (magic leather and shield), found him very hard to hit, and effectively got neutralized trying to keep the party's thief from being locked out of the fight. At this time, the Chaotic MU appeared, took out John Quickbow with a Human Control Ring, and ordered him to attack Fundin. Since Fundin was 1) a complete stranger, and 2) a dwarf, John obeyed. Auban then got involved in a Magic Missile duel with Glenda, and had no time for further orders. As a result, once Fundin went down, John was able to turn on the biggest of the surviving Mongols, got lucky, and took his head off. By this time, the room was littered with bodies. Fundin, Sap, and Glenda were dead, Otto was trying to break Hold, Helma was Held (and buried under the corpse of Auban's pet man-eating ape, Waldo and one of the surviving Mongols were swinging at one another over the mule's back, and Sabrina was sneaking through the shadows to try and take out another Mongol from behind. In the end, the Lawfuls won - barely - and the party managed to get out. Not by much, though. Poor Fundin failed resurrection, but was brought back by Limited Wish - though it cost him a certain amulet of great power.

I'll admit this isn't a coherent description, but it wasn't a coherent fight, either.

The last descent on Alph happened Monday afternoon. A bunch of Carlisle twits happened along, and got dragged along because Lincoln Clark was their sole method of transportation. Present were Liriel (mine), Merimyl her cousin (Lincoln Clark), Joe Terhalen (5th FM? - Rodney Fernald), Lord Greenstoke, the Green Monkey cleric (Rich Mooore), Wendy the Wise (Lew Kornfeld), and a number of Carlisle characters of less interest. (including a Phantasmal 6th MU).

The party descended onto 4th-level (?) Alph (the first to go there, I believe), and promptly encountered two orcs in shining "mirror" armor, against which magic weapons bounced quite a lot. (Liriel, seeing the nice reflective surface, had promptly aborted the spell she had prepped and drew sword and dagger). Once the fighters began using non-magical weapons, the orcs went down fast. The armor turned out to be a type that reflects magic and magical weapons 50% of the time.

The next encounter was with some mummies, who popped out of a door Liriel and her cousin were arguing in front of, doing the poor twits some nasty damage before being turned by the clerics. The party and the mummies decided that discretion was the better part of valor. Then, as they were moving towards another door, they were interrupted by humanoids with 4 arms and goat-heads. The Terhalen MUs both promptly threw Jeb (the party was outnumbered), and the fighters disposed of the creatures on the near side of the Jeb. Since the party was looking a bit ragged by now, they then searched for and found a reasonably protectable room to heal in and relax in.



Having recovered, the party began wandering again. Detecting Evil behind a door, they opened it to find some flying Japanese (?) demons, who attacked as soon as the first party member entered the room. The first round or two was completely wasted (the demons were immune to anything but blessed weapons or those sprinkled with Holy Water), but then turned into a nasty missile fight (the demons staying out of reach of melee weapons). Liriel took an arrow in the arm that severed an artery, forcing her out of fighting until a quick bandaging job could be done. Merimyl and a couple of others were down to a single hitpoint, others (including Maharg) were almost as badly off when the last demon bought the farm (helped along by a hit from one of his fellows). And while this was going on, Lord Greenstoke was rescuing a cleric from a Typo in a very random encounter...

We left the dungeon shortly thereafter (I'd promised to run Edwyr over at MIT that night), avoiding an encounter with a mantichore and not falling into a couple of turkey traps. On the whole, an interesting and enteraining trip...

ON INTOLERANCE...A number of people have been screaming at me for a number of reasons. I don't allow the same degree of worth to funhouse dungeons as I do to dungeons requiring skills; they say. I frown on gross magic, they say. I make pained sounds when people pull gross character types out of the air, they say. In fact, they accuse me of intolerance.

Damn straight!

It's taken you this long to realize that I disapprove of Monte Hall dungeons? Of artifacts on the first level? Of DMs who spend most of their time designing artifacts and heavy magic to give away?

ON NINJA AND SAMURAI...There has been an incredible proliferation of, ninja/samurai specifications recently. Most of the creators seem to have developed the types from watching Oriental sword-flicks. Even the best I've seen yet (Wayne's ninjas and Cary Martin's samurai) are better than the standard equivalent types. Try running the usual samurai character as written up against a standard fighter with the same statistics, level, and general magic level, and the standard fighter will lose most of the time. So, I don't allow any samurai or ninjas in my game, and will generally ignore further specifications that appear.

ON TSR AND FEMALES...I think that the article on them was without a doubt one of the worst to appear. But considering who wrote it... In general, consider me to be agreeing with Sam Konkin on the subject. There are differences in general strength and such, I admit, but I handle them quite differently. Chance encounters with Chaotics allow for a one-third chance of any given female being a fighter (er, make that fighter being a female), exactly 50% chance of any given MU being a female, and (given that the Veskayans employ only female clerics), a better than even chance of Chaotic clerics being females.

THE OLYMPIA PORTABLE is back from the dead, and the next page will be typed on it (if there is one). I'm a bit leery, but my roommate needs the one I've got on my desk now. What follows is the Tale of a Room as promised in the last issue of KSTC, from the population thereof to its stomping...



The tale begins with the drawing of a room on the map of the third level of Edwyr. A 20x20 room. Roll for occupant type, get a 3 on D20, which is a magic-user, roll D6 for table; it's a 6th-level. Roll three sets of characteristics (to keep from having an MU with intelligence of 3. One obvious mage; intelligence 17; Sex? Female. Comeliness 96, shapeliness 19, meanness 75, but low sadism and dedication. Roll hit points, check for magical items (nothing special). With her looks, does she have a boyfriend? Yes! (67 on % dice). Present? 5 on D6 says yes; roll up weapons and armor for the obvious fighter. Bodyguard - roll percentile dice and get 83%, add 10% for high intelligence, and it's near maximum. Make it six tough orcs and two ogres, checking for magic for each. A roll of D6 gives a 6 for one ogre, who is thus in plate. Tough orcs, too. Pets? a 6 says yes, but a low roll indicates 2-die animals. Make 'em wolves; D6 roll gives four of them. Attach 20x30 room nearby as outer guardroom for orcs and ogres, 10x10 room as wolf kennel. Give names and sketch of history to important figures. Female is Osvetya, 19-year old, extremely vain (low roll of percentile dice indicates that the oddball magic she has is almost useless - make it magic cosmetics). The male is Ivanos, 6th-level fighter. Twit magic indicated; low roll indicates it's not too valuable - make it a Belt of Virility. Check attachment to one another - a roll of 89 - very much so. And go on to next room...

Then we have the expedition; Merimyl Terhalen buys a map in town. A reasonably good one as it goes, leading to Osvetya's room. Gathers a party containing herself, her cousin Liriel, her cousin Joe, a 4th-level cleric, Zap (at third-level MU), a couple of 2nd-level fighters, and a 2nd-level cleric; maybe one or two more.

Expedition forms up and heads down, with me rolling for random encounters, of which there are none. Arrives in the corridor outside the room. Check state of defense; how favorable to the party? 5 on D6 shows that the guards are asleep on their feet. Party manueveres around outside, getting into order. Does this alert the guards (hopeful expression)? Nope, 6 again. Well, check the entire available force. The guards in the outer room are obviously asleep, but how about the wolves? A 4 says they're nervous, but not acting up. Osvetya and Ivanos? A 6 says they're goofing off, too. How badly? A roll of 3 on 2D6 says they're in bed together. \*\*SIGH\*\*

The party bursts in, Webbing and Sleeping the center pair of orcs. The one nearest the wolf kennels whirls and kicks the door open, and the guard captain next to the kennel door draws his two-handed sword - and both of them blow saving throws vs. Hold. Well, the Lawfuls pour in, and after three melee rounds, are overrunning the defense. Looks bad, but let's check out lovebirds. Both naked and unarmed, but what's this? HASTE is one of her 3rd-level spells! Rah! Upon the first noises coming from the other room, she throws it on herself and Ivanos; they proceed to dress at high speed, and come out in the 6th melee round, just as the last of the orcs goes down. Ivanos charges into the fight, Osvetya hits Zap with a Hold spell, but the counter-offensive is stopped by a Web, cutting Osvetya off from her lover. Ivanos goes down fast, but the Web goes up in flames as the Lawfuls try and cut through, killing the 4th cleric. The party thief tries swinging through the door to catch 'Vetya by surprise (she had, alas, CV Potion) and bought it from a Magic Missile burst. Then what was left of the party - Liriel, Merimyl, Joe, and Zap (back to himself) - charged in at her. By now, 'Vetya had a high klutz factor (wounded, in melee, and furious over her lover's death), but kept firing MM. Joe got blown away, but hacked her down to 1 hit point. 'Vetya then traversed turret onto Liriel, as the twit-elf and Merimyl came charging in - and double-klutzed Magic Missile, killing herself. 'Bye Glenn



I WAS AN ORC IN THE NAZI HIGH COMMAND #5 by Peter Cerrato

And here we go again with those inevitable comments.....  
Anyone who will be an PrinceCon: please look for me. I am about 5'3" and have dark curly hair. I will be in the Quest. I look forward to seeing some of you there.

Glenn: Thanks for the TWHs. There are many excellent ideas in it, and I will send in my combat system also. I'll have to think about comment on the AC of monsters. It can make a big difference in my combat system. What does everyone else thing? Orcs, for example, would seem to have a thicker skin than humans do, but I doubt that. Elves' skin is AC5. Oh well, I guess I'll just have to refigure the AC numbers. What a waste!

Well, I know, you can't wait for the Peter Cerrato combat system so here goes...it's a more "realistic" combat system than D&D plus Greyhawk can provide. Now for the basic ideas.

Your hit points equal your constitution plus bonuses for strength over 15. These bonuses equal the pluses to hit dice for constitution (not used here) of the same number as your strength. With one added for each 5 group over 18, not counting 0-50. Combat ability equals level for fighters, half level for clerics, and one quarter level for Magic Users. For monsters the DM must assign a Combat Ability. Unintelligent ones have zero CA. Also constitution must be worked out for monsters. For AC 9-6, CON = 3D6; AC 5-2, CON = 4D6, etc. Also within the groups of 4, add 1, 2, or 3 for the second, third or fourth of the group. For each point of the monster's (hit dice/4) add another D6 to Constitution. If you want, you can also calculate Strength (in the same way as for Con but using Hit Dice) and Dexterity.

Now that you know the Combat Ability, the difference between them is added/subtracted from each roll to hit or defend. Thus a F4 vs. F1 is plus 3 to hit and defend.

I also use the concept that Robert Clifford mentioned in A&E #18: "If you lose half your remaining hit points from one below, your remaining hit points over your original hit points is the %age chance of your going unconscious. I use Larry Stehle's critical hit chart in #19 for effects. I also use the pluses for Dexterity which were in the Dragon #3. I also have a chart for minuses to Dexterity based somewhat on the one in Eldritch Wizardry.

About monsters' Armor Class, if you feel that the AC in the books represents the type of armor the monster usually wears, then you will have to change it for the combat system to what you think its skin should be. Monsters get pluses to defend for their AC; add (9-AC) to the number needed to hit them.

How to use the charts: After finding all pluses and minuses for CA, AC, Dexterity, Strength,...you go to the first chart and find the attacking weapon. Then, moving along the row, if the defender has a weapon, you see what number is needed for the attacker to get by it. You do the same for shield and armor. If you do hit, you go to the hit chart. Here you roll D20 and add the weapon number from the other chart. This will tell you where you hit, or if you got a critical hit.



If the part of the body hit has special protection (not including normal armor; if you roll a hit in a place that the armor is covering for slashing or thrusting weapons, roll again), the damage is reduced: -2 for leather, -4 for chain, -6 for plate.

Oops forgot one thing about the hit chart. You only add the weapon number to see if you got a critical hit. Otherwise just use the number rolled or, if it would have been a critical, roll again, not counting critical and not adding weapon number.

One last note before the charts. Since I am not a weapons expert, some or most of the numbers in the chart may not be right. If anyone out there knows about weapons, please write and tell me what you think the numbers should be. I know this sounds complicated (Oh boy!), but I've found that once you get used to it, and without having to look in Greyhawk all the time for pluses, it goes very fast. On to the charts.

PS. I haven't worked out a missile weapon system yet, but when I do, you will be the first to see it.

#### Dexterity Pluses/Minuses

Dex	Hit	Missile	Dam	Def
-2	-4	-5	-4	-4
-1	-3	-4	-3	-3
0 - 1	-2	-3	-2	-2
2 - 4	-1	-2	-1	-1
5 - 8	N	-1	N	N
9 - 12	N	N	N	N
13-14	N	+1	N	N
15	N	+1	N	+1
16	+1	+1	N	+2
17	+1	+2	+1	+3
18 <sup>50</sup>	+1	+2	+1	+4
18 <sup>75</sup>	+2	+3	+2	+4
18 <sup>90</sup>	2	+3	+2	+4
18 <sup>99</sup>	+2	+4	+2	+5
18 <sup>00</sup>	+3	+5	+3	+6

For each below -2, subtract 1 from each category.

MELEE ROUND = 6 SECONDS

#### Dexterity Minuses

Plate	-6
Chain	-4
Leather	-2
Shield	-2
Mace, Sword	-1
Battle Axe	-2
Morning Star	-2
Flail	-3
Two-handed Sword	-3
Wounds -50%	-4
Wounds -75%	-6

#### Weapon Numbers

1	Blackjack	Dagger
2	Hammer	Handaxe
3		Rapier
4	Mace	Sword
5	Morningstar	Battle Axe
6	Flail	2-handed Sword

#### Concussion Wpns Thrust/Cut Wpns

Weapon	None	Lthr	Chn	Plt	Shd	Dag	Axe	Rap	Mac	Swd	BAX	2HS
Blackjack	16	15	14	13	15	--	3	7	5	7	7	7
Dagger	11	13	15	17	5	5	1	5	1	9	1	7
Hammer	13	12	11	10	13	--	3	6	5	7	7	7
Axe	8	9	10	13	12	--	3	6	5	7	7	7
Rapier	8	9	8	15	7	3	1	9	1	6	3	3
Mace	11	10	9	8	11	--	--	3	3	5	8	7
Sword	7	9	11	13	9	5	4	5	3	9	5	5
BattleAxe	5	6	8	12	8	--	--	--	3	5	5	5
Morn. Star	8	7	6	7	9	--	--	--	--	--	--	--
Flail	7	6	5	4	5	--	--	--	--	--	--	--
2H.Sword	5	6	6	8	7	--	--	--	1	3	5	9



# Hit Chart (add weapon number only to check for Critical)

1-7	Critical	Critical Hit		
8-9	Head	1 Eye	7-10	Head
10-11	Chest	2 Neck	11-15	Body
12-15	Arm	3 Lung	16-18	Hand
16-19	Lower Body	4 Arm	10-20	Leg
20	Leg	5 Groin		
		6 Leg		

Final Comments: What this system does is to make it harder to hit someone, but when you do hit, it is easier to kill someone. It also makes the low level monsters more of a threat, and monsters with low Armor Class extremely hard to hit. Please tell me what you think about this, and any ways you think I could improve it.

Well, there you have it. This system is very flexible. Parts of it can probably be used separately. Also many other things can be added to it. You could use your own critical hit charts, for instance. The main idea is contained in the matrix: i.e. to see if you got by your opponent's weapon, shield or armor.

One other thing: I use Wayne Shaw's Strength bonuses with one charge. For each Strength category above 22, I add one to the damage done: e.g. 25-35 Strength is +8. This, used with CON = hit points, makes a hit by a Giant very fatal, which is as it should be.

In my dungeon, there is the "Bomb Shelter Bar." It is run by Bob the Baby Balrog Bartender who likes to make magical drinks. As a boy, Bob didn't like to do the things his parents told him were right to do. Like torturing helpless hobbits or pulling the ears off Elves. He just liked to mind his own business and let others mind theirs. He also had another defect: he wouldn't grow tall and he couldn't flame.

Well it was all too much. His parents kicked him out of their lair and left him to rot in the dungeon. While he sat crying in the corner of an empty room, a party led by a Cleric came in. The next thing he knew, he was asleep. When he awoke, his hands were tied and he was being led around on a leash. He tried to convince them he was harmless and wouldn't attack, but they didn't believe or trust him.

After wandering around in the dark, dripping dungeon for over an hour, Bob sensed something that the party had missed. He spied two Orcs preparing to ambush the party. He let out a cry of warning. The orcs seeing a captive Balrog, fled from the party. The Cleric, since Bob had saved them, took him into his custody and put Bob into a monastery where he stayed for two years. Here he learned the art of potion making from the Church alchemist. After the two years, he went out on his own to start his own Tavern. Now he is seen happily concocting his magical drinks and conversing with his customers at the "Bomb Shelter Bar."

All that was just to ask all of you to please write up the magical drinks that you have encountered in your wanderings, so I can add them to Bob's repertoire. I think it would also make for interesting reading for A&E's membership.

I'll sign off saying that this is Inter-Dimensional Balrog Week. Do something nice for a Balrog today!



Definitely A Good Idea! by James A. V. Cerrato

Introduction by Peter Cerrato: I think we're the first pair of brothers to submit articles to A&E. Aren't you people lucky? Once you get to know my brother, you'll find out that he is on a quest to find the ultimate monster. He also has many and interesting ideas and a terrific imagination. Here's Jay!

This is my first zine. I'll start by warning you that I am a monster freak. I get my kicks by imagining a battle between a BOLO and Demagorgon with some Balrogs. Or a BOLO vs. the Doomsday Machine from Star Trek. Mostly I'll be writing up some weird monsters I've thought up. I've been hearing a lot of rumors that the Silmarillion will be out soon. Is this true? [Houghton Mifflin has advised bookstores they will be distributing the Silmarillion sometime in '77.--LG]

Questions about monsters:

1. I read in an article in TWH of a monster called the Stoss-griffin. Can anyone tell me how they differ from a Griffin?

2. In Greyhawk, they give the damage for a Mastodon, but I can't find its AC, HD, etc. anywhere.

3. I've been wondering how animation of Golems works. Are you just putting life in it, or are you giving it a human brain? Can you mold the Golem into any shape desirable? Why is the Iron Golem stronger than the others? Is it given a more powerful spell or what?

4. I've read many write-ups on Nazgul. Has anyone written up the flying beasts they rode? I think they'd be great to drop on some high levelers in a wilderness. Was that what the cover of #19 showed? [No, it showed a man vs. a dragon.--LG]

5. I've also read many versions of demons, but couldn't find a writeup for angels. Has anyone done one? [See Konkin Eldilla.--LG]

6. Why should someone be a Paladin because they have high charisma? Wouldn't a god rather favor someone who is faithful or wise instead of someone with good looks?

7. I read of somebody's characters having a Fortress Shield. What is it?

8. I never understood how a sword or undead could drain energy levels. Your level is supposed to represent your experience and skill. How can that be taken away from you? I think it would drain your constitution and strength. Explanations please?

Now, for one of the monsters I have designed:

THE COMBO MONSTER

The sadistic, warped mind of a high level (namely ME) MU brought this creature to life. He felt he needed a henchman he could use to protect himself and to depend on assignments and to attack his enemies. He wanted a special creature which would be the product of inbreeding the characteristics of many creatures.



Needless to say, there were many blunders and many abominations were created that he either didn't want or couldn't control. They're still in some castle rooms...or roaming the hallways. But after many trials and many errors, he came up with what was for his purposes the perfect slave.

It had the main structure of a Slasher: four arms, each with two hands. It could regenerate and see in all directions. It was extremely powerful and agile. It had a very tough hide. It is an intelligent monster and uses all types of weapons.

When the monsters were being bred, the MU subjugated them to much pure magical energy. This caused mutations and a natural resistance to all forms of magic. In fact, the monster strives on magical energy, using it to strengthen itself. It has learned to take beings' strength and constitution away from them to use for itself too.

However, there was one little problem. On one of the slaves' missions, a cleric freed them from the spells which forced them to serve the MU. Now they roam the wild and many dungeons, killing and torturing MUs. Here are their specifications:

Strength: 20-30 (with all advantages; Intelligence 3D6; Wisdom 3D6; Constitution 17-18; Dexterity 18(50%-100%) with all advantages; Charisma: 3-9. Move: 15"; AC 4 (naturally). Hit Dice: 8.

Usually found in large caverns or wide passages, so it can use a two-handed sword with each arm. For combat ability, treat as F7 and Tf6. Regenerates D4 HP/round. When hit by any magical weapon, wand or staff, it has a 75% chance of draining D4 charges or half D4 of its pluses. For each charge or plus drained, it adds D\$ to its hit points. This is permanent. When it hits, it has a 50% chance of draining half D4 of Strength and of Constitution permanently, adding these numbers to its hit points.

and now for...HOW NOT TO ATTACK A CHAOTIC FORT!  
(with editorial comments by the DM, Peter Cerrato)

The players involved were four of my friends who had just recently been introduced to D&D, myself and Ken Scher (Four Winds) who ran the monsters. The characters were:

Thor, Dwarf C6 14-13-15-14-15-8, plate, shield, hammer all +2, Ring of Fire RESistv, Boot (5 charges) which does 3D8 damage.

Dunlop Samurai5th 17-11-9-17-18-14; Hell/Brilliance; Belt AC2; sword +2; boot as above; Shurrikan (Evil Slayer)

Ironfist werebear5th; 18<sup>45</sup>-13-9-15-6-8; Rod/Cannellation

Granthid Fl 18<sup>02</sup>-6-8-12-17-8; sword & shield +1; plate +2

Wanton; C3 15-5-14-12-8-6; shield +2

Calcar MU1, wand/cold; Ring/Invis.

Ludwig MU4; necklace/missiles (one backfire)

four MUs. a TF1, three Fls and a Pixie MU. [I had told them to bring more people, but they didn't want to. Oh well.--PC]

So our merry party started out. Soon we came to our destination, a wooden fort. [They travelled on the King's Highway, no monsters.--PC] We decided to send our Pixie and Ludwid to scout. They both went Invisible and went over the fort. The pixie tried to steal someone's sword [dumb] and Ludwid tried to Charm. Neither was successful. One of the Chaotic MUs then threw detect Invis., so we had to leave. Next of all things, some of us saw a Platinum Dragon flying over the fort. [Ken's choice, and no one said "a Lawful Dragon?"] and land behind the barracks. We sent the Pixie and Ludwid again to check it out. It was really a White Dragon. The Pixie was killed, byt the MU with Detect



Invisible when he tried to close the range to use Evil Slayer. Ludwid was killed when he tried the necklace and it backfired.

Now we got within bow range and had a shootout with some archers on the catwalk. [Bows? Against a fort?] Our MUs slept one archer then... HOLY CRUD... there are two white dragons coming over the fort. One is Phantasmal, but the other took our four of our men and is coming in for another try. WHOOPEE! Alf, a MU 1, slept it; what luck. [Luck indeed; it needs a 2 to save.]

We split up. Half went for the gate, while the other half used the fallen dragon as a shelter. Youch! We are getting hit by Cause Wounds, but luckily they are only hitting the low levelers. Now Calcar whips out his Wand of Cold and starts running towards a darkness on the fort wall. Oh no, there's an invisible guy running around behind us, stabbing and shooting Lightning Bolts... and none of us have Detect Invisible. Help; our MUs are all out of spells.

Looks like we are going to get into some nasty hand-to-hand. Wanton casts Light to negate the dark area on the fort, and Dunlop with his boot takes a flying kick to knock down a section of the wall under the darkness. Calcar picked off a bowman with his Wand of Cold. Curses! There is a Frost Giant right behind the wall where I broke through. And &\*&#&@\$, he is immune to my Wand of Cold (and I rolled it too).

Then Thor chucked his war hammer (with the boot on it) at the gate under where two Chaotics were standing. So now it's a 5th Were-bear, a 6th Cleric and some MUs and Fls vs. an Anticleric with Snake Staff, a Fighter and a Paladin with Unholy Sword, Ring of Regeneration (but no armor). On the other side, Dunlop got two good hits in on the Giant doing 17 points on one leg. But the Giant clobbered him, and he is unconscious. Wanton just got killed by another Cleric, and another yet is coming up. GilGalad sees his only chance is to drink his Potion of Levitation and get the Wand from Calcar. OK, our last MU has been faking death and he's sneaking up from behind on the Giant. WHOOPEE!! he got a critical hit in his ??? BALLS and it killed him.

Back at the gate, my Were-Bear got shot by a Lightning Bolt from that damn Invisible Guy and is down to four HP. Yes, Thor just knocked out the dude with the Unholy sword and Ring of Regeneration, but got his leg chopped off in return. WHEW, we just got a lucky hit on the invisible guy and took care of him! Finally they have had enough; they are running into the Temple. HOORAY! WE'VE WON! YAY!

Only six of our guys survived. And we made off with a Crossbow +3 and a Ring of Spell Turning. Please, please, anyone that has comments or questions about anything, please write! Also if you can answer some of my questions, do so! Remember, write all comments to JAMES Cerrato or "Definitely a Good Idea" so they are not confused with comments to my brother.

Peter and I just got Metamorphosis:Alpha, and I think it is really great. The mutations are Super. I can't wait to hit some characters with them. They won't know what hit them and, what is great, it makes the monsters harder to kill but without giving players gross magic if the monsters are beaten.

That's all folks!

May your Monsters never die.

May all Characters rot to death in the LOWEST levels of Hell (SNICKER, GIGGLE, HE, HE, HE, HE....)

James (Jockey, "The Gant") A. V. Cerrato



## HORRORS FROM HANGTOWN

Being a generally monthly contribution to the Dungeons and Dragons publication: Alarums and Excursions. The contents of this publication are intended solely for A&E and all rights are reserved by Robert Hollander, 33 Richmond Rd. #203 San Anselmo CA, 94960. This is a Vulture Publication. Synergy Pressed.

### A Few Comments on #19

Kill Slavus the Clever (Blacow) Regarding gross magic: In Hangtown, the number of items that can be carried is limited by the amount that can be carried in a backpack. Characters that carry more than one type of any given item (potions, scrolls, wands, etc.) run a chance of grabbing and/or using the wrong one in a melee, with the chance increasing the more items are carried. Magic items cannot be carried in Bags of Holding because the magic tends to cancel out. Magical items cannot be lent, even among members of a family, due to the danger of loss, and the value of most magical items. Items can be loaned within the party, however, after they have left the inn. On Detects: I (and Lee) play that a detect shows that whatever is being detected is there or not by causing the item or person to glow with an appropriate color. (Evil is red, magic is blue, good is gold) Any particulars must be discovered by other methods.

KSTC(2nd) In addition to your comments on the Equal Opinion Heresy: I wonder how many of the proponents of this idea allow the players in their dungeons to consider their opinions the equal of that of the DM. Looked at in that light, the Heresy should die out quickly.

### Past due comments:

Hartley Patterson: You made a comment in a past issue that indicated that clerics and paladins would have trouble dealing with a sex change. You seem to think that these characters can only be male, which is nowhere stated in the rules. One of the first clerics that ever entered Hangtown was female, and a better cleric I have yet to run across (aside to Barry Gold: I hope that Donna is still alive and advancing). The only restriction placed on these classes regards alignment and race.

### Some More Characters:

MELINDA: MU Human, Female, Law/Neut., 9th 5-13-10-16-13-13, 33 hits Is an emigrant (originally created by my brother for his only game). She is neutral by heritage only, and has been granted provisional Lawful status by the local DMs until she can find a god who will change her alignment. She is thin, in a willowy sort of way, and her tenacity and agility bely her low strength. She is deeply in love with Jawbone, but her love must remain unrequited until her alignment changes. She is good friends of Twinkletooth as they have been advancing together. She is currently under the control of an enchanted silver dragon named Maximus, currently forced into the shape of a dagger +1 that was found in a stone, but could only be pulled out by someone with a strength below 6. Maximus is IQ12 Ego12 and capable of detecting shifting things, sloping passages, seeing invisible, and clairvoyance. He has an intense anger against persons with strengths above average (paralyzes 17+, slows 15+) and is resistant to Lawful spells. When she can control it, he will turn to a 50HP silver dragon 10 times on command, after which he will leave. Other magic that she owns include a cold wand that has 65 charges left, a Cloak of Protection +2 and a scroll with a Haste spell. She has recently acquired a griffon as a steed and has therefore learned to speak its language.

There's more on the second page.



## HORRORS FROM HANGTOWN! Pg 2:

**SHINBONE:** Lawful, Human, Male, Fighter, 17-13-8-11-10-9, 39 hits 7th  
Shinbone is Jawbone's oldest younger brother, a twin to Twinkletooth. On his first expedition he was killed and acquired a sword (or vice versa) in that order. Directly after being resurrected he went looking for a weapon and grabbed the first that came to hand. He happened to grab DEATHKNELL (+1, IQ12 Ego12), luckily lawful. The sword enables him to speak kobold and balrog, note shifting walls and passages, Detect traps, see invisible, and read magic. The sword also heals him at 1pt/hr, which was not enough to save him on his last trip, in a melee against 20 11th level Lords. Due to DEATHKNELL's insistence, Shinbone has rarely used his Crossbow of Accuracy, and his seven +2 arrows are useless to him. Shinbone is a confirmed bachelor, although he is not above a casual dalliance with a suitable partner.

### Monsters, Monsters

**BLUE FUNKS** 4-40, AC5, Move6, HD 3, %lair30D Their general appearance is similar to that of the typo, except that it is blue. They are larger than typos (3' diam) and their aspect is so fearsome that all who see this monster must save or be panicked and flee. Those who save fight at -1 for duration of contact. They are Chaotic.

**THREEP :** 1-12, AC3 Move 6, HD3, %lair15A Chaotic. These are humanoids with three heads, one fighter, one Cleric, one MU. They are capable of using all three simultaneously, although only spoken spells may be used in close combat. STR, INT, WIS & DEX must be over 13, with all the bonuses accrued therefrom. They are furtive, tending to live in areas with multiple access, using these doors to attack parties from the rear. These monsters can be developed for the deeper levels of the dungeon by increasing their hit dice and their spell capabilities.

### Some Comments regarding spells

**Duration:** Those spells that do not have a specified duration last forever or for one melee round, depending on the spell, regardless of duration, if the MU who cast the spell is killed, the spell loses its effect. In the case of permanent spells, this loss of effect will take some time, but those of limited duration will lose effect immediately. Note that undead effects follow a similar rule, the higher the level of the undead, the longer it takes for a character to return to normal. Once again, this is true only if the monster is killed, if they are merely turned, or if the party escapes, all effects are permanent (levels must be earned back, paralysis must wear off (1-6 days in dungeon, weeks in overland)).

Perhaps by next month I will be able to begin telling the story of how one of the local characters was discovered to have some strange powers on an expedition into the Hangtown Dungeon. Or maybe there will be more characters, and some information regarding Hangtown and the services and people available there.

That's all for this month

REH



ALBERICH'S RING No. 3  
March 2, 1977  
For A&E #20, typed by Lee Gold  
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### REVISING THE MECHANICS OF MAGICAL COMBAT

The magical combat system in D&D operates almost in the reverse of the alternative combat system for melee (which is what I use in my dungeon, rather than the CHAINMAIL miniatures rules). The melee system requires the attacker to make a stated die roll or above in order to damage the defender. The likelihood of making a hit increases as the attacker rises to higher combat classes. (Combat classes go in steps of three experience levels for fighters, four levels for clerics, and five levels for magic users.) The defender's ability to avoid being damaged is fixed and is stated in terms of the defender's armor class.

On the other hand, in the magical combat system, there is no stated die roll that the attacker must make in order to damage the defender. There appears to be a built-in assumption that magical attacks always hit their targets. The possibility that there may be no damage from the attack is always (apparently) due to the hardness of the defender rather than any ineptness on the part of the attacker. The defender is the one who must make the stated die roll (saving throw) and the defender's ability to avoid being damaged by the magical attack increases according to the defender's combat class. The defender's ability to avoid damage also varies according to the defender's category: magic users in particular have rapidly increasing resistance to magical attack as they go up to higher combat classes. Thus there is no provision in the magical combat system in D&D for variations in attack capability according to the attacker's combat class and personal characteristics comparable to that in the melee system.

It seems to me that there ought to be some provision by which the character who is able to make magical attacks (by which I mean both magic user and clerical spells and attacks with magical artifacts) should start at a basic level of ability and rise to a greater level of ability as the character rises to higher combat classes, just as occurs for fighters in the melee system. Similarly, I think that there should be a method for adjusting the character's ability to make magical attacks according to the character's prime requisite, constitution and dexterity (the three personal characteristics that are significant in my spell point system--see A&E No. 19). I have therefore revised the magical combat system for use in my dungeon along the lines of the melee system. The tables that follow incorporate this revision.

The Magical Combat Table (MCT) provides for an increased attack ability as the character reaches higher combat classes. The MCT also takes into account the defensive ability of the different character classes to magical attack at different combat class levels. Thus the saving throw system is unnecessary (with respect to attacks made with spells and with artifacts such as staves, wands, rings, etc.), and should not be used when the MCT is used. Note also that the MCT is used only with magical attacks of the sort to which the spell rules and general magical artifact rules apply. It does not apply to enchanted weapons such as +1 swords; those attacks are resolved on the melee system table.



		MAGICAL COMBAT TABLE																	
Attacker's		Defender's Combat Class																	
Combat	FIGHTERS							CLERICS						MAGIC USERS					
Class	01 02 03 04 05 06							01 02 03 04 05 06						01 02 03 04 05 06					
1	05 07 09 11 13 15							06 09 12 15 18 20							07 11 15 19 20 20				
2	03 05 07 09 11 13							03 06 09 12 15 18							04 07 11 15 19 20				
3	03 03 05 07 09 11							03 03 06 09 12 15							03 04 07 11 15 19				
4	03 03 03 05 07 09							03 03 03 06 09 12							03 03 04 07 11 15				
5	03 03 03 03 05 07							03 03 03 03 06 09							03 03 03 04 07 11				
6	03 03 03 03 03 05							03 03 03 03 03 06							03 03 03 03 04 07				

#### HIT ADJUSTMENTS FOR PRIME REQUISITE AND DEXTERITY

03/00	-5	-4
03/91-99	-4	-3
03/51-90	-3	-2
03/01-50	-2	-1
04	-2	-1
05	-1	NA
06-15	NA	NA
16	+1	NA
17	+2	+1
18/01-50	+2	+1
18/51-90	+3	+2
18/91-99	+4	+3
18/00	+5	+4

CONSTITUTION ADJUSTMENTS FOR REST BETWEEN MAGICAL ATTACKS USING SPELLS		
03-04	2 rest rounds required after spell before preparing next spell	
05-16	1 rest round required after spell before preparing next spell	
17-18	No rest round required after spell before preparing next spell.	

In using the MCT, as in the melee system, the attacker must roll the number shown or higher on a D20 (20-sided die) for the magical attack to take effect, as adjusted for prime requisite and dexterity. Most attacks that roll less than the indicated number simply fail (miss). Attacks with artifacts that do half damage if the defender makes the necessary saving throw under the existing system go as follows: full damage at the MCT figure or above, half damage at a roll of no more than two points lower than the indicated figure, a complete miss below that. Note that in any case a roll of less than 3 is a miss. This is analogous to the rule in my melee table that a "1" is always a miss, but for magical attack I have made it a "1-2." (This is consistent with the existing rules, since no character class gets a saving throw of less than "3" in MEN & MAGIC.)

I have not (yet) developed a fumble/critical hit system for the MCT. When I do, it will probably be a fumble on the natural roll of "1-2" plus a second D20 roll of "1-4" with a critical hit on a natural roll of "20" plus a second D20 roll of "1-4."

Resolve magical attacks on character classes not shown in the MCT according to the promotion class involved. For PC 3 classes, use the Fighters table. For PC 4 classes, use the Clerics table. For PC 5 classes, use the Magic Users table. RESolve magical attacks on monsters according to the nature of the monster. For monsters that can use clerical spells, use the Clerics table. For monsters that can use magical spells, use the Magic Users table. For monsters that can use neither, use the Fighters table.



In determining the combat class of monsters, I treat them as being promotion class 2. Combat class 1 is 1/2 to 2 hit dice, combat class 2 is 2+ to 4 hit dice, etc. (I make an exception for humans, elves and dwarves, whom I treat exactly as if they were player-characters. Thus a human (monster) cleric fights exactly the same and has the same powers as a player-character. Other monsters, however, are treated as described above.)

A few comments on the way the MCT is put together are in order. I started with a straight conversion of the figures in the saving throw table, from defense percentages (in 5% increments on a D20) to attack percentages. I quickly discovered, however, that (although it may not be obvious on a casual reading) the saving throw table does not consist of even increments from combat class to combat class. Since I needed even increments for the MCT matrix to operate as I want it to--by letting the attacker's rise to a given combat class offset the defender's benefit from rising to the same combat class--I needed to revise the figures somewhat. I therefore made the increments for fighters 2, for clerics 3, and for magic users 4 from combat class to combat class. I also started off magic users one point harder to hit than clerics, who are in turn one point harder to hit than fighters.

When I came to comparing the figures for wands and staffs and spells, I was surprised to discover that the different classes don't stand in the same relationship in terms of hit probability in the two columns. I do not understand the reasoning behind this, since it seems to me that wands are simply weaker versions of staffs (and perhaps less accurate too). Carrying this logic one step further, I have eliminated the separate table for wands, substituting this rule: Spells and staffs have the same hit probability shown in the MCT. Wands and other artifacts are -3 to hit. (This is roughly the relationship between them in the saving throw tables anyway.) I will have some further thoughts on this subject in later issues of A&E.

The other major change that I made in converting from the saving throw to an attack roll system is that I extended the MCT to the same range of combat classes as the melee table. The saving throw table in MEN&MAGIC goes only up to combat class 5 for fighters and combat class 4 for clerics and magic users. Since under the MCT system higher level characters get increased hit probability, it seemed only reasonable to extend the range of the defender's ability not to take damage too. Thus, the scale goes up to combat class 6 for both attacker and defender in the MCT.

You may think that after all these changes, TSR simply can't recognize their table as being the basis for mine. You may be right--but this article was originally going to be the first part of a series of articles developing a radically different system for magical combat, and my original concept was to keep this part fairly close to the D&D system. The final draft, however, ended up somewhere between the first and second articles in terms of the degree of change involved. Stay tuned for more.

Dwarves as Magic Users: On a somewhat related subject, while I was working on my revised magical combat system, I realized that it permits a handicapping system for magic user that would allow races that are now forbidden to study the practice of magic under the present D&D rules to do so while placing a limit on their abilities. Dwarves, in particular, seem to me to be a race that has traditionally been associated with the



practice of certain types of magic. It may be that there is no history of great dwarvish mages known to the outside world, but enchanted dwarvish weapons are certainly well known and respected, including the awesome +3 war hammer.

I am thinking of allowing dwarves to operate as MUs in my universe under the following terms. Dwarves will be +2 with magic artifacts that operate mechanically, such as those staves and wands that discharge magical projectile weapons (fireball, lightning, magic missile, etc.), because they are accustomed to manufacturing and using them. Dwarves will be -4 with spells and those artifacts that store and release spells or otherwise require sustained concentration in a manner analogous to magic spells (Rings of Spell Storing, Wands of Illusion, etc.) The rationale to this is that dwarves are not patient or dedicated enough to put in the years of study necessary to master the higher knowledge of magic but are enthusiastic about making and using mechanical devices that are also magical, especially weapons. When they need spells for any purpose, including the actual enchantment put on dwarvish swords and hammers, they hire a human MU. Elves, by contrast, are more inclined to study and less to working with mechanical devices. Elves would be +1 on spells and would have no adjustment because of their race on the use of magical artifacts. Comments?

Clerics: It strikes me as odd that there are no particular benefits to having a high wisdom aside from the EP bonus for a cleric. I suggest a cleric with wisdom 15+ and dexterity of 15+ be given an additional +3 points/die when doing cure spells. Thus a Cure Light Wounds for such a cleric would do 4-10 points, which is halfway between the regular Cure Light Wounds and the Cure Heavy Wounds spells.

New Character Classes: I'd like to suggest a writing technique that will make writeups of new character classes in A&E easier to use and will help provide a checklist to make sure that nothing essential gets omitted from the article: a Character at a Glance box. This would outline the basic features of the class for a quick read. A sample might look like this:

CLASS NAME: Bard  
PRIME REQUISITE: Intelligence  
SPECIAL REQUIREMENTS: Average Strength & Intelligence (9-12);  
Above Average Charisma (13-18)  
RACE LIMITS: Human, none; Dwarf, Elf, Hobbit, to 8th level  
PROMOTION CLASS: 4  
SAVING THROWS: Use Cleric Table  
TYPE OF HIT DICE: D6  
ARMOR PERMITTED: Up to Chainmail & Shield  
WEAPONS PERMITTED: Any  
MAGIC ARTIFACTS PERMITTED: Any allowed Fighters or Thieves  
MAGIC SPELLS: Yes, Use Magic User spells. Special Table for  
Number and Order.

This practice would have prevented what happened in the Bard article in STRATEGIC REVIEW No. 6 in which the author forgot to specify a prime requisite for the class. It would also make it much easier for you to quickly determine whether the new character you just rolled up will qualify for membership in the class, without having to completely reread the article.



THE LOST MASK; An self typed zine that is being typed only a few days away from the deadline. Typed by Stewart Levin who may be reached at 1140 S. Mason Rd. St. Louis MO 63131

I have only one comment this time and it pertains to Glenn Blacows comment on comments. Why should I try to cut down or otherwise discredit people I do not even know? My apologies to Kay Jones and anybody else I insulted. Also WAYNE SHAW Yourx Nijia class is letterperfect but are simply too powerful for my world and to cut down on thier powers would destroy the class entirely leaving it as nothing better than a fighter. Mr, Mahler, do you hear me?!

Everybody has been doing songs about D&D so my brother shall give a poem he devised himself.

### Dungeon

Come into my dungeon, Come if you dare.

Bring with you your courage, but I warn you beware!

Though strong may you be, my monsters are stronger.

I'll give you one hour, you won't last any longer.

My monsters are plenteous; your warriors are few.

If they catch you alone, they'll leave nothing of you.

SO COME, my young fools, come around the bend.

This road you are ~~taking~~ treading, will lead to your end.

Cute huh? This poem was written with my dungeon in mind (but it has been slightly exaggerated) and it is partly true for in my dungeon, one has to think! Not blindly flail around with a sword. I have a book on what misery is and I have translated it into D&D style.

### MISERY IS:

when you spend your last copper on a +3 sword and when you use it to slice a loaf of bread, the blade falls off the hilt.

when your polymorphed grasshopper/specter collection gets in the way of a Dispell Magic beam and your co-adventurers never know you collected Specters.

when you go out of your way to steal a potion and find out after you have run away from the party that it is empty.

when you are riding in the cart and everybody smells offal and you discover it is on your shoes.

when your Cloak of Flying flies at 48 a turn and ~~xxx~~ keeps on ~~xxxxx~~ flying without pause~~x~~ but you are not in it.

when you bring to your home the Invincible termite and it escapes and your house is the only wooden one in town.

when you are invited to a King's Ball after hearing that the king's daughter loves you and you get there and she looks like the back end of a horse.

when you tell your best friend where your ring of Spell Storing is and finding out the next day that he is really chaotic.



## MISERY IS; (cont)

when after you had killed this incredibly tough Kolbold, you notice your set of +5 plate is missing.

when there are two vorpal blades to be picked off the ground and 3 fighters.

when there is a buxom tavern wench waiting for you and you can't get out of your chainmail.

when you send 284,839,378,000 declarations of love to your fair lady and you receive a letter addressed to Sir John (when your name is Wayne).

when it is ALL HALLOWS EVE and people walk by you commenting on what a great costume you have (of a famous monster) and you are not wearing a costume.

when the King of a mighty country gives you his shield (+1) and you discover that it is required to give your +5 shield to him.

when you are subdued by your Arena opponent before you get to even hit him and your mother rushes on the field of battle and wipes him out (and you are 12th level!)

when you have two pills, one will give you the ability to be immune to all magic and the other protects you from any physical or mental attack permanently; and it says to take them with water but you are stuck in the middle of a desert.

when everybody is nice to you because the Priests of Han need another sacrifice and you are chosen.

when you are taken over by a Magic Jar and the Wizard makes you slap the High Priest of Good and then goes back into his jar leaving you to face the Patriarch.

when you get a crossbow of Accuracy and you have to share it with a stupid fighter who has broken two handed swords and crossbows by merely flicking his finger.

when you put your entire fortune of gold into a bag of Transmuting.

when you find out that the GM does not like you.

when you are wearing FULL plate armor and you have to go to the restroom and the release catches don't.

when you are the fattest character in the group and to get out of the dungeon you have to go through a hole half your width.

when you are the last hope of good and your opponent has one hit point left and you miss and he renders you unconscious winning for evil.

when you can't ride a horse.

when your twit first level fighter puts his sword through two scrolls of Elemental Protection. (This actually happened)

That is all I have to contribute now, anyone with more of these are welcome to print them up. If I can I will be "translating" limerics into D&D lingo.

## AND YET ANOTHER ESSAY DEPARTMENT.....

This is not really an essay but some advice on how to handle those rare people who come to you with ....

Forget it, just use Unibank.

Boy, I do really change my mind don't I?

No I don't!

Yes I do!







## MISERY IS; (cont)

when after you had killed this incredibly tough Kolbold, you notice your set of +5 plate is missing.

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Yes I do!



Well, what is their else to do? How about another adventure of ALAN?

### A LITTLE LATER

"I was riding my horse one fine day and suddenly I was aware that my back ~~k~~ pack had grown heavier! Immediately I reined in my horse and dismounted, just then my horse decided to go to the can all over my left foot. YUCH! Angered, I slapped the side of the horse as hard as I could. The horse bolted and I was left stranded in the middle of the wilderness without a horse. Cusing myself out I started toward the nearest town. I hurried for it was not good to be caught out at night in these parts.

Soon I could see the lights of the town, I went in, approached the innkeeper to see about a room. He gave me a particularly fine one with a large bay window. I stretched out on the bed, going and fully intent on grabbing a few winks before supper. Later on I awoke and found that it was pitch dark outside, I started to state exactly what I thought of such a innkeeper when I noticed that there was something else in the room! I quickly grabbed a heavy lantern I had and threw it toward the sound. I heard it connect and then there was a small explosion and the lantern had burst and caught fire when it had hit a molotov cocktail I had made the night before. I saw something that looked vaguely like a reptilian orc before it sprang on me. We wrestled in there sometimes I was winning sometimes it was. The thing had a chilling cold that seemed to seep from it and you could tell that it was evil. I couldn't see its face because of the dark, but I was under the impression that this was no orc!

We tussled, fought with our fists when suddenly I was thrown off him and onto something long and hard, MY SWORD! Quickly, I unsheathed it and sprang to do battle. It was an unfair fight to be sure, but I have always hated thieves, so I was not sorry when, a few sword swipes later, the thing lay dead. But there was still the fire to worry about. I turned toward the window, expecting to escape through the hole the thing made by entering, but there was no hole! I went over and examined the ~~xxx~~ door, it was not forced but I saw the innkeeper scurry off when he saw me! SO! he tried to kill me huh?! Will I let this turkey get away? HELL NO!

I followed after him and caught, and killed him. I then left the inn burning behind me as I rode off, on the best horse I could find. Luckily this was an off season and the innkeeper was single.

A few nights later, while I was sitting around my campfire I decided to see just why my pack was heavier that day so long ago. Inside my pack were the usual stuff; oil, molotovs, rope, rations, grappling hook, holy H<sub>2</sub>O, and sundry. But here was something new! A cardboard box! They didn't have cardboard boxes in medieval days!

I opened it and found that inside were 7 booklets; MEN & MAGIC, MONSTERS AND TREASURE, THE UNDERWORLD AND WILDERNESS ADVENTURES, GREYHAWK, BLACKBOUR, ELBITCH MISERY, DEMICLOUDS & SHAPEROS. I plan to study these strange books to find out exactly what they are!

Just kidding on that book finding though, everything else will go into ALAN'S HISTORY. My thanks to Lew Wolkoff for his idea. (on Alan having a set of books)  
Glenn, expect a letter.



## THE "I STAND CORRECTED DEPARTMENT"

A few people will remember that last issue, #19, I made a comment on a weapon, ~~xx~~ THE TASER. I was wrong on a lot of it (my description) and a reader of my zine (Geo, somebody actually reads this!) put me to rights, so I am publishing his letter so everybody can get all the facts.

Dear Stewart,

I just read your zine in A&E 19 and had to write in regard to your data on Tasers. They were not an idea of the government's but actually one of an enterprising inventor here in California. He felt it was an alternative to those nasty (his idea) firearms which launch bullets. His gadget was about the size of a large flashlight (I was taking a shot in the dark when I described it as being about the size of a M-1-Stu) fired as a handgun, with a wire range of about 10-15 ft. It turned out, however, that as these were not classed as firearms, several enterprising criminal types chose them to use in armed robberies. I don't know how many robberies were committed with them in total, but after about 3 of them in the L.A. area which resulted in the hospitalization of at least one victim, the State legislature decided that they were really as dangerous as the conventional weapons and classified them as such requiring a check on any purchasers as for handguns. Not all this is necessary, but I thought that I should set the record straight that the government is not responsible for all atrocities foisted upon man.

Sincerely Yours

Karl W Sandoff II "

Many thanks Karl for your letter, info on campaign should be at your house by the time you get this.

**\*\*Sigh\*\*** Another dungeon has been opened here in our group, no matter what we tell them that it is better to work up your character than just have high levels but they never listen. In this new dungeon there is a MU who is 18th level and has a wand of Dimension door 197 charges. (hint: the mu started playing yesterday) The DM comes down on all expeditions and when a monster is sighted he says, "Stand back, I'll take care of it" Yuchh! I am getting tired of playing in turkey dungeons! Their monsters are so stupid that if I have only played a week or so in them (real time) I am ninth or tenth level. Their are only two or three dungeons I know of and want to play in (when I'm not running my own world) but of these one is turning turkish and the other two; an METAMORPHOSIS ALPHA world and a Regular D&D world they are both being overhauled and changed during TERMPAPER TIME. I am curious to find out some new dungeon/victims for me to explore/kill in. Any takers? I can offer you four experienced non-screaming players. Phone number is; (Yes, Kevin Slimak I am putting my phone number in here) (314) 878-3689. Call after 7 weeknights and all day sunday till 9:30 (weeknights too) Any calls afterward will be subjected to a stream of verbal abuse and a click unless vitally important (Armaggagon is here, King Kong is heading my way, etc.)

ON ANOTHER MATTER

Just because I write up some tech. stuff do not get the idea that lazars are common in my world, first you have to roll a magic item, then make it come up to misc. magic item and then roll 000 to get one. Like I have only 2 pistols in my entire dungeon.



# THE CASTLERMERE GAZETTE

by Jon Pickens 16435 Valley Trail, Mishawaka, Ind 46544

Since one of the major topics of discussion around here is the Bard Class, I may as well put in my oar on the subject. What follows is a radical approach to the Bard as a new and unique character class.

## D&D CHARACTER CLASS: THE BARD

The Bard's prime requisite is Charisma. Bards are either Lawful or Neutral in nature, and are limited to Leather armor without shield. Although the Bard is not a professional fighter, he may use any weapon. If he carries a magic sword with an Ego rating, however, it will disrupt his harmonic balance and destroy the effectiveness of his songs. He may use any magic available to all classes as well as items for Bards only. In addition, he may use the Lyre of Building and the Pipes of the Sewers with double effect.

Bards receive one D6 per level to a maximum of 9 dice, with one additional hit point per level after that. They save as Clerics, but advance one attack column per three levels, like Fighters.

Since sing and playing require a great deal of energy, any Bard carrying more than Heavy Foot encumbrance must rest a game turn to catch his breath before attempting to sing.

The songs of the Bard are many, but can be divided into three main groups:

1) Songs of Combat, 2) Songs of Entrancement, and 3) Songs of Dispelling. In general these have a range of 60' and will be discussed in detail later.

Level	Experience
Rhymer	0
Songster	1750
Skald	3500
Harpist	7000
Lyrist	15000
Minstrel*	30000
Troubador	60000
Bard	100000
Mstr. Bard	200000

The Bard has a 5% (Elves 10%) chance per level of recognizing the magical capabilities of any non-Potion, non-Scroll magic. Failure means the Bard may not try that item again until he has advanced at least one level.

Maximum level attainable by a non-human Bard (Elf, Dwarf, Hobbit, etc)

## SPECIAL ABILITIES

L1: Read Music  
 Combat Songs  
 Entrancement Songs: Undead and Animal (Men, Beasts, etc.)

L3: Songs of Dispelling  
 Entrancement Songs: Plants

L6: Combat Songs: Also increases the saving throw vs magical attack by 1 for creatures of the same alignment

Playing also increases the morale of friends by 1

L9: Combat Songs: Also create Protection from Evil, 30' diameter  
 Entrancement Songs: Animated Objects (Golems, etc)  
 Transpose Scrolls

L15: Entrancement Songs: Gods, Demi-Gods, and Demons



**Read Music:** The ability to activate musical scrolls. Musical Scrolls, about 5% of all scrolls, contain magical spells and are usable only by Bards. Such scrolls may require either singing or playing to activate (and may even be keyed to a certain instrument). Played scrolls must be scanned by the Bard at least one melee round before he activates it. Like other scrolls, these are only good for one use.

**Combat Songs:** These cancel out any magical spell (including larpies) within the Bard's range if the Bard rolls a 7 or less on 2D6. Subtract two from the roll for every level the Bard is higher than the spell caster; add two for every level lower. In addition, the Bard receives a plus 2 bonus against magical attack while singing. He may sing in melee.

**Entrancement Songs:** The Bard must accompany himself on a musical instrument. Undead will be turned as if facing a Lawful Cleric (Use Turn Table), but with no chance of a Dispel/Dissolve. Otherwise, entranced entities will not attack and will allow passage as long as no hostile action is initiated against them (since the music heightens perception of emotion, entranced creatures will recognize a hostile action in time to react). To establish entrancement, the Bard must roll his Charisma or less on a D20 before combat. He can entrance levels equal to  $\frac{1}{2} \times \text{Bard's Level} \times \text{Charisma}$ , and the effects last a full game turn after the Bard stops singing or playing. Note that entrancement is an all or nothing proposition. Once it is lost, it may not be regained.

**Dispelling Songs:** Like entrancement songs, dispelling songs require the Bard to accompany himself, plus have complete concentration for the required time. The time required is one game turn per level of the caster. Only one spell at a time may be broken in this manner. If the dispel is directed at a creature that the Bard can entrance, the creature is entranced for the duration of the dispel attempt.

**Transpose Scroll:** Although a Bard may not use spell scrolls, he may use this ability to transform such scrolls into musical scrolls. Each spell must be fully transposed at 2 days per spell level (a 6th Level spell taking the Bard out of the campaign for twelve days. There is a 10% chance the Bard will transpose the spell incorrectly, losing it. Transposition erases the spell from the original scroll.

#### ADDITIONAL NOTES

##### Songs.

The songs of the Bard are either Alignment oriented, affecting creatures of a given alignment, or creature oriented, affecting a certain type of creature. The average Bard is assumed to know hundreds of songs and fragments, selecting the one best suited to his purpose at a given time. Tom Bombadil could well be considered an extremely high level Bard type.

##### Endurance

**Playing.** The Bard can play indefinitely as long as he has both hands free for the instrument, is performing no strenuous activity (like evasion or melee), and takes the normal rest periods.

**Singing.** A Bard may only sing as many consecutive turns as he has levels. Also, Each five game turns of fraction require a turn of non-singing immediately on the conclusion of the song.

**Option, Overextension.** The Bard may voluntarily exceed the above limits for singing. Following each turn of continued singing, the Bard must check constitution vs spells at a cumulative -20% (-20%, -40%, -60%...). Failure means the Bard is hoarse for the rest of the day. He cannot sing, a condition that can be corrected by the Clerical Restoration Spell.



m A 7th level Bard, Charisma 11, accompanies two L8 Fighters and a L7 Mage on an expedition. All are Lawful. Suppose they meet a L8 EHP, two L5 Mages, and three L4 Fighters. The Bard tries to entrance them (38 levels against 30), needing an 11 or less on a D20. He succeeds, but one of the L8 FM has a purpose sword vs Chaos, so... the entrancement fails as the Superhero thunders forward.

The Bard switches to a Combat Song and whips out his blade. The EHP throws a Finger of Death at the Bard, who must roll a 5 or less to cancel it. He fails, but makes his saving throw due to his plus 2 bonus. The Friendly mage throws a Hold at EHP, but the Bard rolls a 6, cancelling it. The two L5 mages, realizing their spells will be cancelled on any roll but 12, head out the nearest door. In the meantime, the Superheroes take on the L4 Fighters. They are joined by the Bard, who is wounded but continues singing.

The EHP throws another Finger of Death, this time at the Lawful Mage. The Bard fails to cancel, but the Mage still gets a plus 1 on his saving throw and lives. The next round, the EHP throws Silence on the Bard, who not only doesn't cancel, but also misses his saving throw! The Combat Song stops just as the last of the L4 Fighters fall. The L5 Mages, skulking just outside the door, return in time to see the purpose sword take out the EHP. They wisely Wizard Lock the door and run. The Bard, searching the EHP, finds a ring he immediately recognizes (35%) as a Ring of Regeneration.

After the Bard gets his voice back, he does a Dispel Song on the door for the next five turns, breaking the lock, whereupon the party continues its adventure.

#### DMing the Bard

Some DMs rule that loud continuous noises attract more monsters. This will damage the chances of the Bard in a campaign, since his only real weapon is his larynx. It is recommended that monsters know what a Bard sounds like and steer clear, leaving encounter chances about normal (who wants to be entranced, anyway?).

Should a DM allow Bards to collect treasure from entranced monsters? Unless the monsters are actually carrying it, why not? The Bard must get experience from somewhere, and a Fighter he is not!

How does one kill a Bard?

Deaf monsters are totally impervious to the Bard's special abilities.

Trapped treasure, especially explosive chests and such, are great for distracting a Bard and breaking his concentration.

Bards are extremely susceptible to ambush.

They are also quite vulnerable to magic users just a few levels above them, especially to spells that have an automatic effect unless cancelled.

A Bard without his lyre has lost 2/3s of his abilities.

A good DM should have no trouble coming up with a few more examples.

#### Equipment for the Bard

Item	Cost	Weight
Harp/Lyre	10	150
Mandolin	20	100
Pipes/Lute	5	20

#### Magic for the Bard

Make up your own. Powers may include:

Charm animals, plants, or objects  
Invisibility, Flight, Healing  
Light, Illusion, and Prismatic  
even Ego, Intelligence, and Alignment  
(Freddy the Talking Flute)

ANNOUNCEMENT: Errata for any D&D booklet or supplement can be gotten from TSR by sending a stamped SAE to them. Anyone interested in errata on my Weapon, Option or Alchemist (both from The Dragon Vol 2 #1) can send me a stamped SAE plus 5¢ for copying charges. Further discussion on both articles, including the errata will be appearing in The Dragon.

REPRINT DEPT: D&D is currently being revised and rewritten, the project is expected to take several years (1980?). As announced at Gencon, the projected organization is a Beginner's Handbook, an Advanced Player Guide, and a Referee's Manual.



Also, Pocket Books will be reprinting The Dying Earth and Eyes of the Overlord by Jack Vance sometime in April or May, so all of us who missed out the first time can descend on Ye Local Booke Shoppe with coin of the realm clutched in our hot little hands. Rumor has it that someone (Daw??) will be reprinting the "Conan" series soon, but at this time my crystal ball is getting foggy...

GLENN BLACOW (Kill Slaves #7): On Gross Magic

You might try the Anti-Magic Mutation in CG #1 with this modification: AMMs are vulnerable to non-magic weapons, which disintegrate on striking the final blow. Sneaking in a limited wish or so to give the low-magic people their stuff back might not be a bad idea.

LEE GOLD: Could you be persuaded to give us the whole of that wonderful song: "CROTTLED GREEPS"?

S. E. KONKIN (Clear Ether #9): Pretty strong blast at Gyax and Kask, and completely unfair. TD, like A&E, is a forum for new ideas. Nothing that appears in there is actively advocated as the latest rulings, in fact Gary and Tim often urge that many new character classes be used only as non-player types (including, sob, my Alchemist).

When I first read "Women and Magic" in TD Vol 1 #3, I formed the immediate impression that it was laboriously drafted and presented without playtesting. Your criticisms of Lakofka's article were accurate: it was overwritten, restrictive, inconsistent with previous material, and just too much bother, but there was no need to bring Gyax and Kask into it. That, sir, was a cheap shot. (Other than that, I enjoyed your issue very much.)

LARRY STEHLE (ABZ-OZA #2): ON CRITICAL HITS

It is not possible to evaluate your table, since you did not mention the most important point, the frequency of such hits occurring. There are two approaches to critical hits. One emphasizes crippling damage, while the other tends toward temporary disadvantage to spice up the melees. Any table that gives killing or crippling damage more than 0.5% of all blows struck is probably a bit excessive. I use a modification of Wes Ives' table (A&E #14), but any intelligently used system should be adequate.

RE. SWORD&SPELL: One of our playtest problems locally was how casualties are taken by AC 2 armored knights on AC7 heavy horses. Checking with TSR, we found that the horses take the hits and the rider is eliminated when the horse goes down.

I shall take a stab at the point system, too. Level 0 men are assumed D6, hence the average 3.5 per man, or 35 points for a figure. Therefore, 40 pikemen, AC3, cost: men 40 x 35 (1400), armor 40 x 50 (2000) and weapon 40 x 10 (400).

The Swashbuckler is five levels at 4.5 per level. His man cost of 22.5 is rounded up to 23. His class 2 armor is 6 points, with the 50 points per plus raising armor cost to 106. The Javelins of Lightning are 50 points each, bringing special weaponry to 100 points. Total is 229.

The Manticoras are 4.5 x 6, plus 1 for the extra hit point, or 28 points each. The armor is 4 points per figure, 24 in all. The special costs are probably 50 points for missile weapons and 25 points for flight; 75 points per figure, 450 total.

The special "per level" point cost seems to refer to massed units of fantastic figures and not to individuals. Certain units, like the human elite guard, just can not have the right figures for point cost. There are enough units whose point counts are obscure enough to confuse the system. Best have a neutral DM go over the troop lists before a game (or have the commanders check each other).

The best way to get started in S&S is to play a few one-on-one games to get the feel of handling massed units. Then add a few individuals to liven things up. When you have 2-4 people who can work with the rules reasonably well, you can put on bigger games. Then newcomers can be given a single unit or two, or perhaps only one personality figure. The quickest way to turn people off fast is to stage a large game with lots of different units and fantasy types when nobody knows the rules well.

And publish a battle report in A&E (plug, plug).



Feet Don't Fail Me Now !

A fanzine created and written by the chaotic Jim Eckman, who may be reached at 213-425-4902 or 4527 Ladoga Ave., Lakewood CA 90713. Any comments or letters will be appreciated and-usually- answered.

This issue just about winds up my rules suggestions for a long while and I hope that somebody out there benefits by them or just gets a kick out of them. In this issue is a clerical prayer time system and what is mistakenly called a reality combat system. The clerical system can be used with straight Gygax, or with spell points if you use them. All this system consists of is a list of times needed to throw clerical spells. It has been playtested for about three months and works out well in practice. Reality combat system was designed for a science fiction game where D & D hit points and experience does not seem to work as well. I would recommend that it only be included in games that have a science fiction base or in games that are starting again from scratch, as it does not fit into any game style that I know well.

#### Clerical Prayer time:

Clerics are a powerful class in D & D that combine some of the advantages of Fighters and Magic Users. They perform miracles through "The Will Of God", these miracles take time and this time is spent in prayer. This system cuts down the power of Evil clerics and under it we have been allowing them to throw both types of spells. A cleric may throw any spell he wishes to according to the table in Men and Magic without picking it beforehand. Some prep times differ from the times stated on the sheet, Finger of Death and Finger of Death no saving throw only require 3 melee rounds to prepare.

1st level	Time	2nd level	Time	3rd level	Time
<u>Cure Light Wounds</u>		4 Find Traps		0 Remove Curse	7
<u>Purify Food and Water</u>		8 Hold Person		3 <u>Cure Disease</u>	18
Detect Magic	0	<u>Bless</u>		5 Locate Object	5
<u>Detect Evil</u>	0	0 Speak With Animals		0 <u>Continual Light</u>	0
<u>Protect on/Evil</u>	1	Silence 15' r		2 Prayer	2
<u>Light</u>	0	0 Snake Charm		2 Speak With Dead	6

4th level	Time	5th level	Time	6th level	Time
<u>Neutralize Poison</u>	1	<u>Dispel Evil</u> *		Vary Animate Objects	2
<u>Cure Serious Wounds</u>	6	<u>Raise Dead</u>		6hrs Find the Path	1
<u>Protection/Evil</u> 10' r	2	Commune		6hrs Stone Barrier	4
Turn Sticks to Snakes	1	Quest		2 Word of Recall	0
Speak With Plants	1	Insect Plague		I-20 Speak With Monsters	3
Create Water	0	Create Food		2 Conjure Animals	4

7th level	Time	7th level	Time	7th level	Time
Earthquake	2	Symbol		10 Gate	3
Aerial Servant	10	Part Water			
Wind Walk	2	Control Weather			
Holy Word	0	<u>Raise Dead Fully</u>		1day	
Astral Spell	4	Restoration		1hr	

\* 1 turn per level of evil

#### Reality Combat System:

This combat system is designed for a realistic approach to individual combat with any weapon type and with any race of creature. Unfortunately without going to some system such as En Gardes where each action is denoted ahead of time there is no way to really have a truly realistic combat. Maybe some of you can come up with a better approach to this problem and still keep it simple enough to be playable. This system is modular in some respects in that you can add more and more complications to change and possibly improve the style of play. The ideas for this game came from many sources so I would like to thank some of the



following people, the people from Cal Tech, The creator of Metamorphis Alpha, and anyone else that I borrowed an idea from.

#### Rule One:

All creatures and objects can take a physical amount of damage, this amount of damage is usually fixed and rarely if ever changes. For living creatures this is determined by constitution, a creature receives a 6 sided die of damage points for every point of constitution it has. A human has a constitution of 3-18 therefore he would receive a six sided die for every point of constitution he had, anywhere from 3-18. All other constitutions can be determined roughly by comparing their physical toughness with that of a human being. So a large bear would probably have a constitution of around 25 or 30.

#### Rule Two:

As a creature learns how to use his weapons his number to hit is increased and as it learns how to parry its Armor Class goes up.

How these two go together.

The following table is from Warlock and the Cal Tech Printout. If a more complete version is desired then I will type up through A & E the complete table. This is an extremely abbreviated version.

A fighter as he goes up in classes better his ability to fight other opponents. How this system works is there is a base number to hit and this is modified by the difference in levels. All nonfighters count only as half their level when it comes time to figure out level differences in level.

If the person who is attacking is a higher level than the person he is attacking he then adds 3% per level difference to his die roll. If he is below him then he subtracts 2% from his die roll. Armor class is also determined by how hard it is to cause damage to this person. Also different weapons do different damage and the smaller ones get more blows per melee round than the larger more awkward ones.

#### Armor Class:

Weapons:	9	8	7	6	5	4	3	2	Blows	Damage
Broad Sword	45	35	35	25	20	15	10	02	3	2
Dagger	55	55	35	35	35	20	05	00	4	1
Warhammer	25	25	25	20	25	20	35	25	3	2
2-Handed Sword	35	35	35	35	35	35	35	25	1	3

All Missiles hit on the first level chart of Gygax with the adjustments in Greyhawk, but the damage is as follows, at close ranges.

Self Bow	2 dice with one shot per melee round
Long Bow	4 dice with one shot per melee round
Composite Bow	5 dice with one shot per melee round
Light Crossbow	3 dice with one shot per three melee rounds
Heavy Cross Bow	7 dice with one shot every two minutes 250 yards max
Sling Ball	3 dice with one shot every two melee rounds, the range factor does not apply.

Reduce missile damage by one die for every fifty yards.

Modern weapons and armor can be included easily enough with a rifle doing the appropriate amount of damage and shots per melee round. Also easily included is Blackmoor hit location and damage along with Tunnels and Trolls. Armor absorbs damage rule. Unfortunately this system can be expanded to fill quite a few pages and as this is only a rough draft I don't think I shall waste space or time. In a month or two I should have this fully typed up and available for postage and duplication costs, or a good letter of comments, monsters, your ideas and anything else pertaining to D & D.

It is time to beat feet so good luck to all, Jim Eckman



THE GRIFFIN'S QUILL #7--or, the reason for all the Typos is that this Typer wasn't made for Talons--perpetrated by Heilborn the Griffin and Charlie Luce, 4252 51st St #4, San Diego, CA 92115; Phone # (714) 281-7897. Collect calls are accepted on a roll of 00.

Griffin Droppings (Comments on A&E #19).

DICK ENEY: Great cover (Ralnoth, my Wyvern, thought it was fantastic). Now--how about a page or three? Your presence has been missed here.

ROBERT CLIFFORD: Do I get the impression that you don't like Mages? Well, requiring a 13 Intelligence cuts the number down a bit. The few hit points of Magic-Users does make surprise or missile fire more of a danger--not to mention that a good fighter is more likely to survive two encounters than that mage. Have you see the fighter on the cover of the later printings of Book I? Seems to be wearing plate of the type you describe. My limited research indicates that well-made plate armor actually allowed for a good deal of movement--at least enough to sling a Warhammer or Hand Axe. I use a general Dexterity penalty of -3 for Plate, -2 for Chain, and -1 for a shield.

GLENN (Oy, this is going to be long): The only "solution" (outside of closed campaigns) for the problems of world-hopping that I've ever seen aren't too enforceable; they involved honesty and courtesy on the part of the players and the DM--something which should never be expected from everyone. (@) You don't have to tell me the difference between CHAINMAIL and GREYHAWK combat--but still, many combat systems in the area have a level (depending on weapon and dexterity) at which 2 attacks instead of one can be made. Still doesn't refute my point, which was that it's easily modifiable to the system you use. I try to write rules like that to be easily adaptable to a wide variety of D&D conventions. (O) From the statements you've made concerning how feel about the playing of exotics, I'm afraid I fail to see where you get the experience to state what "usually" happens when playing monsters. Heck, I've been running them for two-and-a-half years, Glenn, and I can't say what usually happens. I can, however, report what I have seen. (@) Margirita (the cleric) had the Type C potion developed for one reason--as an effective rape defense. I suppose I should have spelled that out--but I thought it was obvious. As for the Type B; well, when you exceed the recommended dosage, you take your chances. The advantages of Teleportal tend to depend on your conventions on D-Door. Teleportal stays around, letting you toss things through it; or, made Permanent, provide an interesting transportation system. I'm not sure I like Improve either, but it seems Unfair to only let FMs get their P.R.s magically boosted. You're probably right about Magic Deflector, though--The problem with 7th-9th level spell is the lack of characters to playtest them. Maybe next issue I'll have a revised version. (@) I can't take credit for that much dice luck; I put my best characters in Urth, and several characteristics (including all three of those 18 constitutions) are magically augmented. Willis' 15-14-12-16-16-16 is easily the best set of straight rolls I've ever had for a character--and he wants to use a Wish or two to reshuffle things so that he can go back to being a Magic-User (he needs to bounce his IQ up to 15 and be able to utilize experience he gained as a fighting Phoenix). (@) Why, Glenn; am I supposed to think your magic system is unfair? And besides, why would that effect my exotics especially? I suppose what I'm trying to say in a nice way is that that comment was asinine. I was referring to those referees who, upon seeing a monster character, either disallow or ignore the advantages in the species--then munch the resulting unbalanced character. Sometimes, they even



have the gall to then use that as an argument against running monster characters.(@) True, my magic system takes away the choice of a party's spell mix--but I do like to see an MU choose the right spell under real-time pressure, without time to consult other party members. I also enjoy seeing good utilizations of spell which normally are not taken unless several fairly-high mages are along.

JIM THOMAS: I like Johann myself, although he gets confused when he hops universes ("Let's see...am I a Poet, Bard, Harper, Singer, or a Minstrel today?"). He and the others are idle for the moment, as I am no longer in Urth (I had the bad habit of criticizing the GM, the terrible habit of arguing the point, and the unforgivable habit of being right).

PEGGY: The Beast of the Dungeon? Did I say that? Really? Well, if I said that, I guess I said it.(@) It's really a bit late, but Tharn-dua (Margirita's Unicorn/pardner) thanks you for the beautiful piece on unicorns (and she wants to meet Leau someday--she's jealous of the wings).

WAYNE: Good gohd, more technology (UNKEYED Lenses?! May Doc Smith have mercy on your soul). Mother Boxes, shades of Jack Kirby. How did you ever miss Green Lantern Corps rings (or did you?).

PETER CERRATO: Have you seen Tunnels & Trolls? It sounds like you'd like the system they use. Wouldn't Constitution help vs. physical attacks? (48-Con+Dex), maybe?

JOHN SULLIVAN: Welcome! Note, however, that tolerance does not mean no criticizing--to wit: Your Demon Fighters are nice, but by 6th level they are advancing faster than normal fighters. May I suggest:

2nd/2500    3rd/5000    4th/10 K    5th/20 K    6th/40 K    7th/75 K  
8th/150 K    9th/300 K    Each Addl./+150K (If you play +120 K for FM) or +300 K (If you play +240 K for FMs).

Also, is special #12 able to both become etherial and fight astrally once/day, or do one of those?

CHRIS PETTUS: Re Detect Shield: when you say it's impervious to detects below 4th level, do you mean the level of the spell or the level of the user?(@) Your enchantment system strikes me as logical and consistent, but I think I'll suspend judgement untill I've seen the whole thing (It seems like, since GREYHAWK, that being a Wizard just doesn't mean much any more).

JAY SAYLOR: White and Brass Dragons are for giveaway campaigns? I think you'd be surprised at what two clever 6-die dragons can pull.

SEK3: Bravo, Bravo! My ten (out of 25) female characters would all agree and join in your reaction to the ridiculous Women & Magic rules I have played female humanoids as -2 on Strength, +1 on Constitution and Dexterity--but that's as far as it goes, and I would never reject a female character because she had 18+ strength.(@) Regarding your alignment system: I like it, I find--but I dread arrainging a new "Creature vs. Possible Alignments" table. How about an article to help start us converts on our way? (like you, I like to see someone else do the work--then I modify it).

PEGGY-again: Now, I've read the first two books and Dragonsong (the first "juvenile") and I impatiently await White Dragon, and nowhere



is it said or implied that firestone made Pern-dragons impotent. It did sterilize females to chew firestone, but chewing firestone never bothered a Green that wanted to mate--nor any of the male dragons.

KEN: You're so kind (6' even is tall?). You even sat through my Nixon act ("I am not Chaotic...") and my Carter bit ("Ah have +5 teeth..."). Congradulations to Cassle and Hondo on their infant Palidin.

GLENN-again: There is a difference, you know, between "all opinions are not equall valid", and "only my opinion and those like it are valid". There is also a difference between criticizing and whining.

My hypothetical fighter would rather face those tanks with Armor of Etherialness and a Ring of Rust Monster Summoning. Actually, you are of course taking an unfair advantage in facing medieval magic with modern technology--the magic in Operation Chaos was quite capable of handling the toys you suggest. (@) Oh, I have no quibble with your book-reading SOP; I just figured you'd enjoy spelling it out. (@) The rules on utilizing magic are strange and varied through the multi-verse: I incorporated Illusionists by saying that Wizard-types were practitioners of Phonetic Thaumaturgy, while Illusionists use Manual Conjunction. One quibble, though--Ellen is allowed to be an Illusionist because a high-dexterity griffin could use its talons as effective hand-substitutes (which your illustration for KSTC#4 seems to indicate you know). On the subject; I have a Sphinx, Rena, Neutral, 9-7-17-14-14-9, who wants to be a Priestess of Diana. Opinion, please?

NICOLAI: I, however, prefer the final version--and running that verse gives me exellent evidence. By the way--while I didn't want to adapt the Jusad or E'rali into D&D, some pretty close equivalents were produced using animals and METAMORPHOSIS:ALPHA rules. Interested?

CHERYL LLOYD: Remembering back to the day when Kay said, "wouldn't Anne McCaffery's fire lizards be neat for D&D?"--see me again after the comments.

KEVIN SLIMAK: Gad! And I thought StormGate was out to get people. I think, if I get into your place I'd better find characters with a death-wish (Undeath-wish?). Jeff Marr had told me about GOWists---- GLURGH! (wedge, wedge, wedge.....)

~~BABY SNOOKS~~ STEWART LEVIN: You seem quite versed in the lack of the power of thought. By the way; (1)The latest government reports (unclassified) indicate a target date for air-to-air laser combat weapons of 1985. (2) The TASER weapon was developed by a private company as a non-lethal self-defense weapon, is about the size of a flashlight, has a range of around 12 feet, and is in production (my information comes from the company's advertizing) despite some bad publicity last year when they were used in a couple of robberies. (@) For someone whose writing style indicates that you just barely got past "See Spot run", you write interesting criticizims.

LEW WOLKOFF: You mean you don't DM with a calculator? My congrats--I can't do it effectively. Corwyn the Amber (a dragon-character on mine) wants to research an extra-breath spell, but the spell would be at least 4th level, and he's only an MU6.

KAY: If Reincarnation provides a new body, what's to "restore"? The new body would have the energy levels it was supposed to. As for the Rasie Dead/Restoration--I think that they should both be 5th level with a sharp time limit and no incapacitation, and that the 7th level



spell should restore 1-4 with a longer time limit and incapacitation.

Only 48 Dragons? That isn't even one for each spot on a %ile roll!  
(OUCH! I'm kidding, I'm kidding! Turn off the pain spell, please?)

CARY MARTIN: Well, if you want to find the right wood, make sure it's defect-free, season it, carve it, finish it, and cap the ends, you can--or you can pay the 2GP. Even for a double-stitched metal-set type sling, 2GP is high-- what do you think of  $\frac{1}{2}$ GP? You're also right about the pick--what would you suggest as a good price? The sling bullets are round metal, and are more accurate and hit harder than stones. As for Unlimited Wish: I have had quite a few characters iced for good in my D&D career (right, Nicolai?), and I just start new characters (I've been playing since D&D came out--but my oldest current character is only  $1\frac{1}{2}$  years old, real-time). UW was a reaction to those DMs who enjoy running parties through their pet monsters/rooms/artifacts that drain D6 of everything, no wishes allowed. But then, if you have 21st level MUs running around, you probably never had to worry about such trivial matters. Since I don't believe in +9 levels spells, the level to put the spell on didn't leave much choice--you can put it wherever it fits in your game (including, of course, not at all). As for your last comment--oh well, the tail-gunners we shall always have with us, I guess.

=====

THE BESTIARY (still there, Cheryl?).

Ursula K. LeGuin, in the Earthsea trilogy, called her tiny dragons Harrekki. Mine are bigger, and drawn from D&D--but the name fits.

HARREKKI are tiny versions of the larger D&D dragons, although it is not known if they are the large species somehow reduced in size, or separate breeds in their own right.

Harrekki hit dice are determined by the corresponding dragon's dice:

Dragon	Harrekki (D8)	Dragon	Harrekki	
3-4	$\frac{1}{2}+1$	11-12	1+2	Harrekki from dragons of more than 18 dice follow the same pattern.
5-6	1-1	13-14	1+3	
7-8	1	15-16	2	
9-10	1+1	17-18	2+1	

Size: Nose-to-tail length is two inches per hit point, Wingspread is equal to length, Height at shoulder is 30% of length, and width with wings folded is one-third of length.

Damage: Bites depend on the size of the corresponding dragon:

Dragon Dice	Damage*	
3-5	1-2 ( $\frac{1}{2}$ D4)	Claw Damage is one point if <u>both</u> claws hit in the same round.
6-9	1-3 ( $\frac{1}{2}$ D6)	
10-14	1-4 (1D4)	
15-22	1-6 (1D6)	

Armor Class is one better than the corresponding dragon (small and hard to hit)

Breath Weapons are the same, but one-tenth the size of a dragon's; non-damaging types are 20% easier to save against.

Chances of talking or sleeping are the same as the matching dragon; chance of spell use is one-fifth of a dragon's, and spell level is 2 levels lower (1st level minimum)

Move for all types of harrekki is 3/18.



Harrekki of the types which, as full-size dragons, appear in various Poly-Scf type guises, may appear in the guise of small animals.

Harrekki are in lair as dragons, treasure type A1. 1-6 appear.

Harrekki have the hoarding instincts of dragons, but not the aloofness: Magic-Using ones may be found serving mages, and Fighters or Thieves might have ~~one~~ in their party.

Comments? (I know--"not another ~~##&#~~ dragon variant?!?")

THE MATHEMATICS OF MAGIC--A word or N on spell point systems.

Say that you want to limit magic-users, but you think that the D&D/S&S system (pick a spell & use it once, and spell prep times) is too restrictive. Rather than going to a Modified-Gygax or Klutz factor convention, you decide to adopt spell points. Now, mages are better off than they were before, right? Wrong--for many of the point systems in existence. I want to examine two popular systems, and see just how "balanced" they are.

A popular system is that Points/Day equals some combination of or average of characteristics times level, with spell cost equal to the spell level squared. Using the spell ability tables, I computed the points each level of magic-user would need to do each of his spells once. Conclusion: By 12th level, MUs are begging for Gygax's way. It turns out that, while points are increasing linearly with level, the points needed, for mages of 6th level and above, increase as the cube of the level. Result--while low-level MUs are having a great time, the higher you go, the fewer spells you can do. For example, if the points/level for a typical mage is 14:

Mage's Level	Points given	Points needed to do each spell once
2	28	2
5	70	21
8	112	75
10	140	145
12	168	256
16	224	617
20	280	1138

see what I mean?

Naturally, I have an alternative. The formula  $\text{Points} = (I \cdot L^3 / 80)$ , for "I" is the characteristic (or average of characteristics) used, provides 99.5% to 111% (depending on level) of the points needed to do each of your spells once, with  $I=12$ . If you want spells to be used more often, just decrease the divisor. Now, 1st-5th level MU's needs don't fit the ~~rice~~ formula. For them, I offer the following formulas (in the same proportion as the 6+ formula):

Mage level	Points/Day ("I" defined as above)
1st	$I/12$
2nd	$I/6$
3rd	$(7 \cdot I)/12$
4th	$I$
5th	$(7 \cdot I)/4$

as with the 6th & above formula, if you want spells to be thrown more often, just adjust the fudge factor to your liking.

The second spell system I examined is Wayne Shaw's. While Wayne has the best easy-to-use spell cost system that I've seen (was it A&E 11 you published it in, Wayne?), it passes the "Gygax Limit" even faster than the other system. To paraphrase the system (hope you don't



mind, Wayne), the cost of a spell is the sum to the level (1st level is 1, 2nd is 3, 3rd is 6, 4th is 10, etc.) times a factor for spell type: Detect spells multiply by 1, Offensive spells multiply by three, and other spells multiply by 2. There are some exceptions and borderline cases, but that is essentially it (Maybe Wayne would supply some more detail if I asked pretty?). His points supplied, though, is IQ times the level of the highest spell a mage can cast. I put together some spell mixes which seemed reasonably balanced, and I got this result:

MU's Level	Points Given (IQ=14)	Points needed to do each spell once
2	14	4 (8 if Sleep is taken)
5	42	40
7	56	91
12	84	346
15	98	738
18	126	1209

Pretty fast chokeoff, isn't it? An MU 18 couldn't even throw Meteor Swarm (and nothing else) one time in a day without an IQ of 27. In a search for balance, I hit upon this: Interpolating between the first level you can do a certain level spell at and the level(s) till you can do the next level spell, and squaring that, produces a system which seems to be equitable. The resulting formula:  $\text{Points} = (I \cdot FF)$ , where  $I = \text{IQ}$  or some average of characteristics, and  $FF$  is the Fudge Factor of (Interpolated highest spell level)<sup>2</sup>. To save you time with a calculator, I include this table:

Mage Level:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
F. Factor:	1	2	4	6	9	12	16	20	25	28	32	36	38	49	56
Mage Level:	16	17	18	19	20										
F. Factor:	64	72	81	90	100										

Spell costs as per Wayne's original system.

(The above is a mess  
of mistakes and 4  
layers of corflu)

. If this article is well recieved, I'll follow it with one on the problems of 12+ mages with (relatively) low intelligence, a problem which can cause complications. Next issue, I'll show how Clerics can be run under these two systems. Comments, please--is it worth it?

\*\*\*\*\*

THE MULTIVERSE POST OFFICE: A bit of character news, this--in the form of a letter from Willis, one of my characters (see G03 $\frac{1}{2}$ ), to Alferic, a character of Kay Jones' and friend of Willis' from old days.

Dear Alferic; old fur&feather said that if I wanted to write that this would be "posted" where you would see it. So, I take pen in foot (do you realize how hard it is to write while balancing on one foot?) to send you this note. You might have heard that we have abandoned our native land, where it appears that Ragnarok has been Gated in. Heilborn knew about another world from an old follower, and the whole party has been relocated just outside a town called Braniton, population 2000, of which a full 10% are adventurers (or would-be), due to a universal nexus and a local dungeon each being within an hour's walk for a man. Our Glorious Leader has poured out the gold, and we will have a place to live soon.

Did you ever meet Sphi, H&E's adoptling Sphinx? Seems he got himself attracted to a female of the species by the name of Thira, and, to make a long story short, they plan to become mates. Villor, as is his habit, intends to do up a ceremony, which the couple are willing to put up with to keep peace in the "family"--the Patriarch's feelings would be hurt otherwise.



At the moment, my problem is that I want to return to a career of Magic-Use. This is going to take three Full Wishes to pull off--and my allotment is two, from the obscene number we left Urth with. If I interpret my new surroundings right, Heilborn is right when he says that those are probably the last wishes we'll ever get--but he's weakining, I can tell. Bredin suggested that just one wish would be enough to make me human again and solve the problem, but I can't do it; I can't give up the freedom of this body, even for magic. Johann understands--too bad there's no such thing as a Were-Phoenix. Skraa! Listen to me, whining onto the page. More news later--if you can reply to me in the same way, I'd like to hear from you. Till then, I remain (I hope)

INTERWORLD'S CORNER: Despite the underwhelming response, the following spells are offered for sale:

CANCEL: Level 6 Magic-User's spell. This spell acts as a Rod of Cancellation, provided the item fails to make a saving throw (see below for ST table). The spell may be attempted only once on a specific item unless the mage goes up at least one level before the next attempt, and in any case cannot be attempted more than once a month. This spell can be thrown through an anti-magic shell or field if it is thrown at the item generating the field. If the spell is turned (by spell-turning ring or such) one item carried by the caster is randomly selected and must save vs. cancellation. This spell must be thrown at a specific item. Range: 24" Cost: 40,000GP (No Resale)

SAVING THROWS FOR ITEMS:

Scrolls: 20-Spell level (protection scrolls count as L3; each spell on a scroll saves separately).

Swords (and all other ego items): 20-(Bonus+Intelligence+Ego+# of Extraordinary abilities); Minimum of 5.

Armor: 15-Bonus (6 minimum).

Misc. Weapons: 16-Bonus (8 minimum).

Wands &amp; Minor-Misc. Magic: 14

Rods, Staves, Rings, and Major Misc. Magic: 11

Artifacts: 2 (NOTE: The backlash for successfully Cancelling an Artifact leaves the mage unable to do anything else magically for 1-6 days).

SELF-BLANK: Level 4 Illusionist's spell. As Mind Blank (MU-8), but castable only on yourself. Cost: 20,000GP (Resale for 10% commission).

SCRAPS OF PARCHMENT: Various random comments/ideas thrown out to the readers at large.

- 1) Whatever happened to: Scott Rosenberg, Larry Schoer, Fang, G.L. Howard, Mark Chilenskas? Have they left for other zines (certainly not bigger, surely not better)? Even with all the neat new people, I miss some of the contributions that got me into A&E.
- 2) The recent bits on poison have gotten me thinking. I have been using a system of points damage for poison, with damage curable by



Neutralize poison. Now, that's a bit simplistic a system, but I am not really interested in too complicated a system. It has occurred to me that breaking down poison into five or six "classes" (damaging, paralyzing, sickening, etc.) and working out something akin to the Blackmoor disease rules (one of the supplement's strongest--and most often overlooked--strong points), might be a more realistic but more playable system. Anyone out there who has a different poison system want to contribute to this idea--or have an alternative?

- 3) Regarding METAMORPHOSIS: ALPHA--has anyone noticed that, while no saving throw system exists in the rules, references to "making a saving throw" occur at least twice in the rules? (Perhaps Dragon #5, being an M:A issue, will clarify the situation)
- 4) Has anyone been watching "The ~~Frankie~~ Fantastic Journey"? What a wilderness--Wayne ought to sue for plagiarisim. Speaking of film, Wizards should be out soon; it's an animated fantasy/SF movie, about the war between the good guys (who use magic) and the bad guys (who use technology). I've seen three pre-reviews of it, all three favorable--so I plan on giving it a look-see.
- 5) To those persons near or attending one of the Cal State colleges: If you are into computers, try and get an account on the inter-campus time-sharing system (variously known as CTS, NOS, or CYBER). I am presently trying to get communication started between D&D fans already on the system (Mark Gilmore, are you out there?). The good chance of an inter-terminal communication program being put into operation soon would make it possible to have games going on with, say, some of the players in San Diego, and the rest in Fullerton (a possibility I look forward to with relish).. If you or a friend are on the system, drop me a line on the MAIL program--I'm account # Q241041.
- 6) I started this Feb 16. It's getting itself finished March 4. No wonder I keep pushing the deadlines!

See all you crazies next month--  
Good Hunting.



OCTAGRAM TWO

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THE LEATHER WINESKIN

re A&E 18

AFWPFTE-Gold&Gold: Thanks for the rules, hints and instructions about typing stencils and related endeavors. Have they helped?

VR6-Pierson: Your Zero Hit Point Rule (2 to 8 melee rounds of coma) looks like a good response to the Shapero Objection that monsters die when they hit zero, so why shouldn't the good guys--if the monsters win, they would presumably have the same grace period for their casualties (who's to know?).

B2-Mahler: An interesting analysis of the treasure determination problem. Has anyone given any thought to the idea of rolling up the treasure first, then selecting an appropriately powerful guardian?

NFTU12-Shapero: Whether or not Vancian magicians have been known to use swords, there is a firm tradition that magic does not work well in the presence of cold steel. It would therefore be an unusual magic-user who had anything to do with swords during his formative years. . . .If so, then how come there are magic swords? A pretty question, with many possible (and few satisfactory) answers--Perhaps magic swords are the product of a different sort of magic (historically "dwarvish craft"); or perhaps the cold steel effect only comes into play when combined with the aura of ownership--At any rate, "Enchant Sword" is not a low-level spell.

KM6-Jones: Allow me to add my voice to the chorus of cheers for "Sing Hey . . ." On Kosm, Ja'ala would probably be classified as good, chaotic and godless (unless she felt like committing herself to the god Endish'o, who happens to be aligned about the same, and is the patron of wanderers).

BPP3-Patterson: My regrets that I didn't have a chance to look you up (or any other Old World characters) while in London and Brussels last month. I did manage a short run through the Victoria and Albert Museum--the floor plan alone is a terrific D&D playing aid. . . .\*\*I further regret my failure to encounter Eskimo Nell, especially since I was on an expense account.

IWAEDFNI-McGrew: Your mortality table is a little harsh. According to my calculations, half the 35-year-olds will die by age 44--about one out of every 50,000 35-year-olds will survive to age 66.

re A&E 19

T-Gold: Am looking forward to Barry's treasure classification system, if published.



KSTC7-Blacow: I use "Detect Magic" as a directional spell; the MU casts it at something, and, if the something is magic or magical or enchanted, it glows blue--the magicker, the bluer. That's it. If the party wants to find out what it is, what it does, how to use it, they have to use some other method of investigation. \*\*I, ~~xx~~ for one, would be interested in your House Rules (although it would be nice to get them "free" in TWH).

01-Self: Make that "M.C. Escher" and "Zookeeper" . . .

AF-Giglio: "Amperdexterious"? I love it. Chaotics, one would suppose, become ampersinisterious. . . . If you didn't really mean "ambidextrous," Bob, I apologize--In any case, I realize that I've just declared open season on myself. . . .

A2-Stehle: How gross your Critical Hit Chart is depends on how often critical hits happen.

TWF5F-Baines: You will note in "The Golden Lantern" below definite traces of your EP system. Thanks.

cel9-Konkin: - Am staying tuned for "Lawful Demons"--Frankly, I hadn't given thought to what would be Gated or Summoned, but I assume I would have come up with high-powered or numerous "undead" types. The Ringwraiths seem to me to be an appropriate model. . . .

KSTC8-Blacow: All opinions are equal--it's just that some of them work so much better than others. \*\*The essay on your Fenris was very well done.

KM8-Jones: Trees are ~~xxxxxx~~ neutral, amoral and godless--except for the trees that aren't. Trees in Carica's Own Orchards would be good and neutral, while trees in the Forests of Antoros would be evil and lawful. I don't have any idea what difference it would make, though. . . .

#### THE YELLOW SCROLL

in which is listed the pantheon of Kosm

ZEDAL is the god of the heavens, extremely good and lawful. His worshippers are dedicated to spreading the gospel, stamping out evil, and straightening things out.

ULDAZ is the goddess of knowledge, moderately good and lawful. Temples of Uldaz generally include Reading Rooms.

CARICA is the goddess of the fields, extremely good and neutral. Caricans are protectors of life; many of them eat only nuts, berries, cheese and such.

OCROCO, the sun god, is moderately good and neutral. He is also the jokester of the gods: "A good laugh never hurt anyone. Permanently, that is. . . ."



SHENDU is the god of the sea, extremely good and chaotic. He could be said to be a complete mystery, but it's better to make no absolute statements about him.

ENDISHO is the god of wanderers, moderately good and chaotic. Temple policy is that any visitor is fed, bathed, and safe from harm for one night.

SARANIS, the fire god, is extremely evil and chaotic. It's a simple religion of total destruction. Mortal worshippers have revised the basic rites somewhat, to provide for their own survival.

ARANLA is the goddess of wine, moderately evil and chaotic. "moderately" isn't an appropriate word, since it's a religion of excess in all things.

KHELASH is the god of war, extremely evil and neutral. The idea is the glorification of Khelash by the defeat of all opposition.

ELSHAR is the blacksmith of the gods, moderately evil and neutral. There's not much in the way of formal ritual, just a general philosophy of assisting others--to destroy themselves however they want.

TRAN, the god of the underworld, is extremely evil and lawful. With few exceptions, the undead are minions of Tran.

ANTOROS is the god of the forest, moderately evil and lawful. Antoros is also the god of dominion over mankind, lawnorder, following rules, and most governments on Kosm.

#### THE OAKEN STAFF the magic armor of Kosm

On Kosm, magic armor and shields do not reduce the opponent's chance to hit; instead, they modify the consequences when a hit is taken. There are three basic types of enchantment.

- Absolute Reduction: Damage taken is reduced by one or more points.
- Percentage reduction: Damage taken is reduced by 33% to 83%.
- All-or-nothing: Completely eliminates damage 17% to 83% of the time.

Some enchantments function against magic and clerical spells; others only against certain alignments or types of weapons. Some items return the saved damage against the opponent. Some enchantments are permanent; others temporary--some items vanish when the enchantment wears off; others continue as normal armor or shields. There are, of course, cracks. But there are also weapon-destroyers and spell-casters. A possibility exists for swords' extraordinary abilities. Some enchantments allow escape to another plane, another location, or even another time.



## THE GOLDEN LANTERN

I've been working on a revised system for Experience Points. Each character has a maximum number of Experience Points possible per adventure--enough to get him (or, of course, her) up to the next level and maybe a little more. Depending on alignment and profession, this maximum is broken into as many as seven categories:

1. Using a new professional skill successfully (and in a properly aligned manner). For instance, a Magic-User gets points the first time he detects evil with a detect-evil spell. He gets no points for using the spell to find out that there isn't any evil around; a detect-evil spell is only "successful" if it detects evil. And a good/lawful fighter gets no points for hitting his ~~bum~~ buddy over the head with a brand-new mace. . . .
2. Defeating opponents. This is traditional. Reduced points are given for outcomes short of total destruction. Alignment considerations apply.
3. Increasing wealth. Of minor importance to most characters--thieves are an exception. Thieves have more EP's available in category 3 than category 2--if you find a rich adversary, it pays to clean out his cupboards and leave him in shape to fill them up again for your return visits.
4. Gaining knowledge. It can be quite profitable for lawfals to gain knowledge; chaotics aren't interested.
5. Helping others. Particularly important for good neutrals. I use it in the sense of helping others to achieve their purpose, not to do what you think they should, which is covered by
6. Converting the Heathen. Generally a clerical endeavor, and much more important to lawfals.
7. Survival. A catch-all category, determined at random. Chaotics have better odds than lawfals, due to higher inscrutability, and to allow for Aranlan orgies, Shenduist meditation, and other chaotic pursuits.

This system allows me to change the Level progression to a flat 1000 EP's per Level, which simplifies comparisons of characters for combat and other purposes. It also "makes more sense" to me. It's undeniably more complicated: I've got formulas worked out for most categories, but Gaining Knowledge and Helping Others are hard to quantify.

## BEYOND THE BLUE HORIZON

Incidentally, if anyone out there is interested in running around on (or beneath) Kosm, let me know--(213) 530-7325 home or (213) 772-2502 office. My warren is halfway between the Vincent Thomas Bridge and the Goodyear Blimp. Smokers, drinkers and dog-lovers are welcome--others are equally welcome, but are warned. A shimmering black 300-foot cube has been discovered in the trackless wastes of Polaria. . . .



Many things to put out this month, and only a half hour to type in. Oh, well...

# SHAW'S REINCARNATION CHART

It has come to my attention that many people when asked to roll for a reincarnation, are somewhat at a loss as to what to do. With the aid of these poor souls, here's how I do it.

## LAWFUL REINCARNATION

### Regular

01-25 Human  
26-30 Hobbit  
31-40 Elf  
41-48 Dwarf  
49-50 Gnome  
51-00 Special

### Dragons

01-26 Zinc Dragon  
27-48 Brass Dragon  
49-66 Copper Dragon  
67-80 Bronze Dragon  
81-90 Silver Dragon  
91-96 Gold Dragon  
97-98 Mithril Dragon  
99-00 Your Choice

## NEUTRAL REINCARNATION

### Regular

01-25 Human  
26-32 Elf  
33-39 Orc  
40-47 Dwarf  
48-49 Gnome  
50-00 Special

### Lycanthropes

01-19 Werewolf  
20-38 Wereboar  
39-57 Wereeagle  
58-76 Weretiger  
77-96 Werebear  
97-00 Your Choice

### Dragons

01-26 Turquoise Dragon  
27-48 Pearl Dragon  
49-66 Topaz Dragon  
67-80 Jade Dragon  
81-90 Sapphire Dragon  
91-96 Emerald Dragon  
97-98 Ruby Dragon  
99-00 Your Choice

### Giants

01-58 Hill Giant  
59-66 Stone Giant  
67-74 Frost Giant  
75-82 Fire Giant  
83-90 Cloud Giant  
91-98 Storm Giant  
99-00 Your Choice

### Special

01-03 Ent  
04-05 Unicorn  
06-11 Pegasus  
12-17 Hippogriff  
18-23 Roc  
24-31 Lycanthrope  
32-43 Centaur  
44-47 Storm Giant  
48-49 Lammasu  
50-59 Dragon  
60-77 Merman  
78-85 Sea Elf  
86-91 Blink Dog  
92-93 Couatl  
94-95 Ki-Rin  
96-97 Guardian Naga  
98 Magic Weapon  
99 Your Choice  
00 Unreincarnateable

### Special

01-06 Nixie  
07-12 Pixie  
13-14 Dryad  
15-16 Nymph  
17-18 Roc  
19-24 Lycanthrope  
25-32 Ogre  
33-37 Dragon  
38-39 Wyvern  
40-46 Centaur  
47-48 Hydra  
49 Purple Worm  
50-51 Chimerae  
52 Doppelganger  
53 Beholder  
54-56 Minotaur  
57-60 Giant  
61-62 Griffen  
63-71 Animal  
72 Umber Hulk  
73 Phase Spider  
74-84 Merman  
85-88 Sea Elf  
89 Yeti  
90 Shambler  
91-92 Leprecaun  
93-94 Water Naga  
95 Slithering Tracker  
96 Remorhaz  
97 Djinn



Animals			
01-04	Giant Snake	98	Magic Weapon
05-08	Giant Rat	99	Your Choice
09-12	Giant Toad	00	Unreincarnateable
13-16	Giant Weasle	61-64	Leopard
17-20	Giant Lizard	65-68	Tiger
21-24	Giant Lynx	69-72	Dire Wolf
25-28	Giant Tortoise	73-76	Saber Tooth Tiger
29-32	Giant Otter	77-80	Eagle
33-36	Giant Beaver	81-84	Wolf
37-40	Bear	85-88	Light Horse
41-44	Wolverine	89-92	Medium Horse
45-48	Stag	93-96	Heavy Horse
49-52	Boar	97-98	Elephant
53-56	Mountain Lion	99-00	Your Choice
57-60	Lion		

It should be noted that anyone who's interested may ~~right~~ write merfor some EP tables to go with these. I don't have all of them worked out, but the ones for the dragons, giants, and lycanthropes are completed. A lot of these tend to be hellishly expensive. Storm-bring(Don Rollin's Storm Giant Paladin), for example, needed 8 K. to get to second level, 16 K. to get to third, and so on.

#### EXTRATEMPORAL REACTIONS

LEE: I tend to agree with the magic saving throw being equivalent to an attempt at a minor counter charm--probably something like a symbol drawn in the air, that won't slow down action much.//I'll be interested in seeing the new treasure system when its finished.

GLENN BLACOW: I agree that the magic rich/magic poor dichotomy is a problem, Glenn. However, I have to say that I'll be damned if I'll change the way I run my game because its causing you problems. The implication in the whole essay was, "Well, if you people would only run rational universes, there wouldn't be this problem." I have to say that if we want to start that, the statement can be turned around quite easily.//Ken Pick and I decided that the Beholder was obviously originally created as a bodyguard by a wizard with a taste for genetic engineering, and got out of hand.//On Cold Cone: Yes, but if you turn the corner inside, and suddenly see a chamer 80' away, with a whole lot of fighter-types, in maximal missile fire groupings, with cr ssbows aimed at your belly, Cold Cone is a whole lot o' help. The very fact of its range and the fact the Cold Cone does not fill volumn helps to crock it.//Foot in mouth time: I'll will accept most things you say about weapons, presuming you know more than I do. But after reading your statement about staff type weapons--and especially nunchaku sticks, which I have had some training in the use of--I have to conclude you know nothing about the subject. If anything, Ken toned down the number of attacks and parries you get per melee with them--and yes, damn it, nunchaka sure as hell would raise your armor class significantly against a man with a battle axe. It might not stop it, but it would certain slow it down and/or deflect it. It might be well to consider in the future the fact that you're not liking a weapon doesn't make its characteristics go away. A staff weapon is not perfect; nunchakas especially are hard to learn to use, and require a lot of practice. But once you do learn how to use them, if you possess sufficient dexterity, they are extremely nasty to deal with. If you don't plan to use them, fine. But next time I would suggest you study them a little closer before you begin to make statements about what can and cannot be done with them.//Thank you for the compliment on the Esper. I seem to have done what I intended with the Class.

BOB GIGLIO: The Expert looks possibly interesting, but I don't



3  
know about the thief abilities--they probably should be left out. They should also require more EP than a standard fighter.

LARRY STEHLE: Thank you for the Serpent People. From Robert E. Howard?

MYSELF: Let it be known that by my own standards, the strength table I published a coumld of issues ago is crocked. It turns out that you average doing less damage in the mid 20s than with 18(00) with most weapons. Unfortunately I didn't discover this until after I had submitted the zine.//Also I've recently begun running force-blades somewhat differently. Now they are charged(limited use)but also do more damage and always hit critical.

JOHN SULLIVAN: You should have told them a little about Solomon Kane's exploits so they could see how the class ends up operating in practice, John. Those who had their doubts about the class would definitely realize the problems they have when you told them how I once was ströck with Solomon alone, in a room with not alone the Demon Etrigan, but also Evil Alice, a high level vampire, and a whole bunch of random aids and sycophants.

STEVE PERRIN: With the new EP table I might consider allowing Mystics, since the characteristics are also fairly stringent.//The noison table looks interesting, I'll have to think about it.//Hope you enjoyed the game in Temporalana.

CHRIS PETTUS: Gross? Those things gross? If anything, you underestimated the phaser's power by about fifty percent, and give me a decent mage, and I'll take on a guy with a Phaser Rifle and day.// I'm glad you liked the Esper.//Disaree with the statement about the two-handed swords, and I don't think that was the point of view Nicolai had in mind. Traditionally, groups that used two-handed swords have been extremely nasty to deal with. The flaw with a two-handed sword is its weight, the fact that it precludes a shield, and it does have a certain amount of strength and room to swing required to use it.

SAMUEL KONKIN: Well, its nice to see somebody who was as unimpressed with the "Women in D&D" rules as I was. If you'll look back a couple issues you'll find my highest level fighter is Arlan of Pentothon wife, and quite impossible under those rules. I also have a female cousin who proves the statement that the highest feamle strength is 16 is nonsense. As it turns out, most of my higher level characters are female--Lilith the Bard, Wyvernstar the Monk, Pendragine the Illusionist, Morguese the Assasin, and so one. The vast majority of them are non-existant for one reason or another under those rules.

BILL PALEY: If I haven't gotten around to calling you by the time you read this, my apologize, and write it off to frantic buisness.// While not thrilled with historicals, I find them more interesting than random data on history that a lot of people in this zine snew out. At least they're coherent and readable. And I always read expedition reports; and yours are much better written than some I've seen.//Ah, another disliker(is that a word?)of AMUs. You might try looking at Dave Hargrave's Techno when you get the chance. It's a much more workable, and, well, realistic version.

NICOLAI SHAPERO: I will say one thing about being woke from a sound sleep by "Neutral Mercenary Teams." It's a sensation you don't soon forget.//Charlie must have been sending Invisible Stalkers at a rate of one an hour.//Bunnies and Burrows--"gurggle."

ERIC AND CHRIS HOLMES(OR VISA VERSA): I don't know, guys. I never read the story because I'm too busy laughing at Chris' drawings. This one was right up there with the mage fireballing the mouse.

CHARLIE LUCE: In case you didn't guess from the reincarnate chart, I've begun using your dragons.//Oddly enough, your system for sizing dragons is quite similar to mine, except that mine is 6" per hit point(which is why all I have to say is"you see a black dragon, about 240 feet long..." and the screams of "Ancalagon the Black!" and instructions as to how their characters are turning invisible, teleporting, saying Word of Recall, turning etherial, or digging themselves foxholes interrupt me immediately.//#1, yes I kind



of find the alignment shift bias funny, too. #2, spell research, no. Just Item manufacture. #3, yes I do beleive in higher level spells. Khronal, for example, has several. Spells like Power Word-Detonate, Banish, Annhilate, Plasma, and so on.

CARY MARTINE: While following widely differnet tenets, we came up with classes that I suspect end up being quite similar in execution. Mine is perhaps a little more powerful--but then it costs more.//I agree on the essay on cheating. I quite having paranoid fits about the possibi-  
lity of such a long time ago. I eliminate what I can control of it, and the heck with the rest. Such types are generally in a hell of a mess the first time they get in a sätuation where a straightforeward "blow-it-away" solution won't work.

#### DUNDRACON

This Dundracon found me with a different crew than last one. John Bradley and I in one car, Bill Goodrich, Jim Bolton, and another gentleman whose name escapes me at the moment.in the other. We were linked with the All-American communication method, CB. I originally threatened to call this report "D&D and CB" since there was a running discussion most of the way up on various subjects pretaining to the game. I don't even want to imagine what some random person would have thought if he'd picked up the transmission of "Starfighter"(yours truly) telling "Candyman" and "Crystal Gazer" (Jim and Bill, respectively) how much damage a Lawful would take in my place from picking up a Chaotically aligned Dragon-Slaying Sword, with occasional side comments by "Fire Lizard"(John). Toward the end of the trip Bill began getting a little strange, but we began to hold radio silence and he quit after a while.

I won't try to say too much about the rather bizarre serious of events that took place in three games during the Con, involving temporal portols, Khrcnal, another demigod, Altani and couple of other random ETs, and a vatch or two. Nicolai said he's going to try to explain it, and I'll happily leave it to him.

On the actual organization of the cone it was much better than last year. There was no where near as much dithering around as last tiem. Though I only attended one panel(the one with Jerry Jacks on Alignment), I got the impression that most of them came off reasonably well. And, wonder of wonders, the rooms this time set up for D&D play, you could actially stay in for a decent amount of time(Not that it made a whole lot of difference to me; the game in Stormgate was in Nicolai's room, the game in Robber's Roost, and the one Nicolaä and Company ran in Temporalana were in mine, and the one I ran for Steve Perring, Steve Henderson, and Jeff Pimper was in theirs). The minor nitpick I still have, is that if it hadn't been the fact that the games I ran were mostly with people I could get a hold of relitively easily, I would have had a hellish time getting a game together easily. The Expeditions Lmtd. group found out that a chalkboard really does help organize things. It really does.

Oh, and here's a plug: If any of you find it possible to get a hold of a copy of Dave Hargrave's Arduin Grimoire do so. It is well worth the 7.50. The character classes need a little modification, since Dave uses different EP tables in his world, allowing people to get up to extremely high levels, but as a source of ideas and useful material it is well worth-while.

Another random plug; for those of you who haven't seen Wizards yet, do so.

Well, that's it for this month, folks. Apologies if there's some typographical and topological weirdness, but the Smith-Corona's acting up. Next month, if all works as it should, the tale of the expedition that removed Darkseid's Outpost from Apokolips from my world.



## Chronicles of Dimwelt

by Steve Brown 113 State St. Lexington, KY 40503

### The Quest in the Ruins

Aerion and Antar adjusted their sword belts while eyeing the surrounding bushlands suspiciously. Kurin hummed distractedly, while the others stretched in the saddle or cart.

"No sign of orcs," said Aerion. Antar and Fandrall grunted in agreement.

"Or much of anything else," remarked Hinn, reaching for his vial of Holy Water nevertheless. The morning sun beat hotly upon them, but to the North lay a low line of grey. Also to the North lay a barely discernable pile of rubble, known only to the group as the Bush Ruins.

"Let's move in now," said Djar, the Baron of Boldhomme's son. His companions in the cart looked up and nodded approvingly. Djar, on his first adventure, stood up excitedly and drew his sword. "Let's move in now and catch them by surprise!" He looked for support from those near him, but especially from Aerion.

"There'll be time enough for that in time, forsooth," he replied in his crude accent while pointing to Djar's sword. In spite of his common origin Aerion's massive build and mysterious knowledge of sorcery forced him into a position of leadership among the members of the band. He surveyed them closely; Antar, his right-hand man. Nearly as strong as Aerion himself and experienced in weapons. Hinn, their cleric. Always with hard luck, but dependable and necessary for group discipline. Fandrall, a better-than-average fighter who joined the band recently. Djar, the Baron's son, always rash and too eager for battle for Aerion's liking. Nevertheless, the Scroll he had obtained in payment for taking Djar on this expedition had been worth the risk. Then there was Kurm, Djar's simpering Singer, whom Aerion disliked ever since he had spotted him on the temple steps. Kurm had already proved his worth once, when he had saved the group from capture by wererats. And lastly, Belain, a being of the short race, but so large for his race that he appeared nearly human. Belain pushed the leather sling-strap off his round stomach and looked up sleepily from his position at the back of the cart.

"We'll go to the horse-hiding place first, then we'll see who's surprised," said Aerion sternly. Djar scowled, but sat down.

Soon they had left the horses and cart deep in the grassland among the tallest of grasses. Covering up their trail as best they could, they proceeded to the nearest orc-trail in order to advance upon the Ruins. In a short time they lay prone, spying the walls of the ruin for activity. Since the sun was near its zenith, probably all orcs were underground. That had its good effects now, but later. . . . At least everything was going according to plan so far, thought Aerion.

"Quiet now. We'll move up towards the entrance. Keep low. Antar, help me pace off the steps," said Aerion. Antar nodded and they all crouched up.

After the sand was swept away, the stone-covered entrance was revealed. Removing this, a great black hole gaped before them.

"Have a look," said Aerion to Belain, who, shielding his eyes from the sun, peered into the sable darkness, sling in hand.

"Aye. Looks clear to me," he said.

"Unravel thy Dwarven cord, Antar, and toss't into the Pit. I'll anchor this end 'ere ye descend," said Aerion, while the others readied lanterns and other equipment. Soon all stood at the bottom of the pit, quietly listening to the staccato dripping of water while the sun blazed through



the aperture above. Moving towards the only door in the small room, Aerion motioned Antar and Belain to listen, while he pulled out parchment and stylus in order to once again familiarize himself with the myriad rooms and contorted paths necessary to travel in hopes of reaching the chapel that lay in the ruins, only a few hundred feet away, could one but walk across moats and through stone wall.

"Nothing," indicated Belain and Antar agreed. Aerion put away his mapping equipment and grabbed the great iron ring on the charred, heavy wooden door. Aerion grimly recalled the events that led to that charring only a week or so ago. Then they had barely escaped.

"Now!" whispered Antar, and they both pulled at the door, which creaked noisily open. Beyond lay yet another room, still empty as the light from the high-held lanterns showed. Not bothering to spike the door with his recently acquired pitons, Aerion moved into the room, followed by the rest of the group. Soon Belain and Antar were listening at a door. Through the door sifted the stench of rotting flesh. Hinn and Fandrall glanced at each other knowingly, as Antar explained to Belain, "Goblins. We killed several the last time in. Suprising that they have not been cleaned out by now." After opening the door, the group hurried across the room and by the protruding bones of the goblins. The grillwork on the north side of the room had been ripped away. Since this grillwork had been responsible for trapping them once before, Aerion was glad to see it gone. However, only the troll-lord of the underground could have done the deed, and that boded ill for any travellers in the dungeon. Nevertheless, they proceeded through the portal into the last room before the Great Passageway. Aerion let a thin smile form as he thought about the lack of disturbance so far. That fit in well with his plans. Secretly in and secretly out! Belain and Antar worked on the Eastern door and soon the band stood in the Great Passageway.

"We go south to the Room of Many Exits," said Aerion, and the group plodded slowly in that direction, only a slight clink from their Dwarven chain mail echoing down the hallway.

"Goblins!" cried Djar suddenly from his back-row lookout post. He pulled loose an arrow and let fly. From down the hall northwards came many cries and high-pitched squeals, as the goblins mustered for an attack.

"This way, quick!" yelled Aerion, and he fled south down the passageway. Antar and Hinn followed, but the others lingered back, ready to fight.

"Too many!" cried Belain at the last moment and they also turned and ran.

But by the time they had gotten to the Room of Many Exits, where Aerion stood in the Eastern Stairs ready to lead the band away from danger, Fandrall and Djar had decided to make a stand after all. Several goblins dropped from arrows, but their throng pressed on. Dozens of them! Fandrall drew sword as the first rank charged in, and Djar prepared himself.

"Damn!" yelled Aerion. "Come on! There's too many of them and too much ahead of us!"

But Fandrall and Djar had already dropped a few goblins. Fandrall had not yet been nicked, as he weaved and dodged weak blows from the greenish goblin daggers, but Djar had already suffered a bleeding wound on his leg. Nonetheless, Djar showed his mettle, and screaming his war-cry at his loudest, the goblins fell back to regroup. Fandrall seized the chance, grabbed Djar and ran up the stairs into the hallway where Hinn and his lantern stood ready to guide them down towards the door at the far end of the hallway.



There Aerion and Antar tugged furiously at the great iron ring, which refused to yield.

"Harder! By Harrick, harder!" yelled Aerion. Antar gave another tug and the door reluctantly gave way and opened. There was naught but inky darkness on the far side, but Aerion plunged in, spear in hand while Antar held the door for the others.

"Make haste!" urged Hinn, but Belain needed none, and had in fact almost reached the door where Antar stood with spear.

"Enter, small one who is not small," said Antar. Belain hurried past. Soon Hinn, Fandrall, and Djar came through, led by Kurm, who matched the Cloud Giants! Castles for the whiteness in his face. Antar backed thru and pulled the door to, just as the front row of goblins approached. Antar heard a sickening crunch as the front row of goblins smashed against the door, forced into it by the rear ranks.

"Antar, hold the door while I spike it!" yelled Aerion. The din of goblin cries grew louder and louder on the far side of the door, as Aerion deftly spiked it shut. He turned and faced his group, which looked at him expectantly.

"Let's go!" he said, and they went out the north passageway, past the curious chain and winch system that led to the grillwork up the hall. Just then it struck Aerion! The last time in they had forced the grillwork down! They were trapped!

"Quick, turn about! We are trapped by the grill!" he exclaimed. Fandrall, Antar and Djar acted instinctively, and headed back for the room, with Aerion close behind. In only a moment they had returned. The three fighters fanned out for battle, while Aerion fumbled to loose the spike which held the chain around the winch in place. The door which they had spiked creaked ominously as Aerion slowly cranked up the grill, which could be heard scraping up its guides at the end of the passageway.

With a loud cry, the door gave way! Dozens of goblins swarmed in!

"It's open! In the name of the Storm-Watchers, fall back!" yelled Aerion. But it was too late. The goblins had closed and the battle had begun. Fandrall dodged a well-aimed blow, and brought his sword back down on his opponent, splitting its skull. Antar held off several, while Djar exchanged blows with another. Antar noticed that Djar had taken another wound and was bleeding heavily.

"Back! Back, you Baron's spawn! Do you not wish to see the walls of your city again!" But the words, if heard above the screams of the goblins, were wasted. Just as Fandrall gave up the flank, Djar charged into the midst of the goblins. Antar had started to fall back, hesitated, then saw Djar go down before a series of blows. He turned and ran. Behind him the goblins beat their daggers on their shields and screamed their victory cry, "Dumuz, Dumuz, Dumuz!!!"

Antar soon joined the rest of the band at the grill work. Most of them already stood in the adjacent room, near the crude hole which led down into the caves. Aerion observed the absence of Djar, but made no comment, only urged Antar on. Aerion stood rear guard as the rest of the band descended, and soon he was down himself.

Not pausing to reflect on the loss of Djar, and ignoring the protestations of Kurm, who tearily begged Aerion to return, they pressed on. Rounding a corner, they passed the remains of two ogres, killed at great expense on the previous trip. They peered cautiously into the next room and observed that the silver they had left in the corner was still there.

"Thank the Moon for at least one favor!" said Belain, but Hinn shot him



an icy stare.

"We will load up the remaining silver now, if you please Master Hinn," said Aerion. Hinn had been designated guardian and distributor of treasure. Belain stared to complain, but thought better of it. "Djar is gone. None of you could have saved him. The burden falls on myself only, for I could have ensorcelled the goblins, but then what would we have relied on. As the saying goes, 'A spent scorcerer should seek his resting place,'" continued Aerion, and none blamed him.

Suddenly the quiet was disturbed with the low growlings and bass tones of an ogre! Yes, from the north passage!

"Archers to the front!" commanded Aerion, and he, Antar, and Belain pulled out their weapons and let fire. Aerion and Antar both hit with their arrows, but the ogre seemed unaffected. Belain's stone, however, found its mark, and the ogre howled with rage. As it charged they all let loose with another volley, Fandrall joining them. Arrows missed, but again the stone hit, and the ogre headed for the slinger. Now Antar dropped bow and set spear against the onrush of the beast, as Aerion, Hinn, Fandrall, and even Kurm fanned out to flank attack. The ogre furiously rushed in just as Belain let loose with his mightiest throw. The ogre caught the stone below the navel, sucked in air, and stopped in his tracks, clutching at the wound. Antar thrust, and Aerion brought a mighty blow down on the ogre's head with his sword. The ogre fell in a heap, dead.

Panting, Aerion called for a rest. Rations and wineskins were brought out for the tired warriors, and Hinn dedicated the ogre to Harrick and asked for his blessing.

"We have come to the end of the passageway as I know it. We must move out the north passageway from whence came yonder ogre in order to reach the chapel and the scroll I seek. What say ye now?" asked Aerion. The group grunted its consent.

Moving cautiously down the passageway, pausing now and then to map the hallway, they moved forward. Before long, they reached a moderate-sized room, in the centre of which was a large hole.

"It looks as if something plunged from here into the center of the earth!" exclaimed Belain.

"Aye, and whatever it be, we wouldn't be wanting it to return," said Aerion. "Master Belain, take my piton and hammer and cross over to yonder side. We will make you fast with the rope." In short time a rope span was created, over which the group passed. Following the passageway north, they came to a door. Hearing nothing, they entered. The room was empty.

"Recall the warning of my god!" exclaimed Hinn. "In my dream, shadows chased and flickered about us. What this imports is not yet clear to me, but surely we must avoid these shadow-beings." Belain and Kurm looked about but nothing stirred. Antar and Fandrall guarded the north exit, while Hinn looked south. Aerion mapped and Kurm and Belain searched about the room.

"Something's coming!" yelled Fandrall. Just then three bat-shaped creatures with long snouts flew in. One flew into Fandrall and he moaned in pain. Another was knocked away by Antar, but the other flew on past towards the hobbit Belain. Soon battle was joined as the deadly stirges flew in even more. Each member yelled at the other. Fandrall pulled the first stirge off only to be hit by another and another. Antar fought furiously. Belain dodged the stirge, only to have it hit Kurm in the chest. He sighed deeply and collapsed.

"Get them off Fandrall!" yelled Belain. Aerion moved up, pausing to smite one down with sword. No chance to cast a spell now.

"Cursed harpy-spawn. Die! Back to your pits in Hell!" cried Antar.



"Pull them out of your flesh!" yelled Aerion. But at that instance Fandrall dropped to the floor. Belain knifed one stirge in Kurm's lifeless body, and Aerion moved to help Antar. Although over nine stirges had entered the room, the group fought on, realizing their desperate situation. Hinn struggled towards Fandrall to help him, but he had already fallen before Hinn could reach him. Antar killed several more, and Belain and Aerion each killed another. Just as suddenly as it had begun, it was over. Kurm and Fandrall lay dead. Belain and Antar had suffered wounds. Only Aerion and Hinn had escaped unharmed.

"The harsh dictates of our mission require us to carry but one body back," said Hinn. The clerical mandate was accepted stoically. Antar unceremoniously picked up Fandrall and laid him over his back, spear in right hand.

"In spite of our losses, sore though they be, I say we press on yet a little further, for by my reckoning, we should be under the castle wall e'en now," said Aerion. Hinn laid Kurm in a corner, said a few words over him, and prayed for forgiveness. For had not the prophet said we were each our brother's keeper? And yet, as Harrick held life more precious than death, was he not bound to accompany as many live souls out of these tunnels as dead ones?

The room's only unexplored exit lay in the direction from which had issued the stirges, a muddy, up-sloping passageway. Aerion and Antar led the way. In only 40 feet the tunnel suddenly opened into a bone-scattered room with no apparent exit.

"Here we must search. Antar, stand guard," said Aerion. Belain and Hinn went towards the west side of the room, Aerion took the east. Aerion soon found a parchment in the corner of the room. Fully aware of the dangers involved he took the scroll over to the lantern and unrolled it. A map, not of a labyrinth, but of the outdoors. Near the center of the map, in the midst of what appeared to be marshes he noted a large, black X. More than this he could not discern.

"Look! There is a latch!" said Belain. Hinn peered more closely, and Aerion turned from the scroll as he tucked it in his backpack to see what Belain had found.

"Wait. If I can just. . . ." grunted Belain as he loosed the heavy stone from its long-time resting place. A shallow depression was revealed. In it lay only a small, cylindrical case, with the runes RWR engraved thereon.

"Aerion. . . ." Belain's voice trailed off as Aerion moved up and took the scroll.

"It is not the one for which we search, friends. But I deem that it will prove useful e'en so," said Aerion. "Now, since the room leads no further, it seems we have no choice but to leave this place."

"Aye. And well-nigh time, too, for I . . . but wait! Listen!" exclaimed Antar. Sure enough, sounds could be heard coming from the south, the only way out.

"We must make haste!" said Hinn.

"Belain, take Fandrall and move as best you can. Antar and I will need both hands free if we are to deal with this menace," said Aerion. They moved quickly out of the room and down the slippery passageway, back into the room where lay nine dead stirges and Kurm. Beyond the door could be heard the unmistakable sound of goblins. Antar adjusted his shield and prepared to throw his spear. Aerion drew his sword with left hand, and held his spear aloft for a casting.

The door burst and in stumbled the goblins, much surprised to see two warriors with weapons ready before them. Spears flew, goblins died. Aerion



switched sword hands and Antar drew his sword as they both plowed into the goblin mass. Uncertain, shrieking madly, the goblins fell back before the two warriors.

"Keep them routed!" commanded Aerion, but Antar needed no directions, for he already cut a path through those who stood before him. But just as quickly as they had run, the goblins turned and began to return blows. Aerion felled two more, but Antar suffered a wound from one of the myriad goblin daggers.

"Hinn! Take my place!" shouted Aerion. Hinn hesitated. Should not Antar be relieved? "Now, if you wish to live!" insisted Aerion. Hinn waited no longer, but drew out mace and advanced to take the place of the retreating Aerion before any goblins could move up.

Aerion dropped back a few steps, sheathed his sword and concentrated. "By Morpheus, neklo a carilis il torke!" he commanded, while executing an odd flick of his wrist. Instantly, nine of the goblins fell to the floor, their weapons clanking in response. And yet, noted Aerion, Antar too fell. The goblins in the rear, surprised to see so many of their comrades fall so quickly, fell back in hasty retreat, leaving the members of the party to themselves.

Hinn looked at Antar. "He is dead! Fallen!" he cried.

Aerion said nothing, but looked back to see if Belain stood ready to move, saw that he did, and so picked up Antar himself, and motioned for the others to follow.

The goblins had routed completely before them. They passed through the room with the Pit, availing themselves of the rope bridge which the goblins had built, and moved on towards the room where the ogre lay dead. Leaving there, and entering the cave passage, they soon arrived at the ladder which led up to the next higher level. After some maneuvering, they found themselves at the top of the ladder, in the large room. In the distance, rising rapidly, were the goblin cries of "Dumuz, dumuz, dumuz!"

Hinn and Belain, although both exhausted, prepared to move, but Aerion stopped them.

"I sense that a danger lurks ahead with which we cannot cope, lest I prepare now," said Aerion quietly. He reached in his pack and pulled out two scrolls. "Hold the light closer," he said to Hinn. Aerion began to read the first scroll, The Arcane Art and Means of Reading Magic. Belain stood at the ready with sling. Soon Aerion had finished, and unrolled the second scroll, with the runes FWR writ upon it. It read, "The Mastery of the Grey hand, before which Falls All." Aerion read.

As he finished the scroll, Hinn noticed upon Aerion's countenance, a look of pain and concentration. Then Hinn saw the Hand, if hand it yet remained, for Aerion's left hand had vanished and in its place was a grey, wispy mockery of a human hand, which smoked evilly. Hinn crossed himself.

"I am ready," said Aerion. "Hinn, take Antar's body and I shall lead alone." From the direction in which they intended to travel came a rising cry of "Dumuz, dumuz, dumuz!" Even more ominous were the deep bass tones which could barely be heard.

Aerion and his band moved underneath the grill work and into the hall. There, at the limit of the lantern's light down the hallway were dozens and dozens of goblins and in their midst, lurking up to the shadows near the ceiling stood the most massive troll Aerion had ever dreamed of.

"Why be ye troublin' my little ones?" he asked in a deep basso profundo.

"Move and let us pass, troll-spawn, lest ye feel the wrath of the Grey Hand!" said Aerion, holding high his left hand, which smoked darkly.

"Know ye, son of woman, that I be favored of Crag-Spider, who will surely



smote thee if I die. And no troll of my tribe has died by the hand of a son of woman since Grog-Spider has granted us the power to resist all blows delivered by the son of woman."

"Nevertheless, ye shall be blasted into the deepest and darkest of Hells, do ye not let us pass, for before ye stands Aerion, a son of woman, with no hand of man!"

The troll growled deeply, reached onto his stomach, and tore loose a chunk of flesh which he formed into a club. The wound quickly covered and the club stiffened in the dim light. "Then ye shall be meat on my table, son of woman!" cried the troll and he charged towards Aerion, who stood firm. With a great war-cry the troll swung his clubbed, but Aerion stepped lightly to the side and pushed his smoking left hand into the troll's chest. Instantly the troll and all the goblins vanished. Hinn and Belain both gasped and even Aerion stood in wide-eyed disbelief. He looked at his hand which still smoked lazily and wondered if he would ever regain his hand of flesh.

"We must hurry on," he finally said. Hinn and Belain quietly picked up their burdens and headed down the passageway where moments before had stood the goblin throng.

The only encounter they experienced on the long trip to the front rooms was that of a little man who ran before them in the Room of Many Exits, laughing mysteriously. Hinn and Belain bore their burdens well, and with Aerion leading the way, sword in one hand, smoke from the other, and kicking down doors before him, they were soon near the exit.

"One more door and we'll be ready to greet the sun once more," said Aerion as he kicked open the last dungeon door. But to his surprise, no light greeted them, only a huge hulk of a troll, who spoke not a word, but smiled hideously and smote Aerion with both claws. Aerion was knocked back, both arms wounded, but stood his ground as the troll lunged once more. Twisting every sinew, Aerion dodged the blow and sent his left hand flying towards the troll's stomach. As the hand hit flesh, a horrible searing took place, and the troll fell back, puzzledly looking at his rapidly disappearing mid-section. Then he fell over and crumbled into ashes. Aerion, Hinn and Belain looked on incredulously. Hinn was the first to break the silence.

"Aerion! Your hand!" Aerion looked at his left hand and saw that his own flesh had returned.

"So! That ends it!" was all he said.

In a few moments, they rested outsided in the fading sunlight.

"Let's move on to the horses. Our adventure is not yet done," said Aerion quietly.

\*\*\*\*\*

The above adventure took place in the universe of Morgan Woodward, or "Woody," and is loosely based in the Dragon's Pass of the Red Bear, White Moon universe. Aerion is a human **FM/MU** (Str=17, Int=16). The others are self-explanatory.

A few comments:

L. Wolkoff: One of these days I'll get something in about the religions from which spring the relics. I like the idea about the variable armor and may try to get it in when and if my group gets any magic items. They haven't gotten any in months! /// A dodge is not only a dodge, but a flat out miss.

G. Blacow: I've lots to say to you, but not enough room. Remember, though, that +2 armor is the same as a man with a 16 dexterity. Since a 16 dexterity is much more common than +2 armor, I fail to see why magic armor is too gross. And given the rarity of special armor, I don't find it "incredible."



## SHADOWS OVER DARKHOLD #2.

Scribe: John Sullivan/ 600 Langsdorf Dr./ Apt. D 13/ Fullerton, Ca.

Again greetings and salutations from out here in the Dark Tower on the moor. Much has happened since last we spoke, plenty of positive feedback, as well as amiable comments on this column. Thank you all.

### A Last Note On Clerics.

When I was writing up the two types of Clerics, I was searching for a name for the more peaceful type. Being a Christian myself, I inserted that title. I have since been given a better, fitting name, in as much in that some campaigns, Christianity may not have come into being yet, or not at all; so you may now, (with my blessings) rename the type B Clerics, 'Pacifist Clerics'.

There have also been a few additions concerning the type B, Pacifist Cleric. On determining if they can turn or dispel undead, they continue to use the two six sided dice, but after it has been determined that they can turn or dispel, the dice rolled to determine how many are eight sided dice, rather than six sided. Also this type of Cleric has a +2 to their armor class, from Divine Protection.

### Spells For Sale.

A Wizard friend of mine, Trilock by name, has some spells for sale.

Name: FLAMES OF FALTINE. Level: 5th. Range: Standard 24". Works in damage respects as Fireball, but due to the higher extreme of Pyromancy involved, a ten sided dice is rolled for damage, rather than a six sided. (Those who use eight sided dice for damage, for this spell use a twelve sided dice.) Cost: 32,000 gold.

Name: ACID BEAM. Level: 6th. Range: 12". This spell conjurers forth a beam of highly corrosive acid, similar in some respects to heat or cold beams; only it is an Acid Spray. Like Fireball, Lightning Bolt and Flames of Faltine, making a save takes half damage, except for the following: Acid Beam has the same number of FOUR sided dice as the caster's level, but even if the saving throw is made or not, those hit by Acid Beam, continue to take a D4 of damage from the Acid, until a Neutralize Poison is thrown.

### Miscellaneous Magic Items.

When I first created DARKHOLD, I wanted it to have more than just the regular run of the mill magic treasure types, without bringing forth items too gross or unrestrained in the context of the game. My friend Don Rollins has covered one type of the more powerful magic, that lie within the walls of DARKHOLD, and I shall explain a weaker type.

#### Strike Rings.

These are magic rings, whitesilver in appearance, with no ornamentation on them at all. Like Protection Rings, they come in a range of +1 to +3 (I have a case of +6 which is much deeper, since I roll ring potential on a D6).

These rings can be used by any Fighter type, but unusable by Magic Users and Pacifist Clerics, and what they do, is give additions according to their plus on chances to hit and damage. Therefore a +3 Strike Ring, gives a +3 in both chance to hit, and a +3 in damage.

The twin suns are rising, and I must now go. May Allfather be with you.



THE TUESDAY MORNING REPORT #8, an APAzine for Alarums and Excursions (#20, I trust) by Steve Perrin, 3901 Canon Ave., Oakland, CA 94602. Stenciled by Lee Gold, though I may get some stencils yet! On the other hand, she's neater than I am.

You know, I never have typed this thing up on a Tuesday Morning! However, the name is more appropriate than most this time, as I delve into the wonders of a report, from the committee viewpoint, on DunDraCon II.

Due to the committee having an unfortunate preponderance of procrastinators, all of us high-levels, we got off to a late start, several of them. It wasn't until two weeks before the Con was due to open that we knew for sure we had the games for the competitions, enough figures for the tabletop game, people to run the seminars and competitions, and a hundred other details. As you know from my last contribution, the lineup of seminars charged within the last two weeks. Indeed, Bill Voorhies' seminar on the physiology of D&D was a virtual last-minute addition. He didn't know he was doing it until Thursday before the Con!

Still, when Jeff Pimper and I pulled up at the Hotel on Saturday morning, I thought things couldn't go too badly. After all, for a wargame con all you really need is a bunch of players and some games. They'll take care of everything else.

I was right.

Turnout was fantastic, considering the pre-publicity, over 200 attendees. Lots of familiar names from A&E showed up, for which we were glad. Very happy to meet (or re-meet if I caught you last year and didn't remember) Wayne Shaw, Cary Martin, Dan Wagner, Hugh Singh, Jim Bolton...and to see Nicolai Shapero and Kay Jones again. Once again, Kay, in print this time, I thought your story in A&E #18 was the best thing to ever appear in A&E. Follow Lee's advice; try to sell it.

The seminars seem to have been a hit. Most were full, except for a couple of the last-minute ones. Of course, a lot of people didn't show up for the ones they signed up for, obviously due to being a bit longer in a dungeon the night before than they'd counted on.

I was less than satisfied with my seminars. They were somewhat entertaining, but my preparation was lacking. I'd been doing a little late-night dungeon walking myself....

The competitions went over so-so. Dungeon was very popular and the players seem to have had a ball. We may expand it next year and try to have a few sets around just for having fun on. However, we'll have to chain them to the tables. One of the rules set for CITADEL turned up missing.

CITADEL was a lot of fun for the people playing it, but only one had ever played it before! Next year, we'll get started sooner and have pre-registered competitions and players will be required to know the rules. Maybe we should have a side-feature on how to play the games.

STELLAR CONQUEST drew some hard-core players and, with proper pre-publicity, we should get more next year. We'll give it another try.

Nobody wanted to play TRIPLANETARY. Next year maybe we'll try ANCIENT CONQUEST.



## CAT GOD TEMPLE

Saturday night, Steve Henderson and I took a low level (well, I had a 6th level Witch Finder (specs some future contribution) but he isn't into much in the way of offensive magic at his level) party into Jeff's Catgod Temple. Having two Paladins in the party, we tried not to offend anyone on the ground level and went down.

On the second level, we ran into Jeff's Paladin Frog (he doesn't fight, just offers a guide service and a little ballyhoo on the side). He was acting as Master of Ceremonies in the Arena.

Henderson's Barbarian, Perry Firehair, strode forth to do battle with a monster of his own choosing and was victorious, winning his bet. The crowd applauded, but not very enthusiastically.

My hero dwarf, Mec Orcbane, stepped forward and, hefting his +3 hammer, challenged a Champion Orc. To get an Orc to face him, Jeff borrowed one of Henderson's champions and gave him a +3 hammer instead of the sword he usually carries. Three rounds later, Mec was dead.

My Paladin, Geoffrey Godsrigh, (lay member of the Righteous Brothers, as you might expect) strode forth to avenge his partner's defeat, trusting in his Sword of Sharpness and Gauntlets of Ogre Power. He was dead in another three rounds. The crowd was going wild.

Conn the Fierce, Henderson's Paladin, couldn't let a fellow Palain be killed that way! Ignoring the still small voice which kept saying, "Stupid!" in the back of his mind, he strode forth on the path of glory and died. The rest of the party paid to have the bodies teleported up to the Temple and left, fighting some Tekumel undead types on the way out.

The party Geoffrey travels with, led by 9th level Patriarch Just Plain Right, was waiting outside for the triumphal exit of their comrades. Imagine the disappointment.

Just tried to bring back the visiting fireman first, but Conn stayed dead. Geoffrey made it, and used the last Wish on the Sword of Sharpness (I'd explain why it had Wishes but Glenn's howling too loud for me to be heard anyway) to make sure the Ressurrect would work for Mec. We play that once a Resurrect has been tried, absolutely nothing else will possibly work, including Wishes.

## ANCIENT CONQUESTS

About the time we were done with that, Jeffry Jacks was back from dinner and we started a game of Ancient Conquests. Fantastic Game! Loved every minute of it, even when I rolled a "both smote" when my Hittites had the Mitanni Horse Princes surrounded at 2-1 odds and effectively removed the Hittites as powers on the board. It's a long game though. We cut it off as the Philistines (played by Jerry Jacks) broke on the rock of Fortress Egypt and were in and out of the game in two turns.

About one o'clock we set it aside and got to bed.

## FIGHTING DEMONSTRATION

After stumbling through the seminars, we snatched up lunch and got things together for the Fighting Demonstration. Naturally it rained for the first time in months, so we had to move it inside. I'll let others describe how impressed they were with it. I've seen it all before for the last ten years.



One point the demonstrators brought out in conversation later.... It got damn hot under that armor in an enclosed space. Something to think about for you versimilitude buffs.

I think, though, we've proven that a longsword can be used in a tight corridor, even with a teammate by your side. Also, does anyone still harbor delusions that women cannot fight?....[When you use a longsword in a confined space, can you still swing it with maximum force...or do the damage bonuses for two-handed sword no longer apply? --LG]

#### RETURN OF ANCIENT CONQUESTS

We finished off the game while I was shepherding the next round of the CITADEL competition. Jeff won with the Assyrians. This seems easier to do than it is. With new empires popping up every few rounds, you can't be sure of anything. Great game! Jeff says it's out of print but another company may bring it out with some new victory criteria and at two bucks cheaper, so save your pennies.

#### TEMPORALANA

The four of us went out to the Hungry Hunter, an excellent local restaurant, though steeply price, and returned to the hotel. Jerry left to run a crew through his dungeon, Portola, and Jeff, Steve and I tried to get in touch with Wayne Shaw. After some finagling, we made contact and settled down for a run into Temporalana.

The party consisted of my Viking, Thorfinn Ironfoot, who gained his name wehn his regular foot got cut off at the shin and a combination of Animate Objects and a Wish got him an iron foot. It acts like a regular one but tends to slow him down after any extensive exertion. For Glenn's information, Thorfinn does not have Giant Strength, just a 13.

The other two of my characters were Thorfinn's girlfriend, Lucretia, Sister in the Order of Magdalene Unrepentant (Cleric) and Ari Thorfist, another Viking, with mighty throws but deficient cerebral functions. In a previous game, Ari, whom I'd gotten to Fl0, ran into a 9 Steps Draining Sword ready to take 7 levels. The Orc holding it rolled a 20, and Ari was not what he used to be. Going into this adventure, he was still a Swordsman. Thorfinn was a Superhero, and Lucretia a Patriarch 10th Class.

Henderson had Cory the Rock, one of the crew which took over my storage-house dungeon, Snowcone, and two of his mercenaries from the Swordbrothers Guild, Flail and Spell. As Jeff only had two characters with any chance of staying alive with this party, Steve hired out his Dwarf Swordbrother, Hammer, to him.

Jeff had Brucie (one of his ie family of gay mages) and Firefly Tank, the sole remaining member of the Tank family. Others were Grant, Sherman, Panzer and Cromwell. Firefly used to be named Matilda but she developed a taste for fire and changed her name. She carries a set of 1D6 firebombs which go off in her hand 10% of the time when she arms them.

The adventure was notable for being the first time any of us had run into Ghosts. Sheesh. Lucretia got rid of the first two by using her last Wish on the ring (it was a great convention for using up Wishes) to send them back where they came from. The floor opened up, flames reached up, and down they fell. Very spectacular. Of course only Lucretia and Brucie had made their saves vs. the Ghostly fear; the rest ran.



Spell and Cory dodged down a corridor and huddled behind a Wall of Stone. Thorfinn, Hammer, Firefly and Ari headed back the way we had come and ran into another Ghost. Oh yes, Flail had been killed by a Salamander earlier.

Hammer saved against the Fear from the new Ghost, but not against the Magic Jar. He sauntered up the corridor to where Ari and Firefly had tripped over a chest the original Ghosts had been guarding. The rest of the party joined them.

Ari was taken over by a double-strength (+2,+4,+6) flaming Greatsword named Flamarrion. Firefly was much chagrined, but her sword was in control and wouldn't let her touch it. (WAYNE: since the sword has an IQ & Ego of 12 but you have no purpose listed for it on the card, I'm assuming its purpose is To Burn Trolls and Undead and will do double damage to same, rather than paralyze or such. Okay?) [There is a certain chance of 12/12 swords that aren't dedicated.--LG]

The Ghost would have gotten away with Jarring Hammer except we ran into a Mysterious Stranger (didn't get the reference, Wayne) on the way out who made various cryptic comments which led Cory to use his ESP medallion on the party and discover the hitchhiker. Spell had picked up a Mirror of Life Trapping earlier. Cory managed to persuade him of the necessity, and they mousetrapped Hammer and friend into the Mirror. Now all Steve has to do is to figure out how to get his Dwarf back....

Then of course we ran into the Time gates of Temporalana. Wayne, my great temptation is to go into Temporalana, turn around, open the door again, and go exploring. For instance, it might be fun to take on Doctor Doom....

All in all, we enjoyed the adventure tremendously. Thanks, Wayne.

#### WRAP UP

Sunday we staggered through our seminars, and I got the last round of the CITADEL game going. While waiting for the finalists to finish that off, I ran a crew through the Ophidian Palade. The only one in the group to have played with me before was Hilda Hannifen, who brought the only mage, an Elf who spend most of his time fighting. High point of that run was the battle they had with some of my new monsters: Minogons, a Gorgon/Minotaur cross-breed. Hit Dice like Minotaurs, Armor Class and movement of Gorgons, use weapons and a bite. If the bite hits, the saliva can stone an opponent, so saving throws are applicable. They do not breathe stoning gas, just bite for the same effect. I've created quite a few statues with them since I started using them.

NOTE: We work on the theory that "stoning" monsters with the exception of Madusae, turn things to stone because they must eat "stoned" protein. Don't leave stoned friends behind in my dungeon....

We found a lot of things wrong with how we'd handled the Con. By the time you read these words, we will have had our Executive Committee meeting and be starting on work for next year. All comments from attendees will be greatly appreciated and theoretical essays from non-attendees will also be considered. Send them to DunDraCon III Committee c/o Bigglestone, 386 Alcatraz, Oakland, CA 94618.







## RELICS OF WELTMACHT #1

by Martin Fleischmann, 13020 Hanover St. Los Angeles, CA 90049

This being my first 'zine, I would like to mention it's purpose. To give my ideas, tell of goings-on in my world, Weltmacht. Possibly some stories, and maybe even some new character classes and monsters. And of course the inevitable comments on the last issue. First I'll bore you with the history of Weltmacht. It is a land bounded on three sides by water, the other is unknown. It's ruled by a democracy. An emperor is elected every fifteen years with his son acting if anything should happen. But the rest of the cabinet is selected, with each major city (there are three) having an elected senate. All other towns and cities belong to a major one. Every town or city has a lord-mayor, who keeps the home stone, which is not as on Gor. Although Weltmacht is mainly lawful, there is a neutral community. And there is also an underground chaotic czar, who is said to be the King-Pin of the assassins' guild. Once a prosperous city was captured in a chaotic rebellion organized by the czar's great grandfather, a hemophiliac. This city was the second of the four great cities of Weltmacht. (read on Glenn, I'm not contradicting myself) After it was taken it was renamed in a hideous northern dialect. A siege held out for three weeks, until finally the chaotics gave up. The city was deserted and soon became an area of desolate wasteland, (Sounds like Searchlight, doesn't it) that is why there are only three great cities. I'll save some more for later. Well, now onto my comments on A&E #19.

### COMMENTS

Lee Gold & Chris Pettus: I got my stencils at Sentry Stationers, 2314 Santa Monica Bl. in S.M. Although they cost \$5.50 a quire and 30¢ a piece, they might be worth that much in gas.

Glenn Blacow: You are not alone. Right now as I type I don't even know if this is making a clean cut. Some times I wonder if SCM stands for super-chaotic monster. I suffer, but we're not here to talk typewriters. Shouldn't a spitting cobra have more than one attack per melee round? And what about it darting back after its attack? The furthest it can spit is six feet.

Jim Thomas: Diplomats sound a bit boring, unless they have a high strength if they want to go on a dungeon expedition they'll get killed too easily with no defense. What's the ~~Waken~~ Waken Staff?

Bob Giglio: Experts sound okay, but the damage chart reminds me of something I saw in The Dragon. The Fire Chart is something I've been needing but it needs some modifications. Isn't no armor 1-12? Can non-experts use it?

Larry Stehle: I'll play. Let's put it this way: your critical hits are ugly if not greusome.

Eric Baines: You rate just about with Earl Baker on your E.P.'s, for complicity.

Wayne Shaw: I don't like Oriental characters very much, except for monks. But ninjas sound different. Assassins have driven me half crazy, (will someone be kind enough to tell me how to play them?) but I'll playtest a ninja and see if I like it. Why don't you sell Cyborg/Autodcs for six-million G.P.



John Sullivan: Can Demon fighters back out of melee with a demon, or do they go mad with battle-lust, unable to stop?

Steve Perrin: Info on DDC II was interesting, but I can't make it.

Chris Pettus: Phasers.....uh, no thanks. (If you were selling them door to door, I'd slam the door in your face.)

Nicolai Shapero: I was thinking of putting a couple of songs in this 'zine, but decided they might be a bit too offensive. Maybe when I'm feeling nasty..... Blink Dogs as player-characters?! My gahwd, what is this thing coming to?

Stewart Levin: First dragons, now golems. Cheeeeeeeze don't you guys ever get tired?

Lew Wolkoff: Troys are good, I know, I've been in a few.

Jim Eckman: Like your locks. I'd play cheapos cost five S.P.

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I planned to do Daleks here but Harley Patterson took care of that.

Notes on golems: These are totally optional. On a golem's forehead is written the Jewish word "emeth", which means "truth". Every day the golem becomes bigger and heavier. Finally it becomes a nuisance. So the first letter of the word on his forehead is rubbed out. The inscription now reads "meth", which means "he is dead." The golem will then collapse and turn back into the substance it was originally created of. This may sound strange and easy, but to get to its forehead it might take a few turns. Then you have to get out from under it before it crushes you. (Thirty % chance with adjustments to dexterity.) One story tells of a clay golem who grew so tall and large that its master couldn't reach its forehead to rub out the magic letter. So the golem was ordered to take off its shoe. When it bent over to do this, its master quickly erased the first letter. Unfortunately the golem turned into a huge lump of clay and fell on top of its master, thereby crushing him to death. Comments?

Steve Perrin: (again) I just received the "Perrin Conventions." It has a great combat system. Spell points are good and simple. I play wands, staves, rods work on will power. What would happen if you were walking along and it suddenly discharged by accident. (Maybe having safety switches or button controls only on non-destructive wands, staves, rods, I.E. Wand of Metal Detection. would help.) It is all in all a big help and I am looking forward to the updated one.

Special note: I have declared March 14-20 National Be Kind To Turkeys Week in Weltmacht. It will be a crime for the DM to sigh, tsk, cough, or clear your throat while taking a party of turkeys in.

Hmmmmmm....I'm thinking of a filler that would be more interesting than the preceeding. I guess I'll just leave it for the next page.







club got back to regular matters.

The tournaments were over and the five winners were, Kring the dwarf, two MUs: Tylenol and Datril, Ching Ho the monk, and Jonathan E, a fighter. They set out at daybreak the next day. They traveled on horseback with the supplies on a wagon. Eating as they rode, they went about twenty miles an hour, trying to conserve the horses. After about three hours they met an old man on a steed as red as fire. It seemed to be standing sideways in the middle of the road. Ching Ho, sensing something raised his crossbow. The old man raised his hands in a sign of peace. "What do you want with us?" demanded Kring.

"State thy name and thy purpose." The man said.

"We come in peace, but we will not reveal our names." Kring responded.

The man then said, "I mean you no harm and might be able to help you."

"The most you could do to help us kind sir, would be to step out of our way." Kring said angrily.

"Alright then, refuse the services of Doorlock the Warlock." the man replied.

"Doorlock!" Jonathan E cried out, "my good friend. And where are your brothers: Padlock and Masterlock? How nice it is to see you again. Lower your weapons friends, this is Doorlock, my companion on many a journey. But let us carry on now, the day is short." At nightfall they set up camp, posting Jonathan E and Ching Ho as guards. With no event that night they left early that morning minus Datril who had developed a serious hemorrhoid condition and had to turn back. The road was unusually empty and when they hit the highway without meeting a soul they began to get worried. But soon a slave caravan moving very quickly. As they neared us they slowed to a halt.

Kring, being in front broke the silence. "Why and where do you travel with such haste?"

"We travel to the fair of the plentiful harvest in the city of Jefflon," the driver of the first wagon told them.

"Ah, so that is why the roads are empty." Kring deducted. "We are also going that way." Just then the slaver's wagon drew up.

"What is the meaning of this? I instructed you not to slow down for any reason," the slaver screamed. "We must get to Jefflon before anyone else to sell our wares at the fair."

"But sir, you have been asking for a guard against the bandits and nomads. so I thought this party looked worthy of the job."

"It is my job to make decisions around here." the slaver yelled again. "We can start by paying them four hundred gold pieces a day and any girl when we get to Jefflon."

"Yes sir." the driver said, surprised.

"Would you agree to these terms?" said the slaver, addressing Kring.

"I'll have to discuss it with my friends." said Kring turning towards the group. After a short discussion they decided to go along with the caravan. Their horses went into the wagon with the horses that would be sold. And the adventurers got onto different carts and wagons. For the next three days they travelled without incident, arriving sooner than they thought. The slaver made them an offer to stay on longer, but wanting to get on as soon as possible they refused.

After buying more supplies they set out to cross the short mountain pass and then the desert plains beyond. Once through the pass and halfway over the desert, nobody has ever been heard from again. They started out a bit apprehensive, but by the time the mountains were looming over their heads they were joyfully singing. The pass was so thin that they were almost in total darkness. Luckily it only lasted a few hours. When they came through the sun was glaring down at



at them with blinding intensity. Kring surveyed the surrounding area and squealed with delight, "Look, the Rainbow Sands." Over to the right there was three buttes with sand up the sides of them. This sand was naturally arranged in the colors of the rainbow, a sight extremely beautiful, but even more so for the excited dwarf. After pausing to take in the view and have a bite to eat they carried on over the fastly decaying road. They took many days crossing the desert and they got across without meeting anyone. On the outskirts of the forest there was a spring right by the road as if it had been put there on purpose. There they refilled their water flasks and took a long drink. They then puldozed themselves up lazily and rode into the humid forest. A few of them dozed off in the saddle and the rest had such trouble keeping their eyes open that they decided to rest for a while.

Jonathan was the first to wake up. He knew something was wrong when he saw they were in a room with stone walls. Everyone woke pretty fast after he yelled. After a series of chimes, a man entered. Kring was squirming around the floor as if he had been intoxicated. "You were drugged," the man said.

"But how?" Ching Ho asked.

"The water," the man replied. Just then Doorlock stood up and spoke to the man, "We must go."

"Yes lets," the man said as if it had been planned.

"So that's how Doorlock gets all his dough," said Jonathan after Doorlock and the man had relieved them of all their articles of value.

The group stayed in the room for three days and on the fourth day Doorlock took them outside. "You wanted to know what is here, now you know." Doorlock said and with that he threw sleep at them and carried them one by one to the chambers of study. Here the man and the warlock would cross-breed them between animals and other races of people. With these mutants they would perform experiments and sell them for their incredible abilities. After chatting with the man, Warlock walked down the steps and called, "I should be back soon. Oh yes, I need some more sleep potion." And with that, after getting some more potion he strode away.

This is just one of the legends that surrounds the mystery of what has happened to the people who have been lost on expeditions to the unknown lands of Weltmacht. Nobody knows if it is true and only the people that actually travel over the desert know what is true. But they have never returned to tell their tale.

I guess that's it. I'm sure glad this wasn't an english paper. Forgive me Lord, I hath created a monster. I hope this gets in before the ninth.



This is the all-purpose fanzine of Samuel Edward Konkin III, published irregularly (semi-monthly, approximately) for exchange with other Science Fiction fanzines, locs, artwork, filks and other fannish and sercon material, and for the following Amateur Press Associations: LASFAPA, Frefanzine, APA-**clear ether!** nu, Alarums & Excursions, and any others the editor is invited to join. **clear ether!** is available only for trade, letter-of-comment, art, fanwriting, or in APA. All correspondence should be sent thusly: New Libertarian Enterprises, P.O. Box 1748, Long Beach, CA 90801, Personal: SEK3. ☐

**This issue is Number 21 (of Volume II) and is intended primarily for *Alarums & Excursions* 20 (March 9, 1977). Next issue: Filks and comments for LASFAPA 6 and APA-v 24. Next for A&E: Comment catch-up.**  
**DEMONS OF LAW**

This paper exists to correct a serious flaw in the rules of *Dungeons & Dragons*, specifically in the *Supplement III, Eldritch Wizardry*, by Gary Gygax and Brian Blume (© 1976 TSR Games, POB 756, Lake Geneva, WI 53147, \$5.00). The flaw is basically one of omission, rather than commission, and it concerns the section on demons (*EW*, pp. 2, 27, 29-38, and references involved with "Treasure"). *EW* was written with Gary Gygax's revised views on alignment (so-called "Four-Way," see pages 3-5, *The Strategic Review*, Vol. II No. 1 Feb., 1976), and so Demons were given an alignment/morality designation of Chaotic/Evil.

The problem arises, if Chaos/Evil demons deal with Chaotic/Evil clerics and magic-users (favorably, that is, dealing unfavorably with everyone else), where does that leave Lawful/Evil clerics and mages? Lawful Demons are required for the present system of D&D to work.

Gygax, in his first presentation of "Four-Way" alignment, associates the Chaos/Evil corner with "The Abyss," and the Law/Evil corner with Hell. In order to eliminate a possible confusion, I will not term the corner "Hell," because (at least in Orthogonal Alignment/Morality—see *Clear Ether!* 18, A&E 17) Heaven and Hell, Angels and Devils, are far beyond the limits of the D&D universe (out of the "square" entirely, along the Neutral/Good and Neutral/Evil axes respectively), past where Gygax has labelled "Paradise" and "Hades."

Still, the popular concept of Hell's devils are sufficiently weak to use as models, so let's borrow a bit from *Black Easter* (originally *Faust Aleph-Null* by James Blish) and lodge the Demons of Law in *Dis*, which was their capital city. (For symmetry, you could put the good gods of Law in *Para-Dis*, "para" meaning "across from.")

Demons of Law, unlike those of Chaos, have a need to be commanded—or at least to "pass the buck." So while Chaotic Demons are ruled by the "stronger and smarter," and "never willingly serve anyone or anything," Lawful Demons will be hierarchical (actually, "Lowerarchical") and never want to do anything unless they can point to someone above them who ordered them to do it. Demon Princes and Princesses of Law will have more discretionary orders from their All-Lowest King. (Note: in my system, Archos rules Law/Evil and Dementia rules Chaos/Evil, but it is probably unwise to ever have them appear on stage. God-types should always work through intermediaries to maximize the feeling of potency.)

Other characteristics Lawful demons have in common: *Ultravision*; the ability to teleport accurately; *Chill* (or *cold field*) in varying degrees; and *Summon* or *Petition* other Demons of Law (varying degrees of success according to type). Note that I am deliberately paralleling

the wording in *Eldritch Wizardry*, and italicizing the differences.

*Ultravision* has the same effect as *Infravision* with one important difference: it will not detect heat and does not use infrared radiation. Therefore, Chaotic Demons (only) may remain cloaked in darkness to Lawful Demons. Since Law Demons are not heat radiating (but heat *absorbing*), they are a blotch to *Infravision*, and when they turn on their *cold field*, they effectively put up a "field of darkness" to *Infravision*, which is especially effective in the dark.

*Chill* (*cold field*) has a very slight violet glow (spillover from ultraviolet), and will be felt as a "chilling presence" in the first turn it is on. After that, note effects of freezing of liquids, metal sticking to flesh, and damage to living organisms. Rule of thumb: one point per melee turn damage if character is active—such as fighting—and dressed warm. Double damage for light dress (armor is no help) and double independently for slow movement or inactivity. Roll "critical hit" probability (depending on your convention) to check for frostbite in extremities. Damage is *not* recovered by warmth; it requires *Cure Wounds*.

*Summon* and *Petition* are equivalent to "Gate" with *summon* used for Lower (more powerful) Evil calling Higher (weaker) Evil, and *petition* for the reverse. Technically, *Summon* is 100% effective with Law Demons, so you are actually rolling for whether the Lower Demon is really calling for his flunky.

Chaotic Demons are said to "attack without question and fight until 'slain'" if less intelligent. Law Demons will do this on the basis of following orders, with more intelligent demons being able to interpret their orders more "creatively." *Law Demons are masters of deception—the artful lie*. They prefer temptation and enslavement to the Lowerarchy over slaughter, but if the soul is already theirs, they will not value life.

In my system, *all* demons, regardless of type, are simply dematerialized rather than slain, and likewise can be driven from any given *Ethereal* or *Astral* plane (Gygax and Blume are ambiguous on these points).

Unlike Chaotic Demons, Law Demons willingly serve—for a price and under orders from ultimately a Prince or Princess. But they will always try to pervert the intent of the orders, unless fulfilling the intent of the orders gains more net souls for the Lowerarchy.

All demons can flit to all other planes: astral, ethereal, whatever.

One can use the *EW* rule of a 5% chance of a Law Demon, like a Chaos Demon, appearing if a Demon's name is spoken. But, consistent with most Sword and Sorcery, if the correct pronunciation in the *Oldest Tongue* is used, raise the chance to 95%. All demons can be restrained by the proper means—but few people can figure those out. While a simple pentagram may hold a Type I or Type II, a Prince (Princess) will walk right through without a twinge. Powerful Clerical artifacts of any alignment but opposite morality (Good) will repel demons—but such would not be available to Law/Evil and Chaos/Evil summoners and invokers.





IMP

S.C. McIntosh

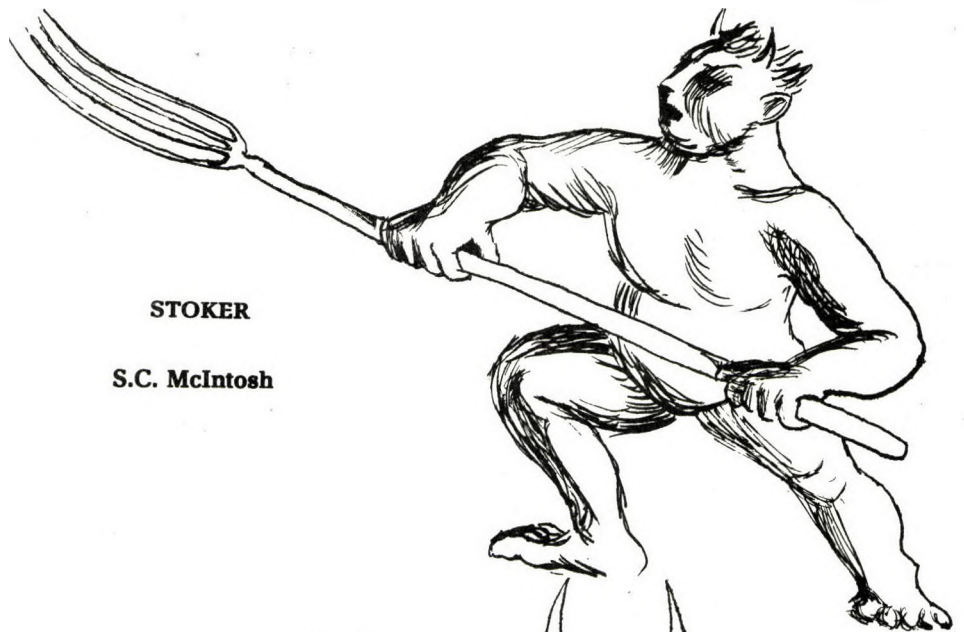
And now, one by one, the Types. I suggest you read it through the first time with *Eldritch Wizardry* open to pages 30-37 for comparison, since I will abbreviate anything which is the same for both Chaos and Law. Differences are italicized again.

**Type I (Imp)** Description: *Small, humanoid, sexless, winged, small horns, carry tridents, half human size.* Magic resistance 50%. Strength standard. Intelligence fair. Normal weapons and missiles work. *Chill* is 5' radius. One at a time, at will, they can detect invisible (*but not Chaotic Demons*), telekinese 2,000 gold piece weight (henceforth called just "Au"), *summon* another Imp (10% chance).

**Type II (Stoker [of Brimstone])** *Humanoid, tall, heavy-set, thick legs and arms, horns, no wings or tail, usually carry shovel or pitchfork. Ugliest of Law Demons, which are usually evilly beautiful, sexless.* Magic res. 55%, intelligence low-fair. *Chill* covers 15' radius. Normal missiles & weapons affect. One at a time, at will, they cause fear (as a fear wand), levitate (as MU8), detect invisible (*not Chaotic Demons*), telekinese 3,000 Au, *summon* another Type II (20% success).

**Type III (Torturer)** *Humanoid, tall, pincers instead of hands, goat-legs, large horns from shaggy heads, sexless.* Magic res. 60%. Intelligence medial for demons. Normal missiles and weapons affect. *Chill* 10' radius at will. Can perform at will, once per turn: fear, levitate (MU10), cause pyrotechnics (*more like Aurora Borealis than fireworks*), polymorph itself, telekinese 4,000 Au, *summon* Types I-III, *Petition* IV (roll for type) with 30% success.

**Type IV Tormenters** *Humanoid, goat-legs, hands are large and claw-like, stubby wings, stout and piggish, sexless.* Can only be hit by magic weapons and missiles. Magic res. 65%; intelligence high. *Chill* 10' radius. At will, one per turn: illusion, fear, levitate (MU12), detect magic, read languages, dispel magic, polymorph self, telekinese 5,000 Au, project image, use a symbol of fear or obedience (as opposed to Chaotic "discord"), and *summon* types I-IV, *petition* V-VI (roll), 60% chance.



STOKER

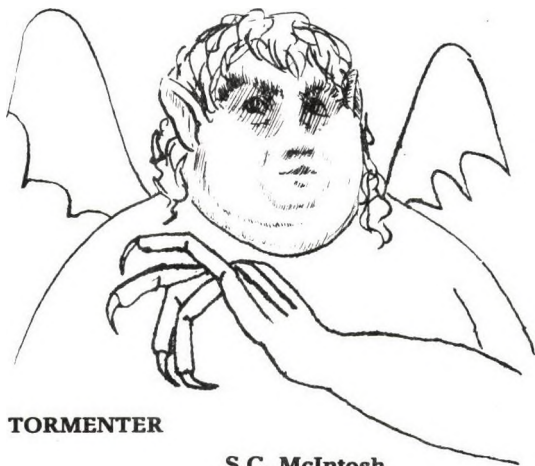
S.C. McIntosh



TORTURER

S.C. McIntosh





TORMENTER

S.C. McIntosh

**Note:** *Symbol of obedience* should always be used by Lawfuls over *symbol of discord*, which is Chaotic. They will have similar effects in the end, but work differently. *Obedience* leads to following orders *in spite of* judgment and agreeing for the "sake of the group" even when it is manifestly wrong. Disaster will arrive just as surely and swiftly as with *discord*.

**Incubi** Same as *Eldritch Wizardry Succubi*, but add that they can assume male form as well as female. Also, function of Incubi/Succubi is *not* to drain levels, although one can leave in that ability. *Succubi* seduce human males for their semen, then convert to *Incubi* and seduce human females, impregnating them. Child will be biased to Evil, though can be "cured" ultimately. *My suggestion* is to move *Incubi/Succubi* to Neutral/Evil. If you can't, use *Incubus* form as Lawful counterpart, substitute *Chill* for darkness, otherwise exactly the same. So, in *Incubus* form: handsome human male, bat-wings, fangs, small horns mostly hidden by hair. 70% Magic res., intelligence medial. *Chill* 5' radius. One at a time: ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid of same height and weight only), *summon* Type IV (70%), *Petition* Type VI (25%), or Prince/Princess (5%), but only 40% chance.

TEMPTER

S.C. McIntosh



**Type V (Tempter)** Two shapes: beautiful female human or handsome male human, aristocratic bearing and very persuasive; under stress such as combat, hideous hag or gruesome lout. *No charm spell*, but DM should make sure Tempter is a perfect salesman when persuading. 80% magic res., immune to non-magic weaponry. *Chill* at will 5' radius, levitate (MU11), read languages, detect invisible (except Chaos Demons), cause pyrotechnics (as *Aurora Borealis*), polymorph self, project image, and *Summon* Type I (30%), Type II (25%), Type III (15%), Type IV (15%), *petition* Type VI (10%), Prince/Princess (5%); 50% success.

**Type VI (Guard)** Exactly same as balrog, can be male or female in appearance, with bat wings, whip, sword, etc. 12' tall, highly intelligent, *chill* 10' radius at will. Cannot be harmed by normal weaponry and 75% magic resistant. Fear, detect magic, read magic, read languages, detect invisible objects (but not *Chaos Demons* as *Balrogs* cannot detect *Law Demons*), cause pyrotechnics (as *Aurora Borealis*, not fireworks), dispel magic, suggestion, telekinesis 6,000 Au, use a symbol of fear, *obedience*, sleep or stunning, and 70% chance of *summoning* Type III (80%) or Type IV (20%).

## DEMON PRINCES AND PRINCESSES OF LAW

There are several, as with Chaotics, in the Lawful Lowerarchy, and here are two (use Beelzebub for Orcus in rolls, and Astaroth for Demogorgon).

**Beelzebub:** "Lord of the flies" and the graves over which they hover. Note that Gyax has put most undead in the Lawful/Evil quadrant of his four-way, the rest being Neutral (ghosts may still be Chaotic but they were not mentioned in connection with Orcus)! This leaves poor Orcus with no undead to rule. Suggestion: roll alignment of undead, should it be necessary or if anyone has set up a conflict between Beelzebub and Orcus (now *that* would be a high-level campaign!).

Beelzebub is handsome, but evil, looking like the Prime Minister of Dis (goatee, perhaps) under Archos, which he is. Intelligence is highest you allow, 85% resistant to magic, can only be harmed by +3 weapons or greater. Cast continual *chill* (rather than Orcus' darkness), charm person, create illusion, fear, detect and read magic, read languages, detect invisible objects (including Chaotics lower than him, i.e., non-Princes); ESP, cause pyrotechnics (as *Aurora Borealis*, not fireworks), dispel magic, clairvoy, clairaud, cast a 12-Die *Magnetic Field* (narrow lines) which implodes and fuses the target (as opposed to lightning bolt, which is Chaotic), suggest, polymorph self, create a wall of dry ice (or frozen crystals of any substance handy) instead of fire (which is Chaotic), telekinesis 12,000 Au, animate dead (as 19th level MU), feeblemind once per day, project image, use any one of the symbols once per day (substitute *obedience* for *discord*), shape change, time stop once per day, 80% chance of *summoning* Type I-IV and 50% chance of Type V or VI. Too jealous to *petition* an equal; recognizes no other as equal. Speaks with dead as 20th level cleric.

Summon undead exactly as Orcus.

Substitute *Sceptre of Dis* for Orcus' wand, appearing as a sapphire wand with a jade head of a fly on the top. (One can put it in Artifacts section.)





BEELZEBUB

S.C. McIntosh

**Astaroth** (Also, Astarte) It is contended by some that this Demon is the consort of Archos, as Demogorgon is to Dementia, but regardless of what she does with her spare time, she is truly awesome. 18(100) Charisma worth of beauty and command, and dressed as sharp as a geometric diagram—but utterly Evil and thoroughly dominating. Her touch is paralytic (at her will) and her gaze hypnotic (10-100 of 1-3 hit dice, 5-40 of 4-6 h.d., 3-24 of 7-9 h.d., 2-12 of 10-12 h.d., 1-4 of 13+ h.d., over 15 h.d. save vs. magic). Lasts one time, 1-6 turns of residue. Also, Astaroth can gaze as a rod of beguiling, but instead of *demented insanity* (like Demogorgon), she causes *Cold Logic*, wherein the victim uses impeccable logic, but his premises are gone ("Why should I exist? kind of thing). Victim will always "reason" herself into inaction.

Touch of Astaroth will not rot as with Demogorgon, but the paralysis will leave equivalent effect of severe frostbite, and require a Cure Disease within 6 melee rounds or the part of the body is lost permanently.

Astaroth is susceptible only to +2 magic weapons or greater, and is 95% magic resistant. Powers, one at a time: continual *chill*, charm person, create illusion, fear,

ASTAROTH

S.C. McIntosh



levitate (MU16), detect magic, read magic, read languages, detect invisible objects (including Chaos Demons Type I-VI), ESP, dispel magic, clairvoy, clairaud, suggest, water breathe, polymorph self, wall of ice (note: Demogorgon, being Chaotic, should not be allowed ice, substitute fire), charm monster, telekinese 14,000 Au, feeblemind once per day, polymorph any object, shape change, time stop once per day, turn sticks to snakes, and *Summon* as Beelzebub and Orcus, with 85% chance.

**Demons' Logos** Unlike Chaotics, Law Demons have their souls already consigned to the Lowerarchy. But they are controlled by small tablets with their names embossed in the Oldest Tongue. Treat as Demons' Amulets for Chaos Demons, but remember: Law Demons will fulfil their tasks scrupulously, but always attempt to pervert the intent.

Monster Type	Number Appearing	Armor Class	Move in Inches	Hit Dice	% in Lair	Type or Amount of Treasure
Type I	(In lair, 1-6 of	0	12/18	8	5%	B
Type II	(same type roll	-2	6	9	10%	C
Type III	(under 76%, from	-4	6	10	15%	D
Type IV	(1-6 mixed on . . .	4	9/12	7(D10)	20%	E
Incubus	1	9	12/18	6	2%	I(×2)
Type V	(76%-100%, D6	7	2	7	10%	G
Type VI	(Type 1-3 if not lair	2	6/15	8(D10)	25%	F
Beelzebub	1	-6	9/18	10(D20)	75%	E,F,G
Astaroth	1	-8	15	10(D20)	75%	B,H,I(×3)

### NOTE TO TIM KASK:

Rumor has it that you are going to ask why I don't submit to *The Dragon* somewhere else in this disty. If so, you are free to reprint this contribution, and even use the type and illustrations, on the following, very reasonable,

conditions: pay standard rates to me and Sandy McIntosh for my words and her art, and credit A&E with first printing (and, I assume, get Lee Gold's approval). Same deal for my *Orthogonal Alignment/Morality* section in *Clear Ether!* 18.  
—SEK3



# KEN'S CHARACTER CORNER #12

A bit of ego-boo by:  
Ken Pick

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Monrovia, CA 91016

As the number of this 'zine indicates, I have appeared in these pages for an entire year. 'Twas in March of '76 that I first saw myself in Print at DunDraCon I. At the time, I was running eight characters of 1st-through-4th-level and had no intention of becoming a DM. How things have changed. . . . Okay, that's the out-and-out ego-boo; now for the 'zine itself.

## MORE NEWS FROM T-TOWN AND THE CLOISTER

The seige of Olympus Castle has been broken almost before it started. The demigods used a device called a "boom tube" to bring their army (of permanently hasted 5th-levels) over in a simultaneous surprise attack from all sides. The Chaotic army was defeated with heavy casualties on both sides. The Chaotic commander (identified as Gothmog, Second of the Nine) escaped, as did most of his high-ranking subordinates. Some Melnibonean archers surrendered, but the rest of Gothmog's army was wiped out, though the 300 Uruk-hai and the Special Attack Squads of Olog-hai and Gliths put up a good resistance. Olympus Castle itself received only minor damage.

Quizzic's intrigue against The Institute has run into a problem. The new Lord of the Shey Clan there, the one whom Quizzic is attempting to overthrow, has been found via Communing to be a doppleganging Lesser Demon. The real Shey-lord is being held at an unknown location in the Desert of Kronal.

The old Apokolips stronghold is being rebuilt by a group called the Dark Brotherhood. No further details can be confirmed.

For the second time in history, Temporalana's defenses have activated spontaneously.

At the Cloister, little has been happening. Caselle is pregnant again, her Iron Golem has been delivered, and she is currently engaged in research. The Fireball-proofing is completed and corner tower sites are being surveyed. A sanitation system and basement Fireball shelters have also been installed.

Other than that, nothing much has happened. No one has gone Dungeoning for several game months. (This is because of my schoolwork swamping me; I'll remedy that over my Quarter Break--KP). The only action has been from the local wandering monsters (or will be, as soon as I can get Wayne & I in the same place long enough--KP).

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## COMMENTS

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AND MIT IS RUN BY ELACOW, ETC.: I know dragon subdual isn't that easy--normally. Wayne in particular is famous for running the most lethal auld worms I've ever come across. That incident was one of the easiest subduals. / Your monster ecological niches are a good point, but we figure such types as Magic Absorbers and Beholders to be special creations--either divine jokes or the magical equivalent of synthetic life. For instance, I can see a Beholder as sort of a magically created living weapon. / Re: Wizard vs. Armored division scenario. First, a low-level Fireball by my tables is equal to a 60mm mortar shell. Second, the original scenario called for the tanks to roll onto the wizard's land. In this case, I would assume the wizard would know his home turf well enough to lessen the chance of blowing a Teleport. As for D-door, I am assuming a hit-and-run attack with an offensive spell such as Fireball (24")



range). Fireball range plus D-door range is 60" (600 yds.), at which distance small arms are not too accurate against a single man-sized target. The mage would be at 24" range only long enough to fire his spell and D-door again--not along time under any system. Plus, he would probably try to camouflage himself beforehand with an Elven Cloak, Robe of Blending, or a Polymorph Self. Or he could choose a strategy of passive harassment--set magical minefields in the enemy's path, send Invisible Stalkers in from well away, etc. I know you're going to immediately find counter-arguments for all these, so I guess I've wasted half a stencil. It seems the only way to prove either of our points to the other is to actually fight a Sturmgeschutz and Sorcery scenario using mutually acceptable rules, and I can't see any opportunity for that in the foreseeable future. Sigh. / Your comment on an unnamed gross oriental weapon I assume to be on the nunchaku. Wayne Shaw was my source on nunchakus; If you must bitch about them, bitch to him.

MARGARET GEMIGIANI: Your comments to me read like gibberish. The only one I could partly understand was about Aarons I & II. That one, I'll answer as I see it. The Aarons will work with magic-users. However, they (1) will do so only when absolutely necessary, (2) will do so only unwillingly, and (3) will NOT trust the mage ONE BIT. They have little bigotry against magic items usable by Clerics.

LEW WOLKOFF: While I have nothing against a Carolingian Monk, the BLACKMOOR rules do sound more Shaolin than European. Open Hand Combat, yoga-style simulate death, aikido-like dodging abilities and Armor Class--all these sound more oriental than occidental. Opinion around all the groups I've played in is that Gygax based them on Kwai Chang Caine more than on Friar Tuck. Under our rules, your Monk's Q-staff is slightly more effective than a Bo Stick. Come to think of it, an Occidental BLACKMOOR monk would be common, given the magical atmosphere and cultural diffusion of most D&D worlds.

ON TANKS: The situation of Paladin with +5 armor and Vorpal Blade vs. Tiger Tank is meaningless. I consider tanks as self-propelled fortresses, with Structural Hit Points, affected only by those things that can blow away a castle wall or tower.

ON MAGIC INFLATION: If gross magic is a problem to your monsters, don't make them able to be hit only by grosser magic. Make them invulnerable to magic a la Death Demons. Bring back the old cold steel! Surprise the "I've got magic everything" crowd! Actually, natural selection in a magic-rich environment would seem to develop just such a survival characteristic.

Robot, Rat, and Copt, that was a long batch of comments. Excuse the typos--as you can see, I'm back on my old Underwood manual and suffering from Electric Typewriter Withdrawal. Bad grammar and awkward phrasing is due to composing on the stencil itself.

Worse news to come. All you Samurai fans out there are going to have to wait another month. Due to several reasons, I wasn't able to start on this until just before deadline. For instance, it is now March 6th, and my calendar has informed me that (a) today the Rammas was breached and the Pelennor overrun, (b) there is a one-week discrepancy between it and the trilogy calendar, and (c) deadline is in three days. So, I'll just do Samurai next month. My sourcebooks should be back in the library by then, and Glenn will have another month to prepare his counter-argument of "grossity". Sayonara.

PS TO GREGG HOWARD: I haven't heard a word from you for over a month. What's happening in Phoenix? I'm beginning to wonder if something happened to you.

PARTING SHOT: Just read some of my comments above. Grk, do I sound like an SOB. Until next month--

K.A.



## THE FOIBLE STRIKES AGAIN!!!

The Foible? Don Rollins  
phone (714)870-7097  
600 Langsdorf Dr. #c-22  
- Fullerton Ca. 92631

We Well as many always seem to say first things first and the first and the first thing to do is to apologise for the first two lines as the typewriter has seem to have gone crazy. The second is to do something I didn't finish last time. So before you can all yell at me;

### THE EMPATH

Last issue I gave a very skety outline of a character class this issue I intend to clarify it.

1) Forevery 2 hits an empath heals it takes 1 meaning when a empath cures 8 pips and can only take 4 s.(he) will be unconscious for 2d6 turns and have a 20% chance to die.

2) An empath's prime rec is constitution, it needs a 15 or better

3) Empaths will only lift weapons against Demons and Undead.

4) Empaths care more for other people than themselves so they would not think twice about risking their life for a friend

5) Sentient beings will not willfully harm an Empath rather they would try to cart off with her/him.

6) Empaths don't like killing but will look the other way during a battle, they will not however stand for killing helpless enemy, and will go as far as to heal a wounded enemy

7) If an empath dies reviving someone there is no resurrection

8) Empath's experience is gained only by curing at 100 ep per pip

9) Lastly because of all this an empath's charisma is effectively double (rule no 8 is quite optional but if used only applies during dungeon or wilderness expeditions)

### THERE GAK ALL FINISHED

Now I can go on, if any of you have problems swallowing this character fine, but if you play one you will find it may have a very short game life due to one reason or another. The limits listed above are suggestion rules true not all people with empathic ability will act this way but as a character class they do. I will have you all know now that I enjoy constructive criticism though I may argue with you (nothing serious of course) and I ADHERE DESTUCTIVE CRITICISM. If you can't say something nice be prepared to face a whole slew of Invisible stalkers, undead, demons, and anything else I can think of including ignoring anything you have to say.

There now that that's taken care of time for comments.

Jim Thomas - The only problems with your expert, as I see it is 1 if he stayed with a weapon say sword he would get terribly visous fast without costing anymore than a fighter, you need a tanstaffel effect. Also why the thief ability? Otherwise it seems fine and saves me the trouble.

Larry Stehle - Have you seen the new Cal Tech critical hit table it's actually very good.



## The Foible/DonRollins

Wayne Shaw-Definately approve of your ninja.

John Sullivan- Clerics you should HAVE a third type cleric lets call it the original d&d cleric. Demond fightres I think maybe should be a bit more expensive when you get to high level. But I definately approve and will have to get one. Steve Perrin- With the new ep I may actually accept the class, meaning not bad.

Chris Pettus- Nice monsters I'm going to have to start expanding my lists. If your going to have gross magic don't underestamate a phaser it seems to me you wattered it down.

THATS ALL FOR NOW FOLKS

ow for yet another new character class.

### The Spytracker

Spytracker is actually a misnomer he is actually a Assassin Hunter/ Spytracker/ Thief Hunter, in that order. The spytracker

comes in two varities, laful and neutral, the latter being reffered to as Bountyhunter, he will usually not go out after anyone unless there is a reward out on them. Whereas the laful haif just likes catching them in the act (preferibly before the assasination) though just because he knows your an assassin does not mean he will haul you in, he has to catch you using poison or some other illegal act.

Spytrackers start with a certian ammoubt of abilities which increase and get mire numerous.

At 1st level:

20% Detect Assasin (-2% pre level assasin)

20% Tracking ability (check daily outdoors, hourly indoors)

20% Avoiding the assasin kill chart

20% chance of detecting poison or if someone has been poisoned

At 1st level spytrackers may brew a 1die per level poison antidote ( non cumilative i.e. you can't drink more thsn one potion to revive hits lost by, say, poison gas)

At each level the above %ages go up 5%.

2ond level, spytrackers recieve a +1+1 vs. assasins

3rd, +1 save poison

4th, 20% detect traps spys

5th, +1+1 vs. assasins achieve (addition to previous)

6th, +1 save poison

7th, +20% detect traps

8th, +1+1 vs. assasins spys theivs

9th, 2-12 followers

Bountyhunters do not recieve followers

Spytrackers get 2x ep for assasins & spys.



## Spytrackers. Cont.

Level	cost.	name
1	0	Pledge
2	2,500	Nebphyte
3	5,000	Active
4	10,000	Hero
5	20,000	Scout
6	40,000	Hunter
7	80,000	Tracker
8	160,000	Eagle Scout
9	300,000	Pledge Master
10	140,000	per level

Spytrackers originated in a not so well known monk convent, which was taken over by a group of specialized fighters totally opposed to assassins. There they trained many fit and good looking young men for the sole purpose of tracking down assassins and rendering them inoperative. Soon there trade spread and assasining began to look twice before assasinating

Though there are never as many spytrackers as assassins due to the strict picking of those eligable, you must have at least the following requisites; St/13 Iq/10 Wi/10 Con/15 Dex/13 and charisma 10. Spytrackers take an 8 sided die for the first 9 levels then add 3 pips per level thereafter. They also advance like fighters. When spytrackers get into hand to hand combat (no weapons) with humanoid types no less than 1/2 the spytrackers height and no greater than 2x his height he can render his opponent harmless (stunned) on the ground for a D6 -2 melee turns ( as I play thats 0-40 seconds ), the height restriction is removed after 4th level. This is due to the small ammount of marshall arts training spytrackers have it is also an optional advantage ( incidently you do have to hit the person to do such ). Spytrackers would rather avoid killing assassins if they could as that would put them on the same level as the assassin, bounty hunters could care less as they are spytrackers fallen to neutrality. Bounty hunters do not follow the lawful almost paladinic actions of a spytracker ( hence no followers ). Any pledgemaster may teach his followers the arts of a 1st level spytracker, though they may not advance as such unless they are 1st level, unless they have the prerequisites. When a spytracker (lawful) reaches pledge master, 9th, they gain 2-12 followers as below

01-20% magic user
21-35% fighter
36-50% cleric
51-60% paladin
61-70% demon ftr.
71-75% ranger
76-80% spytracker
81-85% Monk/ samuri
86-90% bard
91-00% other lawful human

## Level of followers

01-40%	1st 2nd
41-70%	2nd 3rd
71-85%	3rd 4th
86-95%	4th 5th
96-00%	5th 6th

Followers once killed cannot be replaced.

Each follower has a 10% chance per level of having his/her own magic item, rolled randomly



Monsters:

Demon of the Night, N.A. 1 Alin. N Hit Dice, 10 Ac. 0  
need magic (or blessed blade ) to hit.

Touch Save vs. Parilization

Gaze save vs. Death

Damage 2d8 + weapon

In addition he has the ability to teleport, create wall of fire, create 10' Demon darkness, and the ability to gate in 1-8 demons of the dark per turn (50% ch.). This demon fights like a 10th level ftr. in all respects. He usually wields a Chaotic sword that will flame in his hands only. He will usually be with 2-16 demons of the dark (bodyguards).

This fearsome demon is clad in a large flowing red robe (bright red), his face is not disernable (it looks as if a continual darkness has been thrown on it). If run in to he will demand tribute, if not given he will have his minions kill you. If by some chance he is killed he will simply vanish along with any minions that might be left. He is very intelligent and does not relish the idea of being killed.

Demons of the night N.A. 2-16 Hit die 4 Ac. 4 Ali. C  
Ability to breath 2d6 fire or acid, 2 claw 1-4 1 bite 1-3

These demons look much like ghouls except there skin is a jet black, making them very hard to see in dark rooms they are not very intelligent and will do whatever there master tells them (the demon of the night), note they can be found without there master.

Spells for sale by Gandalf the White.

Multi-fire dart, 4th level: Somewhat like a fireball that can be split into as many 'magic missiles' as the M.U. has levels. These can be divided into as many 'groups' as the M.U. wants: i.e. a 7th level M.U. has 7 dice of fire darts he can 1) throw 7 1die darts, 1 7die fire dart, or any combination thereof (such as 2@3die and 1@1die etc.). The M.U. need not throw them at one time either he may throw a 3dice one, on the first melee turn and a 4dice one the next. Though the M.U. may not throw magic inbetween the two (or more) ~~turns~~ Darts. There is an archery requirement to hit, treat as ac. 9 with to hit bouneses for dexterity. This spell is being sold for 3,200 gold and is not resaleable. Fire dart does get a magic save, though if made still takes half damage.

Multi Ltg. Bolt, Same as ~~fire~~ above only use ltg. Incidentally these wepons may be fired at more than one person (target) per turn. This spell also goes for 3,200

Magic trap, 4th level: This spell is like a magic mouth that releases a spell rather than a massage (he, he). this spell also goes for 3,200.

Delayed magic trap, same as magic trap except it can be delayed for N ammount of turns. this spell goes for 12,800 and is 7th level.

None of the above spells are resaleable signed Gandalf.



**Magic:**

The magic swords of Darkhold. These swords are very powerfull and should be ranked up there with vorpal blades and holy swords, (i.e. not given out every day) there are eight swords in all two ruby, two saphire, two emerald, a daiomond & a black onyx.

All the swords are +5, the ruby, saphire, and the emerald are alignmentless, the diamond lawfull, and the onyx caotic.

The ruby swords repel all magic (like a holy sword) up to 5th level, higher than that they have no effect.

The saphire swords repel all clerical spells up to 5th level.

The emerald swords raise your armour class by 5, and does 5DB when it hits.

The diamond & onyx blades have the properties of all three

No lawful can handle the black blade, and no caotic the white.

If the diamond or onyx blade is broken then the people who posess a collered blade will imadiatly change alignment to that of the surviving blade, no save.

Any of these blades are easily ~~distinguishable~~ distinguishable, by the fact that they are simply one large jewel that weighs no more than a regular sword.

**Armour types & costs**

Type armour raise in ac costgp

Leather shirt	1	10 7	This is pretty clear cut, for numbers before the slash it's against archery, after against.
Ring shirt	1/2	10	
Mail shirt	2	15	
Scale shirt	2/1	10	This is my way of running armour mainly it's for people who feel confined by the basic armour.
Brest plate	1	7	
L. Brest plate	1 1/2	10	
Leather	2	15	H. Plate is very hard to get around in and is not normally used on dungeon expeditions.
Ring	3/5	30	
Mail	4	30	
Scale	5/3	30	
Plate	7	50	
H. Plate	8	60	
arm helm	1/2	5	
helm	0	3	
Shield	1	10	
L. Sheild	1 1/2	15	

Well that seems to be all from my collum so If Lee wants any room she can have it. So until next issue,  
TOUCHEE FROM THE FOIBLE.





