

Alarums & Excursions

T O O
22
a o R



A FEW WORDS 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. Type 7" horizontally, lines 5-64 vertically.
 - b. Print it yourself. Copy count is 350. Send it to Lee Gold. If you mimeoed it, send the 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, stenciling, and printing. Typing automatically includes improving spelling and grammar (and may include a few new typos). It may also include editorial comments set in italics and signed LG. Those who want their deathless prose left intact should type it themselves.

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4+-- postage and A&E are both free.
 - b. Non-contributors: postage plus
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 - 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
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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

LAST BUT NOT LEAST, there is
TROLLCRUSHER, The British D&D apa, run by Bryan Ansell of
15 Furlong Ave., Arnold, Nottingham, England. Send a sum of
money and Bryan will subtract 1 pence (about 2¢) per page plus
postage. Trollcrushers come out monthly; the last one was about 50
pages. Contributions should be submitted on 4-hole stencils to
Bryan; typed contributions to Steve Fitzwater, 16 Maple Drive, Gedling,
Nottingham, England. No charge for contributing. Free issues if you
send stencils or printed contributions.

DEADLINE FOR NEXT ISSUE: Tuesday, June 14th...or 160 pages, whichever comes first, probably the latter. #22 was closed out Saturday, May 14th, four days before the deadline date. BACK ISSUES: #1-11 are available in reprint. #12 should be available in reprint next month.

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CONVENTIONS OF NOTE

- June 17-19, GLASC II, Northridge, CA; contact Jim Blancer, 19536 Minnehaha, Northridge, CA 91326. Lots of D&Ding.
- July 15-17, CINCICON VII, for info, contact BOARDWALK HOBBY SHOP, 1032 Delta Ave., Cincinnati, Ohio, 45208.
- July 23-25, ORIGINS III, contact SPI, Inc. 44 E. 23rd St., NY, NY 10010

TANTIVY

by Lee Gold, 2471 Oak St, Santa Monica, CA 90405 (213) 450-2278

KATZ: How do you communicate information on magic items? Well, I've started an analyst shop (90% right) which charges 1000 GP or 10% value of the item for an analysis (whichever is higher). Or you can just let the character get a rough idea by seeing how the thing behaves in practice (but that's hard to do with people who keep transferring dungeons, unless you also give them an envelope to take to other DMs). Or sometimes if the character's behaved well he might run into a high level mage who'd tell him what the thing he's wearing does.

Cary: Mightn't pacifists strike to subdue (instead of needing a KO table)? My new cleric is thinking of it. She's a Neutral Priestess of Mercury--and of course also a Merchant Thief. (I'll write up the profession some time.) She figures that selling someone as a "slave" (in the old time system under which a slave could buy himself out with the profits from the business enterprises he engaged in in his spare time) is far more moral than killing him...and might even end up converting him to neutrality.

We had several fine pieces of fiction/write up last time. Most notably Kay's, Jim Bolton's and McCasland's. Michael, I showed that Wodehouse parody of yours to Ted Johnstone and he pronounced it a Plum delightful.

Pickens: I write Clerical Scrolls in Holy, Unholy or Druid. (Holy is the archaic form of Lawful, Unholy of Chaotic, Druid of Neutral).

Easterbrook: Thanks for the Gygax info on a D&D revision.// Your damage allocation system seems more sensible than Blackmoor, but I sort of prefer a system that would take aim into account a little.

Grain: nice door table.

Pick: during part of Japanese feudal times, commoners in a city who belonged to an otokodate (manly society) were tacitly permitted the use of one sword.

Jim Thomas: love the way your Master Thief introduced himself.

Pettus: POTIONS

<u>Texture/Form</u>		<u>A (Container)</u>
1-70	Liquid (20% bubbly) - cf A	1. Transparent glass
71-80	Thick Gas - cf A	2. Black glass
81-90	pills - cf A	3. Translucent cut crystal
91-00	Goopy paste (in squeeze tube)	4. Green crystal
<u>Color</u>		5. Steel (painted: cf color)
1. Transparent/white	5. yellow	6. Lead -(painted, cf. Color)
2. black	6. pink	7. Copper
3. red	7. blue	8. Gourd - painted - cf color
4. green	8. silver	9. Mother of pearl
		10. Wood - painted, see color

Smell: alcoholic; bitter; sweet; salty; menthol; lemony; roses; none

Well hello again! I just recieved a&e 20, and am now going to * write for my next foible.

If any of you missed it, (which I have a felling most of you did) I did have a (meaning 1) page contributed. Maybe you missed it because of the size, the fact that the head didn't come out, or the fact it was right behind Glen Blakow's 1st article (hint; hint, that's where it is peoples). In any case it has not much to say, just some babblings about a new charicter class that should be controversial, you know the same new stuff. I now need to make one clairification on A&E 19, my roommate (also co-creator of the class spytraker, and who would rather not remain ~~aninonous~~ anonymous, but will anyway) pointed out to me one flaw, I will clear that up now, YES spytakers can be female. There are you happy now Mike Macomber!

Comment time!!

McGregor: I had always considered that the Doublet was included in the price of the armour, I think I may change that. If you look in the last issue last page you'll find my armour values. I agree armour should cost more than in ~~normal~~ ~~full~~ book one, for my personal world the prices are jacked to a more reasonable price, I may start considering workmanship now.

Scince Febuary second as a "experiment" I began running a closed universe, I have as of now run it 12 times, one person has run in it a total of 8 times and is dangerously close to getting a fifth level mage. There are as magic items distributed, 10 +1,+1 arrows, one set bracers of defende, and a +1 sword that can throw a phantazm once a day. As you can see for over two dozen charicters, dat aint much. Yet even though I give out little magic in this world I have as of now had no complaints of being scrimpy, because when in my world you run people not paper. But that is my world, it is closed because it cannot accept " Heavy magic ", that is my perogitive, as a D&D er there are only one thing that really bothers me, that is people who run slips of paper. Because of my nature I canna say you can't play (if there is a spot open, I also refuse to run a player party of over 5!) so I end up actually burrying myself, that is not much the point though. The actual point is, any D&D er has no right to complain of bad DMing, bad DMing is only a ~~wy~~ way for players to vent their aggressions on the DM. If someone DM's a way you don't like you can avoid his world, the decision is up to you as a player to accept his way, not hi~~e~~ your's. As a DM remember you always have the right to "suggest" the charicter is to much so you have a vent as well, over "bad DM's". If a DM asks advice of another fine, but ramming each others philosipy down your throats doesnt help anyone, this is supposed to be a productive mag remember. What over all is necesary to remember is that there is no right or wrong to D&D, and those who claim there is are themselves wrong.

And now back to our regularly schedualled comments.

Jim Eckman: I have a time systym for mages, and up til now I had never even thought of having one for clerics. I shall definatly incop-erate it.

Clear Eather: Definatly like the law Demons, the two Demons(I should mention) are Evil/Neutral and Evil/Chaotic respectivly.

That was from last ish, last collum.

Wayne Shaw. I draw attention to anyone who missed your collum last time. They had better get it, those reincarnations are excellent.

Thats all on comments now!

Spells to be sold by gandalf the white

Firstly, an apology from Gandalf. One day Gandalf was strolling allong with a wizard friend of his named Arlan of Pentathon, while on this stroll Gandalf was muttering something about protecting his castile. Arlan picked up his thoughts and suggested that Gandalf research a spell that would work like a Magic Trap.

Gandalf thinking it a great idea did so, and while he was at it, he decided to make it really sticky for armies too and reached a Delayed Magic Trap. Well Gandalf thought this such a great spell that he decided that other Good magi users should have it as well. Hence it was published in A&E, once arlan recived his copy of it, he noticed Gandalf's collum an quickly pointed out that someone elce had already researched those spells. This upset Gandalf to no extent as he not wish to be labled a theif, so he quickly came to the conclusion that he should send this apology a guaranty that 50% of all profits to be sent to Charlie Luce (3,200 so far)

Now for new spells

20nd, Black&White, a spell when cast takes a picture through the MU's eyes and after 1 turn(prosesing) it willa appear in the MU's hand as a picture on a 8 1/2 by 11 piece of parchment.

3rd, Same as black&white except it's in coulor.

6th, Projector, For this one the MU needs a box that is missing one side, for the next 10 turns (each turn being a minute) the box will take a continuios picture out of the ~~box~~ open end. Upon casting the spell again he can take another 10 minutes or call for a replay. If the box is destroyed so is the recording.

4th, Edit, this spell allows the MU to edit 10 minutes of a projector.

4th, to the multi-dart spells add, acid, ice, and lazer.

5th, muti-multi-dart, allows MU to throw any combonation of dart spells he has in his arsonal. i.e. he can throw 3acid 2 fire and 6 lightning if the MU is 11th level, but only if he has reacher-ed or purchased those spells.

Spells from Gandalf the White, next new monsters!

New Monsters,How fun!

The Shlishii:Alignment: Caotic Hit Die: Variable Number Appearing: 2-20.

These creatures are very inteligent and will not attack unless they belive they have every advantage going.They are sneaky and dangerous, often trying to trick the party into doing what they want.They are roughly 6' Tall ang are tenakled,(they can swing up to 4 wepons at a time) they are a rather purplish coulor having a very bad smell about them. Their natural A.C. is8 though they can wear armour,they don't however use magic. One more thing they speak common with a Lisssp.

The Foible Repose

New monsters!

Density changers, Alignment: N Hit Die: 4 (I have some kind of infatuation with this number) Number Appearing: 2-12

	MODE	Blws/trn	Move	A.C.	Dmg
4 feet high, and look rather humanoid. The main differences being that they are huskier, have rather mean looking claws and are green-brown so they can hide in their native forrest fairly easily. Their main advantage is that they can change their density to suit themselves. The density changer can shift one level per melee turn. Treasure is class c.	V. Light	3	*24"	9/6	1-2
	Light	3	18"	7	1-4
	Normal	2	12"	5	1-6
	Heavy	1	6"	3	1-10
	V. Heavy	1	3"	1	2-12

*Almost equivalent to flying will never take damage from falling, the ac is 6 because of erratic movement. If in melee or surprised the ac is 9.

The Trillibite; Alignment: none Hit die: 1 Number appearing: 4-40
The Trillibite is about 6 feet long and looks like a cross between a horseshoe crab and a brine shrimp. It is only found near large amounts of water as it is still somewhat a fish. These Trillibites have a bone type jaw structure that when hits does 1-6, and if it knocks the character (DM's option) it can run over him with his 20 legs (nails actually) doing 1 pip per hit. Trillibites are unintelligent and attack only when they think (feel) there's food. Trillibites cannot be slept, and there will usually be a treasure 75% of 10-40 gems.

Ice Hounds, Alignment: Evil Hit Dice: 2D4 of D3 Number Appearing, 2-8 of which at least two will be 6D8 or better. These dogs look much like large white alaskan huskies, but they are much worse, when they get within 10' of their intended victim they will breathe a heavy frost that does a D3 per dice of the dog. And when they bite look out it's 1D6 + if you don't save vs. poison or death you lose 1 life level. These creatures are semi-intelligent, no more than a normal dog, and they usually belong to somebody. They are either guarding a treasure (Ref's choice) 25% of the time or are wandering around 50% of the time or are with their master 25% of the time. They will almost always have some sort of valuable gems on their collar.

Well that's all for monsters
now for something completely different

The Shape Changer

The shape changer is a person who has the ability to change herself into various animal forms dependant on her experience as a shape changer. Her (I say her because most shape changers are female) change is not the equivalent of a where, i.e. she can still be hit by normal weaponry. When in her transformed shape she takes on the abilities of that animal, hearing, smelling natural weapons/abilities etc. even the hits ~~easy-ones~~ can change. The shape changer however may not change if she's wearing any more armour than robes. Shapechangers advance like rangers though they only get 1 die at first level, they use D6, and their prime rec is intelligence and wisdom. For exp. bonuses treat these as two points lower.

The Foible

Continue Shape Changers

Level	Change	Abilities
1	House Cat /	Hear 1-6, Semi-infravision, Move 15" A.C. 3 Hit Die: 1D6 Attacks: None
2	Med. Size Cat//	Hear 1-4, Semi-infravision, Move 18" A.C. 5.5
	Bobcat, Ocelot//	Hit die: 2D6 Attacks: 2claw @ 1 Bite @ 1-3
4	Large Cat /	Hear 1-4, Semi-infravision, Move 18" A.C. 5
	Panther, Cougar/	Hit die: 4D6 Attk: 2claw @ 1-2 Bite 1-6
46	Very Lg. Cat /	Hit die: 6D6 Attk: 2claw 1-4 Bite 1-8
	Lion Tiger /	Hear 1-4, semi-infravision, Move 18" A.C. 5
3	Sm. Bird /	Hear 1-2, Move 1"/18" A.C. 9/3 Atks. None
	Dove, Crow /	Hit Die 1D6
5	Med. Bird /	Hear 1-2 Move 1"/21" A.C. 9/3 Hit Die:
	Hawk, Falcon /	2D6 Atks. 2claw 1-3
8	Large Bird /	Hear 1-2 Move 2"/24" A.C. 8/4
	Eagle, Condor/	Hit Die: 3D6 Atks. 2claw 1-4 Beak 1-6
7	Mamal, wolf or smaller/	variable, no greater than 4D6
9	Fish/	Variable, no greater than 5D6
10	Mamal, large horse or smaller/	variable, 8D6 or smaller
11	Reptile/	Variable, 6D6.

That should be enough on that for awhile.

Note that if a shape changer changes they reroll their hits, and subtract the ones that they have already taken. Though they don't go below 1 pip. Shape changers may change once per day per level they have attained (though they may always change back to human form). Shape Changers get 1D6 up to 9th level then 1pip per level thereafter, and can use any magic a fighter can use.

Now for some lovely magic!!

Light sabre: Something like the thing from star wars. It's treats all non dexterity based armour as armour class 9. It also gives 4D6 when it hits. A fully charged sword is worth 100 hits before it burns out. You do not get any strength bonuses, though you do get dexterity bonuses.

Rings of Fire, Linga, Acid, etc. : These rings when worn by a magic users, have the ability to throw one of the spells it represents, 10dice. It also adds one to the damage per die that the mage can do with that spell.

Well folks it looks like I've finally run out of things to say so until next issue, so long!!

I WAS A LEVEL NINE MAGIC USER FOR THE F.B.I.

Low 1:00
660 t. 703
Harri , 1712

March 18-20 was PrinceCon II. About thirty people showed up this time; mostly locals and from the New York area. Lee Burwaser and I were probably the farthest travellers. Instead of a variant on the "Superdungeon" they had last year, this year's con had a set of playtested scenarios--mostly with fairly high level characters. There was supposed to be some sort of scoring system, awards for the best players and all that, but it didn't seem to have worked out. There were some prizes, though. Greg Costikyan got two; Silliest Dungeon and Overkill (used Hold, Telekinesis, and Full Finger of Death to kill a squirrel). The scenarios were pretty varied. Friday night I was part of a middle level party out to end a massive Timestop spell. We wasted a lot of time investigating a room the DM had made too elaborate. Then the L-12 m.u. Polied our lowest level fighter (who, I admit, we'd treated as somewhat expendable) into a gold dragon. He used his new position to force my character, an L-7 Paladin, to promise him protection and an extra share of loot after the spell was removed. We never did find the Timestop. On Saturday Bob Stribula, a friend of mine, went out as part of the "Magnificent Seven," seven L-7 characters go down to the seventh level. There were also two separate descents down to a mysterious library. Saturday morning I went out on what must have been the toughest of the bunch. Both to play and to DM. A band of high level Lawfuls and a band of high level Chaotics moving out from different directions to try and capture a powerful artifact from a group of high level Neutrals. Each group had several player characters, a large number of nonplayer followers, and its own DM. This meant the DMs had to run back and forth between the rooms various groups were in any time an encounter took place between groups. For example, at one point, the Chaotics (I was a L-17 Evil High Priest) ran into the Neutral Fighter. His player was brought into the room. (The Neutrals had been considerate enough to split up, giving the other two a better chance.) The DM took each of us aside one at a time to ask our actions during a given round. Finally, I Full Fingered Deathed him. When we got to the Neutral stronghold, our Wizard put a Death Symbol on the floor. I didn't expect anything; there were sure to be other exits. There was at least one, but, when the Lawfuls got to it (as we found out later), they suspect us of boobytrapping it. So they came around to our entrance. We got a L-15 dwarf, a hill giant and a lammasu. (No, I don't know how the dwarf got that high.) The main encounter took a couple hours of realtime to play and cost the Chaotics most of their followers and spell points. We misread the opposition, missing a magic sword and mistaking a Ranger and a Paladin for one another. That Ranger was their toughest character with over 90 h.p., and a magic, flesh regen sword. He finally got laid low by continued attack by a set of snakes created from sticks carried in by one of my High Priest's followers. (Never underestimate the low level spells!) We won by virtue of having wiped out all the opposition, even though the artifact hadn't been found, because (a) there was nothing left to fight, and (b) after eight hours we were TIREd. Sunday night I ran Trebleth through Steve Tihor's world. He used a dose of flight potion and two charges from the lightening bolt wand he brought out of Martin Favorite's dungeon

at Koskone, but at game's end he had Permanent Wizard Eye cast on him by a L-25 (I think) nonplayer character.

Magic, MU and Clerical, in those Princeton scenarios was by the Mahler system. Total spell points equal the value of the prime requisit. As a character rises in level, the point cost of various level spell goes down. I didn't get a chance to run as an MU, but as a L-17 Cleric, it cost me no more to throw Cause Light Wounds or Finger of Death (one point). This seems a bit unreal.

Another thought. Several times I've heard or read that a Chaotic Cleric is only going to be able to Cause--not Cure--Light Wounds. Now this I don't understand. There's no lawful altruism involved. He/she is going to want to Cure his/her own wounds, if nobody else's. Yes, there are going to be two different spells here, but why not let ANY cleric have both?

A few issues back somebody suggested Vampires as a character class. It sort of got shott down. But the issue before, I think, Dhampires were introduced as a wandering monster. Why not combine them?

Dhampirs are humans whose mother survived a vampire attack during pregnancy and who were properly Plessed at Birth. They are mainly fighters, acting as Paladins (they are very Lawful) in terms of treasure kept. Their purpose is to Destroy Undead, and, if they act Chaotically, they suffer Permanent Death. By virtue of their prenatal attack and the clerical rituals performed on them, they have powers much like a Vampire.

Dhampirs can be hit only by silver or magic, and killed only by silver. Brought to zero h.p. by a magical weapon, they are transformed to mist for 48 hours. They can change themselves into an eagle (AC 7; 3 HD; 15"; two D4 attacks/round) 3 times/day/level. They regenerate their level/3 h.p. per round (round up), and they can Charm on eye contact as a Vampire, but will do so only as a last resort. Undead react to a Dhampir as if he/she were a Cleric two levels higher, but they are Held rather than turned. A Dhampir moves silently as a Hobbit thief; hides in shadow as an Elven thief; and hears noise as a Hobbit thief.

In a Dhampir's hand, any sword becomes +2 versus undead. Also, at the DM's discretion, they can read clerical scrolls or use clerical magic items. They handle weapons, armor, and saves as the human fighters that they basically are. To be a Dhampir, one needs a 13 or better in all characteristics.

lev.	e.p.	lev.	e.p.
1	0	5	30K
2	3.5K	6	60K
3	7K	7	120K
4	15K	8	250K

above: 150K/level

GOLLATION COMMENTS # 19

ROBERT CLIFFORD: I like the idea of percentage points for proper or improper behavior/ contribution to or damage to the party. I assume the players all start at 100. Do you give different points based on alignment, i.e. Lawfuls get more points for hurting, less for helping since the latter is expected. // I agree that MUs do tend to function as heavy artillery, but limit by limiting low levels

to one spell per day, you get a character who hoards that spell-- maybe not using it at all--or one who wastes it at the first opportunity. A nonspelling MJ, which you get in either case, is a very bad AND ill-equipped (leather armor and daggers, at best) fighter and a burden on the party. Maybe two or three spells/day? //If plate restricts the wearer to the extent that no missile weapons can be used, how does it allow the various moves involved in hand to hand? //I like your spell using system, but where do you put spells like Haste or Fly, which can be offensive or defensive. Also, the penalties on your second table are too severe: 20% chance of removal from play for at least several days; 30% chance of death when learning spells like Fireball. How about LIMITING the physical damage from backfire, say, to 26 times level (with a maximum of all but 1 h.p. lost); half the maximum for comatose and drastically reduce the time for insanity. To add to the danger, you might add a permanent decrease (by one or 24) in IQ and inability to learn any more spells until level increased.

GLENN BLAGOOW: There's no easy solution to the problem of variance in the richness/ease/quality of dungeons. The closest we have to a standard, the tables in books two and three are probably nowhere more in passing than in use. An ambitious DM might want to put together a couple of dungeons, one magic poor, one magic rich. A more likely solution is one I've found, to one degree or another, in dungeons like yours and Steve Tihor's. When an unknown player shows up, the DM looks at his spec sheet. If he/she finds anything exceptionally gross, he/she asks where the thing came from. Things can be ruled out, not only if they're gross, but also if they came from too easy a dungeon. The player then has the options of (1) going deeper into the dungeon than desired; (2) leaving items behind or having them modified into something less gross during its stay in that world; or (3) running another character. The first option (in reverse) or the third are available for magic-poor characters as well. In mixed parties, sentient and "magic-eating" monsters will be drawn to the grosser characters because they seem more dangerous and should be taken out first or because they're carrying more "food." // I seem to remember Dick Emey describing Percentile Detect Magic, a variant on focused detects with 1 percent of total information being given, as an L-3 spell. Two possibilities come to mind. Focus, an L-3 spell that can be added to any detect spell just as Permanent can, is one. The other is that such focused detects are a second or third stage version of the original spells, and, as such, they are two or four levels higher than the simpler form. // Adrian would like to know the name of Zazun's poison. Seems he has several interesting ideas, including a fun variant on "poisoned" arrows.

JIM THOMAS: Your spell factors are interesting, but they're a bit too complicated for use in play. It also is going to tend to exclude visitors from other dungeons because of the length of time needed to calculate. Take a look at Kay Jones' more usable system of Prime Characteristic, Constitution, and Dexterity, which seems to do what you're trying to. // If an expert gets that way by steady practice, where does he/she get the time to learn the Thief abilities. Also, does an expert's plus in a given weapon decline over time as a new weapon is taken up and mastered? Based on the power of this class, I'd suggest requiring that each weapon mastered must

be used for a set minimum number of levels before a change is permissible.//Regarding your rolls for molotoys, how about just linking the probability of breaking directly to armor class? Say, to break the player has to roll higher than the target's AC on a D10.

LARRY STEHLE: Thanks for the nice floral monster//Kull lives!

ERIC BAINES: How exactly do you quantify "intelligent actions" on a scale of 100-5000//I like the notion of linking IQ and Wisdom in terms of boosting the ability of a Cleric or MU, respectively. Maybe the hit bonuses for strength in Greyhawk for high (or low) strength could be adapted; the plus or minus put on the target's saving throw or added to/taken from the maximum number of spells usable by a given level.

WAYNE SHAW: I'm very impressed with your futuristic weapons table, though I doubt its applicability in my dungeon. I'd like to see specs for other futuristic devices.

JOHN SULLIVAN: Just as your Lawful clerics get limited in their ability to kill, they should also be severely limited in their ability to damage. Seriously wounding something being almost as sinful as killing it. (Studies have shown that most people would rather be killed in an accident than seriously/permanently injured.) In other words, if your Lawful cleric adheres to his precepts, he/she isn't going to even consider going out dungeoning to begin with, except on holy quests.//Compare your Demon Fighters to my Dampir class. Great minds think alike.

STEVE PERRIN: Your poison table is great!

CHRIS PETTUS: A paranoidal player class. Well we won't have characterization problems here.//A phantasmal fireball damages by psychosomatic induction. The victims program their bodies to react as if it were real (just as a hypnotized person gets burn blisters from a pencil, if you tell him/her its a piece of red-hot iron). That programming is going to interfere with regeneration. The DM or player running a victim might roll percentage dice to find the amount of possible damage actually taken before the mind dies.//The phaser beam affects the phase shift component of the wavicles that make up matter. (Modern physics considers any particle of matter as the summation of an infinite set of sine waves that cancel each other out save in one spot.) This interaction with the air between shooter and target slows the beam. OR Phaser shoot a very slow moving particle and were designed--and named for--Dr. Augustinius Photon.

SAMUEL KONKIN: I agree about the Charisma/Beauty idioecy. My strongest character physically is Vlista, an 18(51) Strength she-dwarf. The problem, I think, comes from the fact that &D was designed by and primarily played by males. Some of whom do think that way.

JIM BOLTIN: Crocking regen rings: (1) limit the amount of mass a ring can regenerate in a given time; (2) require that the subject be required to eat enough food to provide the needed raw materials to fully regen; (3) decrease strength during the process, just as people may be weak for a while after giving blood; and (4) have

the ring keyed to a particular race (ring of ore flesh regeneration) or even a previous owner. Imagine the chagrin of George, a badly wounded fighter, when he finds that his prized ring is regenerating him in the form of its previous owner, Valera, a half-elf Gouttesan.// Why do you give your sentient rings--a great idea, by the way--only sword powers?

JHERYL LLOYD: Thanks for the info on Apollonist Clerics. Anybody working on a set of specs?//I like the cohesive feeling to your world, but why only male fighters and clerics only female MUs?// For a slightly different version of the Cauldron-Born take a look at The Black Cauldron by Lloyd Alexander. Incidentally, Disney is currently making the book into a movie and--supposedly--trying for the quality of Snow White.

KEVIN SLIMAK: Questions to ask before visiting a new dungeon--(1) how, if at all, will you allow me to use my accumulation of magic items; (2) how do you run hits, saves, and spell systems; (3) do you allow molotovs (most of my characters carry them); and (4) is there anything else you think I should know. Remember that your character is a stranger in a strange land. Questions of how monsters attack; what legends apply; who this being they've just encountered is; etc. are completely in character during game action.//Sans those behavior cracks, your GOW Priests are an interesting class. Why or how are Raise Dead a Chaotic spell?

STEWART LEVIN: Tasers--fire 5-10 darts (1/2 D4 h.p. 0) at a single target up to 50 feet away. Carry electric current that causes unconsciousness for 2 plus D4 rounds. At least three darts must hit for effect to occur. Otherwise, no damage. Darts may be drawn back into device for refiring; but action takes full melee round.// Do your elastic golons rove through dungeons in rubber bands?// If this got to Lee in time, I want to tell/warn you that I'll be out in St. Louis the last week in April, and I'd like to see about running through your dungeon.

JIM BOCKMAN: By paying 50 g.p. for that fancy lockpick, a Thief effectively goes up FIVE level in his/her ability to open locks. No way.//Very nice idea regarding Hide in Shadows.

JOHN SAPIENZA: The sort of thing I like, an article that simplifies.// I like your idea of special rates for using Cure, but isn't the same available for other spells that vary in effect, Sleep, etc.

CHARLIE LUCE: (1) Yes; (2) No, considering the number of spells already researched by those below Wizard. Theoretical spells of a given level are just a reapplication of the degree of knowledge needed to throw an already researched spell at that level, i.e. available to any MU who can use that level spells; (3) have to see the specs first, but they should be possible for L-20 Wizards and L-21 Patriarchs where such powerful beings exist.

JON PICKENS: Hm, Phantasmal as shapechange, interesting.//The image of Medusa on Perseus' shield acted as a Stone spell.//Spectral, I suppose is a sort of mark-II phantasmal, a L-4 spell.

COLLATION COMMENTS ON #20

General comment. A number of people have mentioned the Bakshi movie "Wizards." Well, I saw it in D.C. and was, frankly, disappointed. First, it was enough of a ripoff of Vaughn Bode that his estate probably has a good case of plagiarism. The character and characterization of Pax as well as the major subplot of the mutated races fighting for a place of their own is a direct steal from a strip called Cobalt 40. Atavar, the hero, is Cheech Wizard in a smaller hat. Elinore, the heroine, is drawn as a typical Bode female--but with a bit more spunk. And one of the best comedy moments in the film, the two berserker soldiers, are straight out of Junkwaffle. Other characters and settings are in a wide variety of styles, Wood, Frazetta, etc., but no credit is mentioned. An awful lot of the movie is done as stills (looking a bit like Denny O'Neil, I think) with a voice over. The ending is contrived and totally out of character for the hero. There's a tasteless Anti-Semitic joke, a Star of David tattooed on a piece of meat in a room reeking of Nazi regalia, put in for no reason except shock value. The basic plot, technology versus magic is very poorly handled; technology=machine guns and a movie projector, nothing more. Now for the worst part. The characters all talk in the sort of hip street slang that you heard in "Fritz the Cat," and this is totally out of place. Since, as the rumor goes, this picture was a rehearsal for "Lord of the Rings," which Bakshi is doing, there is the very good prospect of the Trilogy being treated the same way. And all these years we worried about the Disney version.

BRIAN LANE: On Phantasmal; (1) its visuals only. If you want to add the other sensory effects, that's a higher level version; (2) I like the idea of a nonbeliever trying to dissuade the rest, but he's going to have to convince the others. His effectiveness is limited by time (they're bracing for some kind of attack) and his charisma; (3) damage taken should be as if the image were real, otherwise disbelief sets in to the character's mind (hey, he hit me with a flaming sword and only did 3 h.p.). This damage is psychosomatically induced, i.e. belief is so strong that the mind wills bones to break; (3a) if you want some limit, disallow critical hits; and (4) a person under Phantasmal attack reacts to the damage inflicted, faints or even dies, exactly as if it were real. To him/her, it is.//Those reroll scores I've seen have set a lower limit for the sum of all requisits at sixty or slightly better, i.e. an average of 10.//Agree with you about gestures for spells.// Nice idea regarding languages, but carried too far, and its a crocking device. (Run on certain Star Trek technology intended.)

PHILLIP MCGREGOR: Coins are made from a precisely mixed alloy whose value is guaranteed by the government. A gold piece no more contains one g.p. worth of gold than a U.S. silver dollar had \$1.00 worth of silver.// In terms of translating value and weight, I use 1 g.p. equals \$1.00 and ten g.p. weigh a pound. Makes it easy to figure costs on nonmagical gear.

HARTLEY PATTERSON: Like that multibow.

KAY JONES: Thanks muchly for the Melnibonitan specs.

TIM WASK: According to book 1 and Greyhawk, an 18(00) Strength is the ability to lift and carry 2700 g.p. (270 lb. under my system). Sure its rare, but it's hardly impossible

LEE GOLD: Assuming a character is also male if Strength and Constitution are equal, you avoid the argument by disallowing any 18 Strength female.

HOWARD MAHLER: My thanks for you and your crowd's putting on a damn good PrinceCon.//An obvious creak to Haste would be to limit the number of subjects it can be thrown on at a time.

CHERYL LLOYD: Nice write-up of the guild system.//Mark Twain also wrote a version of St. Dragon and the George, recalling how the Saint's fondness for a particular brew of malt and honey helped get him in trouble. Seems the drink was called "A Mallon," and St. Dragon liked having one each day.

BILL SELIGMAN: I'll take the Benny Southstreet part. Mighoi, the man's psychic. (See his comments in the last/next issue.)

MEG GEMIGNANI: As I recall, Ellisonismaterializes a conly, willing partner of whichever sex and race is desired. If Trebleth could use it to get Farrah Fawcette Majors, Harlon/Harlonna could summon up Mr. Spock.

NICOLA I SHAPERO: I like your reincarnate table, but why is there a 29.5 % chance of coming back as a horse? Most likely probability should be no species change.

GLENN BLACOW: Harlan (L-1 MU) and Rob Outhbert (L*4 Cleric) were on that trip into Alph. Trebleth showed up at the end to pay for his shifty nephew's resurrection.//Thanks for that impromptu lesson in room builing, but who has all those tables?

PETER/JIM OERRATO: Ever drink Oil of Slipperiness? Instant diarrhea, but a glass of wine cancels the effect.//I've spoken to Houghton Mifflin (early March). They said to expect the book in the late fall, but that, if I called back in July, they might be able to give an exact date. Martley Patterson, would you let us know when it hits the stands over there?//Golems were clay figures molded by powerful rabbi/cabbalists to serve as watchmen for the Jewish ghettos. They were activated by (1) writing the Hebrew word for Truth, "Emeth" on their brows; (2) by affixing a Jewish star; or by reciting the Tetragrammaton, the four letter word for the name of God, "YHWH" over the figure. To kill one, one erases the first symbol of the word, changing it to read "Meth," which means "He is Dead;" or one removes the star; or the Tetragrammaton is pronounced backwards in his presence. Incidentally, in the Middle Ages, it was decided that Golems had souls, but they could not be used to make up the ten people needed for a Minyon, a Jewish prayer service.//Like I said last ish, the god(s) had to be persuaded to grant a particular person Dalalin status. Very high Charisma made such persuasion possible.//A life-draining being drains some of the victim's life force, weakening him/her so he/she can't use full abilities.

JOHN SATIENZA: Magic wielders do benefit; higher levels get more

and better spells.//Please explain percentile 3's.//Dwarf MUs are the magical armorers who turn out all those fancy swords, shields, and armor. I was talking to Greg Costikyan and Steve Tiher about this at PrinceCon, and I think one of them is working on specs.

Jon Pickens: Does the effectiveness of those combat songs increase somehow as the Bari's level does.

JIM ECKMAN: What is the gameworld rationalization for a delay in the effect of some Clerical spells? Under your system, a party will be in melee before Bless begins to work, and a character might die before he begins to Cure Serious Wounds.

CHARLIE LUCE: Vlista, 18(51) she-dwarf, has been muttering lately about Critical Groin Hits. She is, understandably quite unhappy with that article.//Of course, I use a calculator. I just don't believe in OVERusing it.//Your stats on spell points work only if the MU is compelled to throw all those possible spells. The 280 points for your Wizard convert to 3 L-5 spells, an L-6, an L-2, and an L-1. Or any other combination of low level spells.

WAYNE SHAW: Nice table, but what, if anything, is the chance of reincarnation changing alignment?

Babyl*On #6 for A&E

Howard Mahler, 135 Bayard Lane, Princeton, N.J., 08540, but soon to change residence. *Effective May 1st, 7-16 Leggett Place, White Stone N.Y., 11357.*

Recently I've purchased many of the back issues of A&E. (I've been actively involved in D&D in New York and Princeton since the summer of '75, but have only gotten A&E since Oct. '76. This has led to many thoughts on my part. However, I will not specifically refer to anything without quoting it. Generally my remarks will be self-sufficient, but have been inspired by things I've read.

On researching spells: The DM has to show some restraint in what he allows players to research. There are just some things that are not in the purview ~~and~~ of magic users and should be restricted to clerics. For example a MU should not be able to research cure light wounds or raise dead. No great philosophy behind this statement, only a question of playability and game balance.

Next we come to the assignment of spell level. Let me quote from an obvious offender, "... a 3rd level spell that produces a beam of psychokinetic force. It does the level of dice in damage like most third level spells. More important, this spell functions like crude Telekinetic spell. !?! It can push objects over or knock them away with the same weight limitations as a telekinesis. Range 36"18".

Am I the only one who sees something wrong here? (Other than the lack of a dimension for the beam of force.) What we have here is no restraint: take one of the strongest 3rd level spells, fireball or lightning bolt, make up a spell as good or better (this spell has a smaller range, but then there would seem to be no problem of flashback or destroying treasure), then add on an additional ability that would rank as 4th level by itself; when you're ~~re~~call the whole thing a 3rd level spell. !?!?!!!

As one more point you must be careful to give complete spell descriptions. (Many of those in the rules are not.) In the example above that could have been avoided if they'd remembered to put in duration, range, zone of effect, & effect of spell.

Part of the problem with controlling research comes from you poor souls who insist on running open worlds. I can see your problem if you try to disallow an already researched spell, or try to change its level; the player may even have a certain DM he researched it under. However, this encourages shopping around for a DM who rate a particular spell at the level you want. Of course the impression I get, is that such niceties are dispensed with, and that players conduct their own independent research and then themselves decide the spell level.

I do not have the time or energy to now go into "guidelines" on research. However, I will state a philosophy:

1. No player can decide the level of a proposed spell for research.
2. A player should submit the proposal to a committee of respected DMs and should agree to abide by their ~~decision~~ decision.
3. Do not use the strongest standard spells as a guideline; rather the researched spell should be at most as strong as the medium strength spells of that level (that is to make up for possible unforeseen uses of the new spell).
4. The key note is comparison with the "standard spells".

Another thing I object to is the free selling of researched spells. This seems to be another one of those crocks to help the player characters. In such worlds, the non-player magic users should also have a whole passle of fantastic non-standard spells, that they've researched and purchased; and they should use them.

This last bit about selling of spells, is personal taste; I feel that what this amounts to in open worlds, is that for researching one spell, you can get 10 others in trade. Eleven for the price of one, not bad.

Once again I'm glad I've a closed world.

On a stable of characters: Which brings me to another crock to help the players. Many people have a whole passle of characters they run in the "multi-universe". Now I've noticed a new problem, at least I'd never thought of it.

Assume one of the players characters gets a good item, for example a wand of cold. Now he wants to start off a new guy, he has him "borrow" the item from the first guy. Now the player playing both characters sets some price for this loan. Thus all the members of the vast stable have a tremendous increase in their individual strength.

Can't you picture it now, Bozo the MUI is going down on his first expedition. His "uncle" OzoB MUI0 loans him his cold wand, his "cousin" Zobo loans him his bracers A.C.2, his "brother" Zoob loans him a teleport scroll, and finally his sister Booz loans him her regeneration ring.

Now of course this might lose them the items in a really dangerous dungeon. On the other hand, this thing generally occurs when the player can send down another character to help guard the items, or claim them if Bozo is killed.

In the rare cases were a player has two characters in my world, they can not go on expeditions together. Also any deals between the two characters are handled with the DM playing one side. Also the DM bends over backwards to see that there is no advantage from having the two characters. (The reason for two characters, is that someone needed a low level character, as his other character was too high level to have any fun playing with the other characters present.)

On how much information the players get: The basic question here is the difference between what the players are told, and what the DM knows. The difference between limited and full information can be equivalent to 2 levels to the player party.

I do not believe in withholding any information that the characters would have; however, neither do I believe in giving the players any more than this. To illustrate, let's first give the extreme case of full information.

DM: O.K. here come 4 weretigers.

Player: What hits do they have.

DM: They have 21, 23, 25, & 26 hit points.

Player: O.K we'll go for the one with 21 hits. I roll a 16, using my magic sword, Jim rolled a 14 with his.

DM: You hit doing 8 points of damage, but Jim misses because the weretiger has a collar which increases his A.C. by one.

etc. Now the other version, with limited information:

DM: You see what appears to be tigers, but of course they could be were-tigers or "specials". There are 4.

Player: All our ~~front~~ front line fighters attack.

DM: (Rolling all attack die in secret). You hit. Joe's sword seems to have been blocked by a collar around his ~~with~~ tiger, and your last fighter (who doesn't have a magical or silver weapon) misses. (The DM now secretly rolls for the damage given, and doesn't tell what it was.)

As the battle continues, you can see, the first group will have a much easier time of it. As far as the second group is concerned, they will have to figure out whether they are fighting were-tigers or regular tigers. Also they will start to panic about what that collar does. Generally they have a chance to waste spells or hold off too long on throwing spells.

This giving of information is even more important a factor when fighting unknown creatures or human parties. For example compare:

DM: Your front line fighters see two giant boars charging.

(The DM having rolled their saving throws versus phantasmal force, without telling anyone he was rolling anything. A good DM is always rolling dice whether there's anything to roll for or not.)

or DM: Let me see, your front line fighters all have to roll saving throws.

Player: (Rolling his own). I got a 12, that should save.

DM: Sorry it doesn't because this corridor is consecrated to the God of Illusion, the door to whose temple is right ahead. This lowered your roll by 2, so now it is a 10 and you fail.

Player: Oh, this is cake, what phantasmal do our fighters see?

DM: Two giant boars.

Player: OK, our second line will shout that they are phantasmal boars, and will move up to perform touch of flesh.

Player: Well now that we've dealt with that, where's the magic user who threw the spell.

DM: He's no longer visible, but he was casting the spell out of the secret window which your second line could not see.

Player: (To the rest of the group of players). Well they've got a consecrate that lowers saving throws by 2, so they have a cleric of 10th level or higher (legitimately referring to a copy of local systems). Also that phantasmal means they must have an MU5 or 6 (again legitimately referring to ~~to~~ a copy of local systems). etc.

The point is that the first group has been faced with a much tougher situation, in spite of the fact that the situations "are" the same. Thus you see how statements such as our party of 5th levels went down and killed 17 Balrogs have no meaning, unless the person you are talking to is familiar with the DM's style.

I personally lean towards the extreme lack of information. The only thing I am "nice" about, is I will give the players all the information their characters have. This includes complete descriptions of monsters out of the book. (i.e. you can ask what hit dice do were-tigers have, in fact I will even inform a player who doesn't know, that were-tigers exist). However, my world has many look alike monsters such as tigers vs. were-tigers. Also I will remind players of something their characters would remember, such as that purple E, you found out three expeditions ago, means errol the cruel.

Now for something special for Glenn Blacow:

Grosso---A New Character Class

Before rolling up a character one may check to see if he is a Grosso; on a smokey dragon roll of 0000, on 4D10, he may choose to be a Grosso.

Advantages are:

1. Experience levels are one experience point apart
2. At level n, they act as a factorial n level Fighter, Thief, Magic User and TH Cleric. Hit dice, saving throws, etc. are always whichever is best for the character, when they differ for the various classes.

Disadvantages:

1. They may not use either the Hoola Hoop of Invisibility or the Yo Yo of Silence.
2. On Friday the 13th under a full moon they can use none of their powers.
3. If two Grossos should see one another, they will immediately apply touch of flesh to one another (as is done to dispell phantasmal forces). Naturally they will both disappear for ever.

Speaking of research, what would you rule the level of the following two MU spells should be? Why?

Transmute Iron to Zinc: Zone of Effect : 6"x6". Range:240". Duration: 10 minutes, i.e. 1 full turn. Will effect chunks of iron up to 1000g.p. but not a total amount in the area of more than 10,000 g.p. In the case where there is too much iron in the area, smaller chunks will be effected first. Iron in compounds or alloys (ex. steel) will be effected. Enchanted items will not be affected.

Mini- Transmute Iron to Zinc: As above, but the limits are a chunk of 10 g.p., and a total of 100 g.p.

On the principle of symmetry

There is one basic principle that I follow in my dungeon; and that must be present in any dungeon that wants me to play in it. I've labeled it the principle of symmetry. Basically it says that what applies to the player characters applies to everyone else in the world. Let me give you a few examples of its application.

Strong Charm: In those worlds where the charm is a strong one (mine is not one of these) player magic users have an entourage of charmed creatures. By the principle of symmetry, the enemy creatures who know charm, should also have a large entourage of charmed beings. If such charmed beings of the player characters act without explicit orders, or even after the charmer is asleep or dead, then so should the charmed creatures of the enemy. Finally the level of the charmed creatures possessed by the enemy should bear a similar relation to his level, as it does for the player characters who have charmed creatures.

Molotov Cocktails: If you allow the use of these by your players, then they should be used with equal frequency by all intelligent creatures. (I don't have molotov cocktails in my world. Lamp oil is really not good to make them with. Kerosine and Gasoline have not

(continued next page)

been invented. Generally, my world has gone the route of magic, thus there exists no urge to develop technology.)

Easily Purchased Magical Items: If magical items are for sale at low rates, then your players should run into enemies with very little money, but armed with many magical items.

Hirelings: If there exist people in your world who are willing to go into the dungeon for only a small fixed fee, or less than a full share, then your player characters must be willing to also. If hardly any player characters are willing to go down for less than a full share, then there should be no such hirelings available. Also once in the dungeon, the Hirelings should not be willing to do anything the players are not willing to do.

Generally, the player characters are inhabitants of a world, not a special group of prima donnas. (Of course I run a closed world, where all of this is easier to implement.) Thus for example, even if someone were to come to me and claim that his character was making molotov cocktails from scratch, and brought forward a book that outlined how to do it, and all the raw materials were obtainable, I would rule against it. The point is that you are not playing an inventor in a technological world. Your character would not have seen the need for such a substitute Fireball, Even if he did see the need, he would try to get it filled by some sort of magical research.

Of course much of the symmetry principle can be culled, if the % of encounters with humanoids is very low. In my dungeon it's between 15-20%. Thus on balance the player characters would suffer a net loss if I used Strong Charm, or allowed the use of molotovs.

Fighting Florentine: This is another case where an application of the principle of symmetry might give the players pause. In this case not only would they meet fighters who fought florentine, but also Orcs, Medusas etc. However, a truly sweeping application would allow other monsters, such as spectres, to have better modes of attack.

Analysis of Items: I allow the players to try out the items where and when they please. I do not have a detect magic that tells what an item does. However, I have adopted the following method from Edi Birsan. You give a fellow in town, who has a business that analyzes items, 2 magical items. He then tells you what they both do, and keeps the best one for himself (GM decides which item is better).

Help: Attention all readers: I recently recieved a letter with no return adress; it was postmarked Oakland CA. It contained no check or money. However it concludes, "keep up the good work, because when I get back from Engalno next February, I hope to see lots of back issues in my mail box that I can peruse happily for hours." The letter is in reference to my zine the Quick Quincy Gazette, and contains a submission of a review of the Arquin Grimoire.

The problem is that this person seems to be under the misapprehension that he has subscribed to my zine. I have no record of having heard from him before. Although the signiture is not readable, I know it is not that of any of my west coast subbers. If you know this person please let both me and him know. You should have enough information, that someone can track him down. Oh yes his signiture could be "Andel De Sher" or "Andy Oz Stei".

CHRONICLES OF DIMWELT

by R. Steven Brown 113 State St. Lexington, KY 40503

Following is a 95% complete Alternate Treasure Chart that I have been using in populating lairs in Dimwelt.

	Copper	Silver	Gold	Gems/Jewl.	Maps/Magic
A Land	01-25 1-4000	01-30 1-4000	01-35 1-10000	01-50 4-24	01-40 2
	26-50 1-400	31-40 1-400	36-50 1-1000	51-90 1-10	41-60 1
	51-00 1-40	41-00 1-40	51-00 1-100	91-00 1-4	61-00 0
B	01-50 1-6000	1-25 1-4000	01-25 1-2000	01-25 1-4	01-10 Weap, Arm., or Misc. Wea.
	51-75 1-600	26-50 1-400	26-50 1-200	26-50 1-2	11-00 0
	76-00 1-60	51-00 1-40	51-00 1-20	51-00 0	
C	01-20 1-8000	01-30 1-3000	01-25 1-100	01-25 1-3	1-10 any two
	21-50 1-800	31-50 1-300	26-50 1-10	26-70 1	11-00 0
	51-00 1-80	51-00 1-30	51-00 0	71-00 0	
D	01-10 1-6000	01-15 1-10K	01-60 1-4000	01-30 1-6	01-20 any two
	11-25 1-600	15-50 1-1000	61-80 1-400	31-50 1-3	21-50 1 potion
	26-00 1-60	51-00 1-100	81-00 1-40	51-00 1	51-00 0
E	01-05 1-8000	01-30 1-10K	01-25 1-6000	01-10 1-8	01-30 any three
	06-20 1-800	31-50 1-1000	26-50 1-600	11-20 1-4	31-50 any one
	21-00 1-80	51-00 1-100	51-00 1-60	21-00 1	51-00 one scroll
F	01-50 1-600	01-10 3-18K	01-45 1-10K	01-20 1-20	01-35 any 3, no weapon
	51-00 1-60	11-50 1-8000	46-80 1-1000	01-10 1-10	21-50 1-8
		51-00 1-4000	81-00 1-100	11-50 1-6	36-50 any 2, no weapon
				51-00 1-4	51-00 one potion, one scroll
				51-00 1-2	
G	01-50 1-600	01-50 1-600	01-75 1-30K	01-25 2-12	01-40 any 4
	51-00 1-60	51-00 1-60	76-00 1-6000	01-25 1-8	
				26-50 1-6	41-70 any three
				26-50 1-4	
				51-00 1-3	71-00 scroll
				51-00 1-2	
H	01-25 3-18K	01-50 1-80K	01-75 01-30K	01-50 1-80	01-20 any 4
	26-50 1-10K	51-75 1-10K	76-90 1-10K	01-50 1-20	
				51-75 1-20	21-50 any 3
				51-75 1-10	
	51-00 1-1000	76-00 1-1000	91-00 1-1000	76-00 1-8	51-00 scroll
				76-00 1-4	
I	0	0	0	01-50 2-12	01-20 any 1
				51-00 1-6	21-50 potion
					51-00 0

As you probably notice, in almost all cases each of some type of treasure will be found in a lair. This gets rid of ridiculous situations in which a really tough monster has no or little treasure. Also notice that by cutting down the upper limits of each treasure, overall balance of treasure given is maintained. I cannot claim that the treasure was statistically distributed to maintain exact balance however.

That's all for this round as Uncle Sam is calling for April 15 forms.

I WOULD HAVE MADE A GREAT PLATINUM DRAGON #6

by Bill Seligman, 3127 University Hallis 33, Ithaca, NY 14853
typed by the not-quite-so immaculate Lee Gold.

In case any of you are worrying about what happened to IWHMABPD #5, don't worry. It appeared in TWH #4, but it didn't have any of my satires in it. You may wish to purchase TWH #14 for another reason though: due to an error in spacial-temporal dynamics, my dragon tables will be in that issue of TWH, not in TWH #13. To make up for this, when I finish my demon tables which will serve the same purpose as my Dragon tables, I will put them in A&E first.

Naturally, very little of the material in the Demon Tables will be original with me. Nonetheless, I shall be giving everybody full credit for what they contributed. Right now I can see that Sam Konkin's material on Demons last issue will be part of these tables. Is it okay if I use them, Sam? Also to be used are the Imp statistics from the DUNGEONEER.

Lee Gold: What does "it doesn't scan" and "precis" mean? [*Scan = follow scansion = has correct meter & rhythm; precis = summary.--LG*]
Please take note that 1) there are 16 songs to be rewritten for GMs and DMs and 2) they must have something to do with the plot of the story, and that is by no means easy. The first few acts of GMs and DMs will be coming out around summertime.

Who will be what in the play; so far, barring any requests that I might see in A&E #21, here is a partial line-up: Lee Gold as General Cartwright; Glenn Blacow as Lieutenant Branigan; Stewart Levin as Nathan Detroit (he asked me first; specifically he said he wished to be Nathan if Kay Jones would be Adelaide; otherwise he would take Benny Southstreet. Are there any remarks from the peanut gallery?) If Kay Jones isn't Adelaide, then Peggy Gemignani will have to be. But then who is Sarah Brown?

Thanks to Stewart Levin and Charles Luce for the STAR TREK satire titles. The one in this issue will be TOMORROW IS BLACOW'S DAY which is on neither list. I gave Glenn a fair chance to name his own title, but he declined to do so. For some reason, though, in this satire, I have decided to be nice to him. One of my wild, unusual whims that change like the colors of the rainbow ("Hey, Bill, the colors of the rainbow never change.")--like the swallows on the wing. ("But that doesn't make any sense.")--like a nosy fellow with his nose punched in. ("That still doesn't make any--URMMPH!")

W. Taylor: AAAARRRRGGGGHH!! Did you see my attempt at such in TWH #10?

Richard Schwall: Very good phase explanation. I had another one in which Phaser stood for Phonon Amplification through Stimulated Emission of Radiation, which also explained why, if a person was standing near the Enterprise in space, he would hear the Phasers. But yours is better.

Cheryl Lloyd: Strangely enough that question of a White Dragon Bard harp came up in my universe. I gave a price of 250,000 GP, but I have some rather severe inflation. Perhaps 25,000 would be more suitable for your universe.

Bill Paley: As far as I know, I am the only person around Cornell who allows psionics without trying to gun them down every two seconds. I shall be writing up how I do it and send it in to THE DUNGEONEER. Watch for it, Paul.

James Cerrato: 2) The mastidib is a "large animal" which means, as explained in M&T, that it is up to the GM to select its AC, HD, etc. Depending on the level of your wilderness, you might try: HD= 5+2, AC= 3, and see how it works. If you look carefully, you will see that there are quite a few monsters on the Damage list of Greyhawk that are not described in M&T or Greyhawk: e.g. Lions, Tigers, Bears, (oh my), Snakes, Tyrannosaurus Rex, etc.

Stu Levin: I think your MISERY IS department would have been more effective if you had made your lines "scan" with the song HAPPINESS IS. That way one could sing it rather than recite it.

Charlie Luce: re firestone sterilizing Dragons: sterilizing and impotency are two different things. With the former, the machinery has broken down but the equipment is functioning. With the latter, the machinery may still be working but it doesn't matter, since the equipment has ceased to function. Sterilizing could result in psychological impotency but not the other way around.

Sam Konkin: Why not send your article to THE DRAGON separate from A&E. My issue was stapled so most of the illustrations at the stapled end of the page were cut off.

Kask doesn't need any defending, but just for the heck of it: People tend to become what other people see them as. If you say that Kask is trying to dominate the hobby (or whatever you are accusing him of), then sooner or later, even though he won't mean to, that is probably what will happen. THE DRAGON #4 and #5 were pretty good in my opinion; the EPT issue was interesting even though I don't play it, and the Witchcraft and MU research supplement were relatively free of flaws. And my article was the peak of perfection, of course. (Read that last in a sarcastic voice.) TSR has not been in existence long enough to become a money-grubbing corporation. If you don't treat it that way, perhaps, just perhaps, in the coming years it will not become one. Otherwise, despite good intentions, it will become less consumer-oriented and more profit-oriented.

Now, if Kask had said that, it would have sounded as if he was threatening you. When I say it, I sound like I'm moralizing at all of you. Which one is worse?

And now, an exciting episode of STARLORD:

TOMORROW IS BLACOW'S DAY

As Glenn Blacow opened the door and went inside his place of residence, he tripped over a small object. Cursing slightly, he bent to pick it up. It looked like a triangular prism about 15" long and 3" wide on all three sides. It was completely featureless, but that was not surprising, since it was raining quite heavily outside and the address and stamp could have easily washed off. Nonetheless, Glenn identified it readily. Bill Seligman used such mailing packages to send stencils to him.

"Darn that Seligman," Glenn thought. "For TWH #14 he sent me 15 stencils, and sent Mark 10 pages for offsetting. When will he learn just to shut up?" Glenn cleverly avoiding the thought that Seligman had not submitted anything or at least had anything printed in the last two TWHs. "I'll take care of Seligman later," he thought. "Right now I'll stencil up my own zine. Let's see, I've got Nine Hidden Families and the 13 re-discovered families of Edwyr to type up."

Resting the package on a table, he sat down at his typewriter, put in a stencil and started to type. But before he could type a single letter, he stopped. His fingers would not strike the keyboard. A strange sound seemed to be coming from Seligman's package. Turning toward it, Glenn saw that it had uprighted itself and was glowing hot pink. As the glorious strains of *Thus Spake Zarathustra* came from the package, it quivered slightly as if some strange alien force was using the package as if it were a rectangular solid with sides the ratio of 1:4:9. Glenn's eyes widened. Although he did not move, the pseudo-monolith seemed to increase in size, drawing him in. Glenn could not resist; he fouled up on the saving throw.

The pinkish glow dominated his vision. At first he could see nothing else, but gradually the pink faded away to a series of intersecting green and blue lines against a red background that seemed to be humming a song. As Glenn floated through the network of lines in his space pod ("Space Pod?" thought Glenn belatedly) the tune resolved itself into Beethoven's Sixth Symphony, *The Pastorale*. The red background did not prove to be featureless; Glenn could see through his space helmet ("Space helmet?" he thought even more belatedly) tiny yellow dots. It came to him that they were stars, and that the red was this universe's equivalent of the blackness of space.

Glenn struggled to move, but he fouled up on his saving throw again. One of the yellow dots grew larger as he headed toward it. Around it orbited a planet with ochre seas, brown snow, green land, white rain fabric softener. He headed towards a small island in the middle of one ocean, where another triangular prism stood. Again he was absorbed by the pseudo-monolith to find himself drifting through a city, floating in ordinary black space with white spars this time, that was thousands of AUs wide, traveling through an irregular galaxy which in turn was orbiting a spiral galaxy three times the size of the Milky Way. Time passed quickly, thousands of years to one of Glenn's seconds. He saw the city rebuilt countless times. He saw the galaxies evolve, change shape, color and pattern. In the city, he saw the development of fantasy and science fiction games, saw them become grandiose things that were miles wide, played with scintillating D8s and D12s of mountainous size, and then shoved into people's closets as they lost interest.

He drifted out of the city and his speed rapidly increased. He was headed toward the center of the spiral galaxy. As he passed solar systems inhabited by highly technological civilizations, they tried to communicate with him by using D4s and D6s at first, then Fireballs, Lightning Bolts and finally Contact Higher Space Pods. But to no avail. Glenn could not answer them. He could not even shut his eyes to the wondrous words that Seligman was typing, and Lee was re-typing. At the center of the galaxy was a large black hole, slowly absorbing the galaxy (cf. Niven's *WORLD OUT OF TIME*). He was headed for its dead center. He tried to scream, but failed to make his ST again. As the Space Pod neared the black hole, he felt tidal forces manipulating and attempting to rend his body into myriad ways, but this time he made

his saving throw, not being a big Larry Niven fan.

Racing through the black hole, he found himself in a room with classical neo-Georgian features combined with the utility of modern design. He raced down a conveyor belt through a passage decorated with Mediterranean designs in extreme comfort. He was entering a heavily soundproofed section and was about to turn a corner when the whole scene faded out to an image of two flat planes about a mile apart, covered with shifting moire patterns that dazzled the mind and eye. The shape of the planes shifted, twisted, and they became two hyperbolic parababoids, perfectly parallel. Strangely, while the parababoids were parallel, none of the lines on them were. Numbers started to appear on the moire patterns, strangely distorted and curved. With only a mild surprise, Glenn recognized them as the experience point values for fighters. Gradually the numbers grew higher, higher, and higher, grossing Glenn out. Just as he was to come to the 44th number, the scene again faded out to

n o t h i n g

and then to a long cylinder which he was in the inside of. (It must be remembered by the neo-Freudian that sometimes a hollow cylinder is just a hollow cylinder.) Distorted projections of the outlines of tetrahedrons, cubes, octahedrons, dodecahedrons and icosahedrons in laserium colors moved with great rapidity along the inner surface of the tube.

Although the tube was not transparent. Glenn perceived flowing bell curves surrounding the tubes, increasing with size whenever many of the polyhedrons were projected together, changing into weird, non-symmetrical shapes when dice of different types were indicated being rolled. It became obvious to Glenn that his destination was being determined by this Boom Tube.

As he proceeded down the tube, seemingly of infinite length, Beethoven's Sixth came to its conclusion and the notes of "You Bash the Balrog" replaced them. And Glenn's anticipation increased. He knew that at the end of this Odyssey that he would come to the ultimate gamesmaster, the wisest in all the multiverse who knew the correct rules and combat systems. With every passing moment, Glenn's conviction that this lay at the end of his trip increased. There, yes, there in the distance, the tube was finally coming to an end. There were some shapes to be seen beyond the tube, but Glenn couldn't make them out. What would the real-io trul-io G.H.O.D. (Grand Holy Omnipresent Deity) look like?

As he drew closer to the end of the tube, he felt his possessions becoming more vague. He went *past*, not through, his space suit. He went *past*, not through, his space pod. He went *past*, not through, his Lens. ("Lens?" thought Glenn, much, much, too late.) And there he was at the end of the tube. His feet touched down gently on a bare floor. He only saw vague unfocused shapes. That probably was because right then and there he had vague unfocused eyes. As he attempted to drive his perceptions back to an ordinary, though enlightened, level, he wondered, "Here it is! What will the greatest gaming force that could be conceived of by an organic mind be like? Will he agree with my theories and methods of playing? Or will he destroy me? What will be revealed me by this awesome being? What new knowledge will he possess?"

Not waiting for his eyes to finish focusing, he threw himself down at the feet of the entity. "Oh, please, mighty Ghod, reveal to us poor D&Ders the secrets of gaming that thine uttermost holiness keeps hidden."

"Your behavior," said Mr. Scruby, "is most illogical."

"Oh hell," thought Glenn. "Seligman got me all worked up that this was a 2001: A Space Odyssey satire that I forgot it was meant to be a STAR TREK satire all along." For Glenn was standing in front of the Captain's chair on the bridge of the TSR INCORPORATED.

Captain Cast, "Why, Mr. Scruby, Dr. McEwan, Solo, Cherenkov, Et Cetera and all you other crewpersons. Look, as I live and breathe (though not for long), it is Glenn Blacow, hero of medieval D&Ders everywhere!"

"We weren't all medieval D&Ders," Glenn objected.

Mr. Scruby responded, "You are forgetting when we are, when you are, and the relationship between the two. We regard 1977 gamers as being medieval, as you regard 1453 as being medieval."

"Actually, Mr. Scruby, in 1453 they were fully-evil; in 1977, they became only midi-evil, and now we are not evil any more," said an expendable extra. Scruby quickly used his Vulcan Death Grippe.

"I'm confused about one thing, though," said Cast. "If you, my gamester hero, are standing here mysteriously alive, this shouldn't be TOMORROW IS BLACOW'S DAY; it should be THE SAVAGE BLACOW."

Glenn responded, "No, this is TOMORROW IS BLACOW'S DAY all right."

"Last episode you said Kask was your hero," said Scruby.

"I lied," Cast replied. Turning back to Glenn again he said, "But then, where was the black star that was to send us back into time."

"Just one second. I can't arrange everything at once," Bill typed.

Et Cetera said, "Look Captain, on the Clairvoyance; it's a black star!"

Cast said, "Oh, is it Marvin Gaye or Ray Charles or..." Fortunately, the very bad joke was cut off by the terrific forces of the black star pounding on the hull of the INCORPORATED. The ship went

d
o
w
n and u
p
and l
p
g
e
d and l
p
e
a
e
d and went d
i
a
sdrawkcab dns s
y
a
n n
w
a d ... suddenly.....
l
d
i
y and s

everything went back to normal. "Good Ghod," thought Glenn, "how is Lee going to type that?"

"First I'll have to change it from 12-pitch to 10 pitch and even then it'll be difficult," said Lee.

Cast looked irritated. "Glenn, if you've finished talking with your imaginary friends, perhaps we can get to work finding out where we are and how to get out of here."

"I believe I can get you a partial answer to that question," said Scruby. "By using my hyperatomic scanners, hyperatomic computer, myperatomic brain and by reading the street signs, I can deduce that the INCORPORATED is floating some 45 kms over Ventura Blvd. in Los Angeles, California. Since I can detect people still using primitive Critical Hit Location systems, we are probably in some past time, perhaps even the time of Glenn Blacow."

Although Glenn was a bit ruffled at that bit about "primitive Critical Hit Location systems," he responded mildly, "Yes, that seems about right. One thing that I have to warn you about Captain. Now that you are in 1977, you are no longer real."

What do you mean by that?"

"I mean that here in 1977 there's a guy named Bill Seligman who uses you people in fictional stories. While you are in this time, you become part of those stories and no longer have any free will of your own."

"What so bad about that?"

"Seligman has a very infantile sense of humor. If I were you, I'd get out of this time period as soon as possible, before...."

"We don't got a barrel of money," Cast sang.

"Maybe we're ragged and funny," Scruby chimed in.

"But we'll travel along, singing' this song," sang McEwan.

They all joined, "Side by side."

Glenn groaned, "Too late."

Bill typed, "Now you shall all act in a musical manner. Ready. And--a-one, and-a-two, and-a--"

"Wait," shouted Scruby. "You can't do this to us! We have a TV series to do. You can't just snatch free will from us."

"Oh can't I just," typed Bill as Scruby started doing a Shuffle Off to Buffalo. Suddenly Glenn rushed over to Cast's side and grabbed his Save. vs. Everything. "No," typed Bill, "if you use that, I'll have to let you all go."

"Exactly," muttered Glenn as he fumbled with the buttons and knobs on the strange device.

"You'll never get a chance, Glenn," typed Seligman hurriedly. All of a sudden THE INCORPORATED's engines started to hum as the ship took off headed for...

"The sun!" Cherenkov cried. "Captain, the helm doesn't answer, although come to think of it, it never did. We are going to be burned to a fritter in the center of the sun."

The INCORPORATED continued its wild acceleration. The sun grew larger and larger on the viewscreen. The crew of the INCORPORATED could do nothing; they were pinned to the floor by the wild G-forces. East could do nothing but whimper as he saw his death in the fiery sphere ahead of them. Faster and faster the ship hurled itself to destruction. Cast screamed in terror; he had only a few seconds to live and could do nothing about it!

Just then, Glenn managed to switch Cast's Save vs. Everything to the Deus ex Machina setting. Nothing appeared to happen. "We're doomed," cried Cast. "We're doomed!" He quieted when he saw a small spot appear on the surface of the sun. No, it wasn't on the surface; it was above the surface, not part of the sun at all. And it was headed toward them. As it grew closer the shape of the thing became apparent--it was a long triangular prism, greyish-black in color.

The thing came closer, coming in so fast that Cast thought it would crash into the bridge and destroy the ship. Instead the image of the prism filled the viewscreen. Very, very slowly, stars began to appear on the screen. They were back in normal space in their own time. Cast breathed a loud sigh of relief.

Scrubby, however, looked worried. "Captain, what are we going to do about Glenn Blacow? If he returns to his own time and reveals what he sees here, it may change the course of history."

McEwan growled, "Scrubby, don't you ever read the script? All you have to do is use your Vulcan what-ya-ma-call-it and erase his memory."

"I've got a better idea," said Cast. "Two can play at this game. Now that we are in the future again, we can write a story in which Bill Seligman writes a story about what happened to Glenn Blacow. Even if Glenn tells everybody that it really happened, they'll think that he was joking. And we get revenge on Seligman. Et Cetera..."

"Right here, Captain," she said, handing him some typewritten sheets. Cast signed them, making the story official.

"But how do I get back to my own time," inquired Glenn.

"I've already taken care of that in the story," Et Cetera replied. "Look."

On the INCORPORATED's view screen the image of the prism had appeared again. Again it rushed toward the ship. But rather than filling the viewscreen, it went right through the viewscreen to land just in front of Glenn Blacow. Quickly he was sucked up by the pseudo-monolith. It then turned around and sped off the way it had come.

The prism sped through the universes, dimensions, galaxies, worlds, etc. until it came to Earth in 1977. Quickly it deposited Glenn in front of his typewriter, made arrangements and left. Glenn woke up, surprised that it was all a dream; it had felt so real. He noticed that Seligman's package was gone. Instead there was an envelope which he opened to discover his copy of A&E #22. He started to read it and presently came to Seligman's contribution for that issue which you, dear Reader, are now perusing. When he finished he looked very confused. "Did it happen and, if so, can I sue Seligman for libel?"

As we CUT TO
a shot of Glenn Blacow zooming off into warp drive
As we FADE OUT

Lee sat back, exhausted. Barry entered the room and walked over to her. "What's the matter, Lee," he asked.

"I just spent two days with a 100° fever typing that idiot Seligman's 'zine for this A&E. He had all sorts of weird typefaces and, will you look at what he had me type with the INCORPORATED swooping around that black star. I ought to charge him extra for that." (Actually I simplified considerably. Before you would have had to tilt and turn the stencil in the typewriter.)

"Perhaps you should. Anyway, I've got to go back to the office. Remember, Seligman predicted that I'd develop a brilliant software application, and we'd be so rich we'd buy TSR Hobbies." He gave her a kiss, walked to the door and opened it. Suddenly he noticed something on the doormat. "Say, Lee," he said, "there's a package for you."

"JUst put it on the table. I'll get to it later."

"Right. Good-bye, honey." Barry left.

Lee sighed, then sat at the typewriter, inserted a stencil and started to type TANTIVY. But she couldn't seem to touch the keyboard of the Selectric. From behind her she heard the strains of the *Minute Waltz* coming from the package which was shaped like a triangular prism. As she turned around to look at it and fell into the psuedd-mnolith and began a trip of her own, her only thought was, "Damn! Now I'll never get #22 out on time."

NOT QUITE THE END

In case anybody cares, the names of the sister ships of the TSR INCORPORATED are: TSR HOBBIES, TSR GAMES, TSR RULES, TSR PUBLICATIONS, TSR PERIODICALS, TSR PRODUCTIONS, TSR THIS and the TSR THAT.

Bill Seligman

KIREL'S MIRROR #11

Kay Jones, 200 Davy Glen Rd., Belmont, CA

Thanks to the general hassles of moving (note new address) I will limit myself almost entirely to comments thish. (nothing like having your parents move right before you do...)

*****comments*****

CARY MARTIN: You still owe me the stats on "A Truly Better Dimension Door"... // Big mouth. Just wait. I'm not through with the Star Tower yet. Now that I have a map.....

STEWART LEVIN: Shame on you. Blasting away at Charlie like that right after announcing you would stop attacking people in here. Tsk. (*snicker*)// As soon as I get settled, I'll write you a letter.

JIM BOULTON: Black Dollems are also supposed to be delicious...

GARETH KANTZ: Syl Woodsranger, Lady Lianors d'Finagle and Lady Lenla du Finagle hereby serve notice of their purchase of "Match" 3000 GP on it's way via Transworld Shipping.// More Ja'ala stories are currently in the works (including a brief description of what she's been doing lately, probably in nextish.)

FANG: That expedition sounded like Amulet time to me. *sigh*// I like that song even if a few lines don't scan..quite...// Does the Sopwith Camel also give you a big nose and long floppy ears? (*grin*) // Nice to hear from you again.

CHARLIE LUCE: Thanks for the loan of your copy of A&E so I could write all these ~~trivia~~ comments.

MICHAEL MCCAUSLAND: An old Jeeves fan thanks you. Love that scenario!

JEFFREY MAY: My opinion of Slavus the Clever has gone up several notches thanks to your trip report. Hilarious!

CHRIS PETTUS: Thanks for the Staff of Healing info. Every time I think I've read all the fine print...*sigh*. I agree; staves of Healing should be charged - and in my world certainly they are!

MARGARET GEMIGNANI: Well, offhand I'm not sure I believe in elves with a charisma of 9. Frankly, my Melnibonean requirements are about the same as my elf requirements. I probably would allow a half-breed Melnibonean - but with a charisma of 9 the other half is probably not elven. Human, perhaps. You seem to have the same problem there I keep having - all the other characteristics are great, and then the charisma comes out 5, or 6...or 3! // It looks as though I may not make Sun Con after all as I have just started a new job, and highly doubt I'll be able to get a week off that soon, alas. I will be going to Westercon, and may make Boskone next year (fingers crossed!). // The Minotaurs succumbed along with the turkeys. Probably from indigestion...//What is "The Tolkien Champion"? //re moving DunDraCon away from Boskone's weekend. Amen!

JOHN SULLIVAN: Poor Arlan. Love that Hoka! (Godhood!?!?!?)

TERRY GRAIN: Thanks for the door table.

LEE BURWASSER: I know of at least one hobbit fighter (Brandobas - FM 7) who hopes your new books are widely adopted. He's burned 3 wishes so far to get up there, although he had the ep, just because he wasn't human. And wishes aren't all that common! Needless to say, I'm adding your books to my treasure list. (If I don't just decide that in my campaign, hobbits don't top out.)

CHERYL LLOYD: Well, "minataurs" was a typo, but that bonsai idea is lovely...// Alas, I am well aware of what baby vatches are capable of!(see my last zine)

JIM THOMAS: Well, "purify Food and Water" is presumably just what it says, and hydrochloric acid being neither... On the other hand, as Charlie has pointed out, it MIGHT remove all the water from the hydrochloric - both "purifying" the water and causing a rather nasty explosion as the pure acid grabs water out of the atmosphere!

*****thus endeth another page of comments*****

COVER YOUR EARS,MUSIC LOVERS!.....

The following little ...thing... was concocted by Charlie Luce, and yours truly, with thanks to Bill Seligman and many others for ideas. To the tune of "The Temperance Union" (or "Marsupial Fandom" if you prefer), it's:

THE BALANCED SONG

We're coming, we're coming, with rules on the way;
We want to convert you to The One True Way.
Can you imagine a more frightening sight,
Than devout One-True-Wayers all ready to fight?

(CHORUS)

Hooray, Hooray for the One True Way,
The One True Way, The One True Way;
Hooray, Hooray for The One True Way,
That's the song of lobotomized fandom.

Your Character classes are too unrestrained,
Don't run Demon Fighters, 'cause they're much too strange.
Don't have Collectors, and don't play a Sage;
We're not even sure that you should run a Mage.

(CHORUS)

Your magic's too powerful and it's too much;
We don't understand how you're happy with such.
We think gross Artifacts spoil all the fun;
Like Potions of Healing and Daggers plus one.

(CHORUS)

Your players are turkeys, your DMs are clods,
You don't have good melee, you don't run good gods.
To restore the balance, we will not be lax;
Like stopping that liberal, Gary Gyax.

(CHORUS)

You must understand what you've done to the game,
On D&D playing you've left quite a stain;
If you don't see why you cause us such pain....
It's because at heart we are all quite mundane!

(CHORUS)

There, that should liven things up a bit....

And now, a little concoction of my own, being a new verse for
"DEFENESTRATION":

If your D and D ing friend,
Is a wise-guy to the end,
Getting parties into needless altercation.
The solution's in your power,
Lead him to the nearest tower,
And use DEFENESTRATION!

Gee, lookitda white space...

Went down to San Diego for a few days and got in some interesting
D&D ing. Managed, in the course of the week to acquire 4 wishes
and USE five... Two by members of the party on themselves,
one to undo an awful mess in one dungeon, and two to fix up a
very badly mistreated unicorn rescued from Charlie's dungeon,
which critter promptly walked right back into the woods and dis-
appeared... Oh, well, at least Brandobas is FINALLY 7th level.
Alfric even went up a level after the unicorn expedition. And
the lowest level of the basement of Hell House will never be
the same...

May as well add another comment:

CHERYL LLOYD: Gods, you want? Well... In the case of the Robber's
Roost, several of the Lovecraft pantheon can be found at one
time or another, mostly teaching at the Miskatonic U Arcane Studies
department. Other than that, there usually aren't many in evidence.
Gaelan, the island most of my characters come from, honors the
pantheon of H. Beam Piper's "Lord Kalvan of otherwhen", including
such notewortmies as Dralm All-Father, Yttra All-Mother, Galzar
Wolf'shead, god of war and mercenaries, and Lytris, the weather
goddess. I'm still working on the Gameboard of the Gods group -
so far there is The Timegod, who will do you a favor - if you do
him one... (Which is how Ja'ala got there - in return for vengeance
on the destroyers of Immryr, which was not quite as complete as
she thought it was, she was required to go there to steal a rather
important book from Crystan the Ice Dragon. As he was created
by another god to guard said book, it was an entertaining expedit-
ion...), the Deathgod, and several demons.

*****thus endeth another zine*****sigh*

HELL'S BEGINNING

by Alan Brodie, 4073 Ben Lomond Dr., Palo Alto, CA 94306

I usually run in Stormgate at Stanford but for two of the meetings ~~the last of which~~ Nicolai Shapero wasn't there to run Stormgate, so being the only one with a dungeon, I ran the usual group through my dungeon. These people have reasonably high characters (8th-10th). The first week I ran they destroyed my 7th level and cleaned out my 8th. They saared away vampires like they were ghouls, juggers like they were orcs. After the ~~advent~~ turkey shoot, I asked a player what he thought and how I could improve my dungeon. He suggested I make up a not-so-minor fire Demon with lots of treasure (hoping to get more treasure in an easy kill). Well, I made up a new Demon I thought should be published:

Cold Demons

These Demons can only be hit with iron weapons. A blast from a cold wand cures them and fire does double damage. Otherwise they are 100% magic resistant. They are also permanently Hasted.

Minor Cold Demons: they have one eye (shoots cold ray) and a hideous body which cannot be seen by the naked eye. #appearing: 1-4 or whatever you feel is reasonable. Hit Dice: 6 D20 or 15 D8
Int: 5-10; Dex 16-21. 10% gate in another minor cold demon.
Cold ray does 6D6 damage. If no save, then cannot move a limb: (1 right arm, 2 left arm, 3 right leg, 4 left leg). Also need a Cure Disease or the frozen limb will fall off in 5".
When killed, they blow up, spreading Liquid Oxygen in 20' radius, doing 6D10 damage. If save then cannot move one limb (see above) and if no cure disease, it will fall off in three rounds. If you don't save, then the limb falls off immediately and you are slowed for 15". 20% in lair; type E treasure.

Not-so-minor Cold Demons: also one eye. # appearing: same as above
Hit Dice: 8D20 or 20D8. Int: 10-15; dexterity: 18-23.
Cold ray does 8D6 and same effects as above.
30% gate in Minor Cold Demon, 15% gate in N-s-m Cold Demon.
When killed, 16x 25' radius blast, doing 8D10 damage.
If save, same as above. If don't save, lost one Constitution Point and move at half speed for 1-4 days. 15% lair; treasure type F.

Major Cold Demons: 1-10 eyes. # appearing: same as above.
Hit Dice: 10D20-20D20 or 25D8-50D8. Int: 15-20; Dex: 20-25.
Cold ray does 6D6. If save, same as above. If don't save, limb and 1/2 mov. for 1 hour.
50% gate in Minor Demon, 25% gate in n-s-m demon, 20% gate in Major.
Final Blast: 30-40 feet depending on number of eyes.
If save, lost one point constitution. If don't save, die unrecoverably except by Reincarnate I.

If you have any comments please write me or write it up in A&E.
Would someone please wreat in A&E or to me when and where new conventions are going to be held.

Wayne Shaw: could you write the experience charts in A&E from your reincarnate table.

Kill Slavus the Clever!



KILL SLAVUS THE CLEVER #9 is brought
to you by;

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

Hopefully, I will also have the latest TALES OF THE RED ELF INN in this edition. This is not for sure, however. The adventure to be written up has not yet been run (the weekend of April 3rd-4th seems to be the target date). I'm writing up the introduction to it now, and will have to write up the action later.

CHARACTER REPORT...My, have things been busy lately. Let's see, begin with magic-users, I guess, and work down from there.

Ariel...running in a party dominated by double-threat elves and Melnibonians (she was front line, Ciria backup FM/MU) rescued King Crookshank from Gorree's 8th level. Crookshank is the elder brother of King Ufthak, ruler of the toughest Orcs in Edwyr dungeon - and was overthrown by Ufthak some time ago. Ariel is now more-or-less committed to helping Crookshank recover his throne. Considering what Ufthak is like, I may have to write off Ariel...

There is some hope, however. At present, the senior Gorree characters are out on a dragon hunt. Given Mark's new dragon rules (see THE WILD HUNT #14), she may not come back from it in any condition to join the filibuster. The next dragon they're going out after is a wizard...

Tirye, still at 7th level, has been given her task for confirmation in CHILDEYE. Unfortunately, it involves going down and ceasing a Prince of Fire (see T# #7, "My Name is Legion" by Mark). She's a bit short of hitpoints for something like this, but she's always willing to try...

Mother Erutan is still trying to get some sort of conclusive evidence about the suspected treachery, but without much success.

Liriel...after two trips in Alf and a battle in Gorree involving some non-turning wraiths, the littlest twit-elf is within sight of being 4th FM/6th MU; is trying earnestly to make it into the ranks of the elite BLOSSOMEYE Amazon regiment, the Fangs of Hudar; and is saving her pennies to get the Balrog hide Gideon brought back and gave to her enchanted to leather +3. Uhui!

Zayra Ochs...still resides comfortably in Dwarfhole with her boyfriend, Red Arthur. Expeditions into the dungeon continue to be brief and brutal - a couple of expeditions ago, she had to fight a 3rd-level orc

single-handed - all of the party's fighters being down. Mutual incapacitation. Then there was the encounter with the Chaotic party, where the opposition was getting ahead of the party, until Ajra fired her Paralyzation Wand and got lucky - the two party members both made their saving throws, and the Chaotics didn't.

Uncle Wolf...joined an expedition to the 3th level and encountered a Death Elemental - in the form of a 3-headed cobra. The Elemental happily butchered its way through the party (which was also occupied with the mummies already present) until it ran into Erolfa the Unwise, in her mithril chain and shield, who managed to cease the thing while Uncle Wolf and friends finished off the mummies. He acquired enough magic out of the business to be able to trade it for a +3 shield to go with his armor.

Zuleika had an unfortunate encounter with a Swanson-type Lukker Above, which proceeded to digest most of her magic. **Sigh** Did (on a later expedition) manage to acquire Bracers of Defense AC4, though.

Samantha, having delivered her baby, went out on an expedition with her husband Wolfram, and in a random encounter with some tough orcs, managed to pick up a +1 shield and enough gold to keep the household going.

Amtorg has now reached 4th level, but has acquired the enmity of the local orcs, who regard him as a traitor of some sort.

Dalin Terhalen has been on his first expedition, on a trip that featured a rather nasty fight with three dopplegangers and six giant ants. The first party members to go down were the magic-users, so that most of the work was done by the fighters. Dalin covered himself with glory - and convinced his fellow party members never to allow a twit like him in the lead again. He likes fighting too much...

Jack the Slasher has become a respectable member of a GOLDEYE regiment with sargeant rank.

Dick the Dastard, his cousin, was in a party that got overrun by a party consisting of the pit-orc sargeants of some local military units. Dick went down swinging. A rescue expedition led by Jack managed to retrieve bodies, but Dick failed resurrection (he try cost Jack his +2 shield), and Jack had to buy a Reincarnate. The same series of events also happened to Kergutz, Dick Moore's SS corporal.

Dorothea, my brevet 2nd Dianist cleric, went trundling off into the woods with a party to rescue some kidnapped members of her church. She was doing all right in keeping a bandit until a member of her own party hit her with a throwing dagger...

And that's about it.

THE DRAGON #5 is out. I am Not Impressed. Witches, for example, are an interesting idea. But the write-up for these is so bad as to be unusable. Can make a magic item in one day! Snort! Almost always willing to trade magic off. Gleh. The Wizard Research Rules really bite it off, though. For a mere D6 of damage, a Wizard/Witch/Matriarch/Patriarch can create any magic item without cost in time or money. True ring making! Wizard Blades! If I weren't a completist, I'd burn the damn zine!

KAY JONES should be interested in the next TALLS FROM THE RED WOLF INN. It concerns a high-level non-player character in the local universe, one Lady Orna Tsaryin, of High Melniboniah family. The personality of the character is based on that of a highly impressive young woman I used to know in New York. The "Orna" concerned was extremely beautiful, of great intelligence and wit, highly poised and Lesbian. The Lady Orna of Edwyr follows the original very closely (the posters she had put up for her first expedition began with the warning; "No dogs or males need apply").

Since I agree with you wrto Melnibonian "style", and "Orna" had so much of that commodity, I made her a Melnibonian.

The story line is reasonably based on what happened to the real-life person of whom I have spoken. To wit, a muscle-bound and very macho soul refused to accept a firm refusal. The end result was two weeks in the hospital for "Orna" and two years in jail for the man...

On to more mundane things, such as...

COLLATION COMMENTS

(A&E 19)

Lee Gold...Edwyr dungeon has a number of underground rivers wandering through it, with considerable grazing areas on their banks, which provide the feeding grounds for herbivores.

Robert J. Clifford...Have you ever had the joy of awarding negative EPs? I've done it once.///Local fighters carry opportunity weapons (spears, war-hammers and the like) which can be used either way at the ready.///MIT dungeon assumes late to be back-and-breast, with a few other pieces.

Jim Thomas...Well, hello! No "Dungeon Lord" in Edwyr, which is just a hunting preserve/training ground.

Bob Giglio...The last thing I want to see is a character that never misses.

Larry Stehle...Certain entries on your critical hit chart interest me; thanks.///What good are Priestesses of Diana? They make excellent characters to run in wildernesses, they're good missile troops, and I find them interesting to run. If you're asking what advantages they have over other character classes, well, on the whole, they shouldn't have any. I hope I designed them well enough for that.///If one meets a creature which is non-intelligent, mobile, and which one can meet in the real world (lions, bears, wolves, etc.), one can safely assume that they're animals. Fantastic creatures like basilisks, griffons, pegasi, etc. can be discounted (though Dianists may well have considerable pluses with unicorns).

Peggy Gemignani...But if Jack leaves the corpses in the dungeon, the Clean-up Crew will dispose of the evidence.///No special rules for Dianist fighters.///Nobody wants the Old Orthodox cleric returned.///Jack isn't worried about paternity suits; he can prove it wasn't him, since the child is elf-Melnibonian, it can hardly be his.

Howard Mahler...Sorry to miss PrinceCon.

Eric Eaines...The EP system seems a bit complicated for quick resolution.///Hmmm, Lord Hogg seems a bit stupid in both of his forms. If the wizards refused to serve him, why keep them around in a dungeon, eating up good food? And as a dragon, closing for melee after just one breath seems a bit moronic. Let's hope you can bring Lord Eric over to Edwyr some day, so that he can go dragon-hunting in the Tarada Kai.

Wayne Shaw...Let's see; armor class -12, +10 weapons, automatic critical hits, +8 weapon doing 20 dice of damage, 120" range, movement of 72 inches, (turn page, turn page).///Forbidding the +3 plate was too hasty? Not if the guy only earned 300 EP in the process. One wonders what the high-levels came out with if they could afford to give away goodies like that to the neos.///Nothing was said about waiting for a vampire bite to get a Chaotic character. What Chris said was that you had to wait for a vampire bite to get a vampire character - a very different thing.///Re Charlie parodying me, see comments to him.///My "ignoring of the rules", as you call it, are usually accompanied by a full and fair explanation of why I

am changing the rules. The people I snarl at either haven't read the rules, or are busy trying to interpret the rules to favor their characters, or are bust scrapping them because they find them too confining. And then there are always those who haven't figured out where their proposed changes are leading to.

John Sullivan...The idea of the Demon Fighter is reasonable, but the EP requirements get too easy above 8th level. I don't like the idea of a fighter-type dispelling demons, though the chart you published for it is not unreasonable as it is.

Steve Ferrin...I never expected you to like the standard EP formulas, Steve. Why if you did, it might take a whole year for you to get an 18th-level MU. I'll also add that if you weren't in an adolescent pet at the time, a simple letter to Gygax would have confirmed my statement. However, a cheap insult deserves a cheap insult.

Chris Pettus...The immolating kobolds and Power Cats have much amusement potential.//I only allow Phantasmal Forces to produce visual illusions. A Phantasmal Fireball only produces a bright light to the eyes; this will be unlikely to produce much damage.

Sam Konkin...I have yet to meet an amoral Neutral locally.///Much as I hate to be a wet blanket, how do you figure Ireland wasn't conquered? Your impression seems radically different from that of a) Irish historians, b) English historians, c) 19th-century Irish-American propaganda, and d) the spirit my Irish grandmother tried to implant in me...

Peggy Gemignani...So John survived a few trips in MIT dungeons...

Bill Faley...Keep up with the historical tales.///While I agree that the higher-level player characters should participate in politics and suchlike endeavours, they are still (by a fair margin) far less powerful than the major non-player figures locally. The local wizard is starting to enter into Guild politics; the player patriarchs are beginning to speak up in the councils of the various Churches (one has just been appointed to a bishopric (no, these are not automatically handed out to 8th-level player characters - or even to 9th-levels); one of the local Viking immigrants is busy getting a small raid n'trade fleet together; and at least one Elf is in the midst of recruiting a full regiment of men.///My zine got to Lee too late for #18. Sorry.

Eryan Ansell...I've seen the first edition of TROLLCRUSHER... Good work...

Nicolai Shapero...Wrote the song; it's always unwise to lead with your chin, Nicolai.///Oh, I agree, LOLITS are an abomination, as are Death Demons, Magic Absorber IIs, and some of your other published monsters.

Chery F. Lloyd...Eut Diana is a Goddess of the Moon (note the headdress).///Interesting universe; somebody locally was running something similar, only the locale was the late Roman Empire.///I've got my version of the Cauldron-Eorn no higher than the 10th level. The Huntsmen of Annvin I've run once - and grossed out the party that encountered them...

Kevin Slimak...Damn straight, your monsters would take the party for everything!///Somebody discovered The Barbarian's Priest of Gow character sheet in my character folder and burnt it!

Stu Levin...No, if a dragon falls on somebody, they're almost certainly gonzo.///I'd forgotten that story (that produced the Break Plant). Thanks for reminding me, but the players will probably hate you for bringing it up.

Lew Wolkoff...Glad to meet Trebleth at Boskone. But that Dragon Cloak was definitely the least restrained thing I've seen since the Staff of Wishes a Rhode Islander brought in.///Any pair of thieves who persisted in chattering away on a dungeon run, attracting monsters, would get their heads bashed together by the rest of the party and told to shut up in most local dungeons.

Jim Eckman...Excellent essay on thieves! Profuse thanks, and consider it adopted wholesale!

Kay Jones...Miskatonic U.? I used to know somebody who played left throw-back for them...

John T. Sapienza...An elegantly thought-out way of handling elves. The MIT universe system was touched upon in KSTC #5, A&E 16. Have always preferred using D6 for split characters in order to cut down on the bookkeeping.

Charlie Luce...I can see it now. The MU throws Charm and his target fails. Victim now obeys all spoken orders (first round). Second round; MU orders Charmee to fall on sword. Third round; Charmee falls on sword, MU throws Charm at next victim. Play-balanced, you were saying?

...so you claim you were just parodying me, Charlie? And Wayne makes the same statement? Well, if so, nobody but you and Wayne seems to have recognized it as such, which makes it one of the worst attempts at such ever seen. I also observe that you seem to be one of a miniscule handful of people who seem to think that I have missed points and/or jumped to conclusions, all of whom (I add) are people who have gotten the sharp edge of my tongue for one reason or another.

Now, as to childishness, I present the following logic-set;

- 1) "If killed by the eye, the character is irrecoverably annihilated. (No wish, nor act of god may restore; the body is annihilated, so no raise is possible, and the soul is GCNE, so no reincarnate will work."

- Nicolai Shapero, NOTES FROM THE UNDER GROUND
(#8, in A&E 13)

- 2) "UNLIMITED WISH...This name is a misnomer, as the power of this spell is not any greater than the usual wish, with one important exception--this spell is fully capable of affecting situations "not alterable by wishes nor acts of the gods."

-Charlie Luce, THE GRIFFIN'S QUILL #5
(A&E 18)

- 3) "Anyone who refuses to accept the permanent loss of one of his characters is a childish turkey"

-Nicolai Shapero. (semi-quote; I can't remember the A&E it appeared in; #11?)

Logical conclusion; Charlie Luce is a childish turkey. .E.D.
We will pass over other proofs in order to save time and space.

In answer to your presentation of the Ultimate Klutz System, I hereby present The Ultimate Spell-Point System, carried to its logical conclusion. You multiply intelligence (the Prime Requisite) x the MU's constitution x the MU's Dexterity (important in waving those hands!) x one-fourth of charisma (for charm spells), with spells costing their level in spell points. It seems eminently suited for your approach to the game.

"The shape of dragons is generally the brontosaur type." It would seem that you have seen either few representations of dinosaurs or few of dragons. There is good reason for the nickname of "Worms" given to dragons - they're long and slim and generally lizard-like in shape.

The brontosaur, on the other hand is a huge lump of meat that apparently needed to stand in the water to support its own weight long. The thought that such a creature might have wings and fly is mildly staggering.

There is one local character whose only roll higher than 9 is (or rather was) a constitution of 14. He's been around for nearly three years in Gorree, and is the player's most-run character. In Edwyr, there a couple of highly unimpressive clerics who have been run since I started. Me, I wonder at random games where nobody ever dies and no character has a roll of less than 13.

Answers to questions....

- 1) There are three examples locally of characters becoming Lawful
- 2) I allow player characters to research any spell of a level they can already use.
- 3) I am highly dubious of any spell more powerful than Wish of Gate.

Jon Fickens...Interesting essay on tournament D&D. From my point of view, however, the best tests of good players are those of dealing with intelligent monsters and teamwork.///Interesting interpretations of various spells, and most rather close to the ones in local use.///My own preference wrto magic-rich problem is to not have it to begin with; if outsiders bring in a lot, they tend to end up going down further than their ostensible level would indicate.

Martin Easterbrook...Thanks for the write-up on British D&D sources.///A look at the Anderson elves reveals certain difficulties in accepting them as the model for D&D elves - their inability to contact cold iron, for example, their seizing of human babies, etc. Steve Perrin (I think) did the writeup on these about 10 (?) A&Es ago.

Cary Martin...Ah, yes. The temptation to change die rolls. This can be avoided by pre-rolling treasures and encounters, so that there isn't any chance of having to. I have seperate treasure/equipment charts for every level (the grossest armor you can run into on 1st level is +1 plate or +2 chain; the grossest sword a Flaming Sword, and there is only a 1% chance of a misc. magic item - and nothing all that powerful on the list either. I also object to the "if it's honestly rolled, then it's there" solution because of scenarios like the following; Lawful party encounters six Chaotic 2nd-level Fr in a room, the party itself being 1st-levels. The Chaotics have +4 plate and shield, Boots of Speed, and are guarding a Lawful Dancing Sword. The two 1st-level Lawful MUs throw SLEEP, the Chaotics blow their saving throws (if any), and the adventurers walk out of the dungeon with loot worth a couple of provinces for no more effort than the throwing of a 1st-level spell. Gleh. And since (if you go by the rules) there is a 65% chance of the sword being Lawful...

On Cheating; You have no idea of how annoyed "Lawful" players can get at seeing somebody haul in a folderfull of tricked-up grossities. It is certainly no fun to them to have such Phantasmal characters grandstand around with their Phantasmal equipment. There's also the fact that he probably IS stupid - quite possibly stupid enough to cease an entire party of other players' REAL characters; who they may have spent a year or two running up from 1st level. The Turkey can go off an invent another grossity with nothing more than a blank character sheet and a pencil. The good players are thoroughly shafted.

Benjamin Grossman...Glad to see you hear. Your essay is interesting, logical, ---and basically the same as my point on view on the subject.

At this point, I suppose I should be writing essays (of which I have a fair number ready for print). However, I would like to get caught up on comments. By the way, I had more-or-less made a semi-promise to Lee not to bite people a while back. I thank her for her permission to be somewhat less than entirely pleasant in some answers this zine. She agreed that provocation was adequate...

COLLATION COMMENTS

(A&E 20)

Lee Gold...The Nixie's twitting lay not so much in hooking the baby vatch as in not deciding what to do with it once it was hooked - which is why Mother Vatch had time to show up.///Down to 1 hit-point? What else are clerics for? Uhu!///We're actually gaining on you a little, Tirye, who was in the first Eoskone expedition, was a bit too high (at 7th LU) for the one this year (though I intended to run Liriel anyhow, in order to give you an opportunity to meet a member of house Terhalen.)///Note that the Catholic Church in Edwyr/Gorree is the TRUE Catholic church, not the ROMAN Catholic Church. This was done deliberately to allow female clerics. The Church frowns on, but has yet to agree to outlaw, clerical marriages.

Brian Lane...One of the more entertaining characters I've ever had was one Findley the Feeble (9/7/9/7/9/7, I think) in HELLSGATE. He got killed in a death-or-glory affray with Black Bart, but has been more-or-less reincarnated as Findley the Ferocious. (I'm soory about that suicide run, Kevin. If the dice hadn't been so decisive about it, I'd have never sent him out to challenge B.B.)

Phillip McGregor...uite correct on the superabundance of gold and silver in D&D. Incredibly wealthy Venice, for example, had a total income of only a few million GP a year in late Renaissance times. I'm trying to work out a reasonable exchange system so that it's actually worth it for parties to pick up copper pieces. It'll involve re-writing the D&D treasure system, of course, but this doesn't bother me all that much. I also appreciate the essays on armor types and encumbrance.

Hartley Patterson...An interesting system of combat. Have you had a chance to compare it with the standard system yet? Extensively, I mean. ///I'd only allow 1 point of damage per hit with a slingshot-thrown silver coin.

William Taylor...AAAAARGE!!!

Jeffrey Ray...Damned good reason to be annoyed.

Kay Jones...Funny, most Lawfuls and Neutrals locally (and more than a few Chaotics) seem to feel the same way about Jack. He feels hurt; after all, he didn't kill or even mutilate the elf, and now she wants to kill him. We're beginning to think that it's probably a better idea to off any further victims. Selling them is more profitable, but also more dangerous. ///Aren't vatches fun?///The original specs for Staves of Striking and Healing did not mention charges; the GREYHAWK corrections specified that a Staff of Striking had them, but said nothing about Staves of Healing. DM's choice, I'd say.///I give 2-handed swords tp the monsters, too./// I await further stories about Ja'ala with bated breath; I like her./// A local store is already taking pre-publication orders for the British edition. By the time you read this, my order should be in.///Melniboneans are run fairly extensively on the local scenes; since Moorcock stated that they are basically the same stock as elves, we treat them as such, including level limitations and such.

Jim Bolton...There are certain problems with trying to fire over the immediate melee. The ceilings in Edwyr (on the upper floors, at least) are only 10 feet high. Of this stretch, about 6+ feet are occupied by the meleeing figures, and much of the rest by waving weapons. Unless it's a EBIG room, or either you or the enemy second rank are pretty far back, there isn't much you can hit with the trajectory of an ordinary shortbow, much less the flatter ones of higher-powered bows.

Chris Pettus...Looks more usable than the original system, but still overmuch chart-searching for my taste.///I've actually got an order and cash for a set of the rules from Feggy! Looks like I'll have to do them, after all.///A hyperbolic Alignment system???//Yes, Ariel is a Fenrist. And a bit confused; in the early days of Gorree, getting Raised by a cleric of a different faith meant that the raisee was of the same religion as the raiser. Ariel has also been a worshipper of The Goddess and an Old Orthodox Christian.///Complete agreement that not all high-schoolers run Candyland dungeons. It's just the ones that do who get ignored. Usually it's bad enough getting killed once per expedition. How did the elf manage it three times in a single expedition?

Tim Kask...I've always been of the firm opinion that editors bear some responsibility for what appears in their magazines. I feel that you've fallen down a bit on what appears in THE DRAGON. I'd prefer to see somewhat more in the way of rules explanations than infinite unusable character classes.///An 18(00) strength isn't equal to the strongest man on earth; it should be appearing in 1 in every 21,600 people. While females that strong are rarer than males, they do exist. I think I even know one.

Howard Mahler...I've run a simulation with your spell-point system; I have to say that it's one of the better ones I've seen. I still, on the whole, prefer klutz-factor. But I guess I'll have to do a write-up to give A&E people a better idea of how it works.///Most of the people who ran characters in Edwyr at Loskone were outside of the local multiverse, and most of the characters who ran in Alf came from it. There was no trouble adapting, the only object being banned being the Dragon Cloak that belonged to Lew Wolkoff's Trebleth. A closed universe isn't exactly the right term.///We've been using the CHAINMAIL definition of HASTE; it speeds up movement (only) 50% for spell duration. This happened after the first couple of people acquired third-level spells...

Cheryl Lloyd...Dragon harps? Not made like human harps at all, I fear. The talent of dragons doesn't tend much towards music. The few dragons on Oskley that do play harps have them made by craftsmen in Aydar, one of the Chaotic cities in North Janek,

Cheryl Again...Moondaughters are an original concept in D&D. Not too applicable to my world, though, where alliances tend to be either by family or occupational Guild or Church. The idea that a person should be more connected to a sisterhood than her house would be considered mildly blasphemous on Oskley.///The next clerical order I present will be Chaotic, I fear; the Veskayans.

Bill Seligman...OK, you're on the list; publication will take at least a month, allowing for two AFAs and all.///I'm honored.///On #20; Yes, but your proof that Arioeh is only a Type II Demon is flawed in logic! And the idea that Aragorn is only a 4th-level fighter simply doesn't hold up.///Your satire on A&E was beautiful, though. Imagine casting Nicolai as the Balrog, and Kay Jones as the Damsel. Using me as the Wicked, Nasty Lycanthrope was just a bit unfair, though. Lee was magnificent as the Dwarf Heroine, though.

Peggy Gemignani...Mother E can handle the traitor well enough, if she can only get proof!///You've already got the Gorree House Rules in TWH #11/// Any Hero who throws himself into the Black Cauldron is a willing sacrifice to the Gods. Not even a Full Wish will bring him back.

Bill Faley...If you're trying to ignore me, you'll have to do better than that.///I got the idea for ecology niches when I was designing what was (I think) my third universe, back about 1952-53, after reading a book on general biology that covered the subject of food chains, the inter-relationships of predators and prey, etc. My first really successful attempt was made in 1967, when I had access to a first-class university library. And if you want the eating habits of specific monsters, ask for them. I'm not about to do a 10-page essay on the dietary habits of every creature-type on Oskley!///For absurdities, see NOTES FROM THE UNDERGROUND #13, page 1, addressed to Lee Gold, in A&E 18. I've had people try to bring in a fully-charged Staff of Wishes, plate and shield +10, (collapsium), a 2-handed Dancing Vorpal Sword of Cold +5, a Cloak of Invulnerability, and a Ring of Perception (that allowed the wearer to know everything about any foes they encountered - and made ambushes quite impossible).///Was is das "ninchuck"?

Nicolai Shapero...OK, OK! I'll contribute!///Considering that PA IIs can fly through stone as if it didn't exist, eat magic, and do other equally neat things equally unlikely, I refuse to seriously consider natural evolution as the reason for these things. Magically created is superficially more likely, but leaves the question of what sort of MU would be wedged enough to do it.///Suncon is extremely doubtful; I've only been to one Westercon, on a visit to my relations in California. I'm still paying the bills on that one. ORIGINS III is the best chance for me - it's a good con.

Peter Cerrato...Well, it's certainly different! I may try running a scenario with non-player characters to see how it works. The most obvious problem with it is that it prolongs combat by making it harder to hit. Beyond that, you'll have to wait to play-test the system.

James Cerrato...The designer of Stossgriffins wrote them up about two TWH issues later.///Assume a minimum of 1HD and one AC better than elephants for mastodons; improve further for mammoths.///By the rules, it's impossible to make an attack and remain invisible.///I refuse to let dragons Sleep - even aside from the fact that at 5 hit dice, they aren't supposed to Sleep at all.

Bob Hollander...There are only about three people in the local universe who can't legitimately carry every magic item they own on their backs. ///I'd allow magic items to be carried around in Bags of Holding, but demand that the order of packing be specified. If someone knows that it'll take five melee rounds to dig his second-best magic sword out from under the gold, assorted bodies, and loot, he'll seldom bother if he's in melee. ///Detect Magic works the same way here; other Detects work less visibly. After all, if you've just thrown a DEvil at a door and it lights up because there's ENFEXP behind the door, it just might alert him.

John T. Sapienza...On the whole, much less satisfactory than your other revisions. Why, for example, insist on "critical hits" for magic? I'm also a bit dubious that one can miss that much with something like a Cold Wand, which is fired by sight and covers an area. Perhaps a better solution would be to make up cones and circles of appropriate size and shape, and see what they cover when area spells are used?

The rationale for saving throws has nothing to do with how hard it is to "hit" different classes, but with the fact that different classes are more resistant to some things than others are (clerics being especially resistant to poison and death, fighters to dragon breath, and MUs to magic.) For outdoor adventures, a "to hit" requirement for magic of some sorts seems more reasonable. I would suggest minatures for this; the attacking MU would specify target area center for FIREBALLS, designating start of LIGHTNING BOLT strike; if target is within the area affected, then saving throws seem to be adequate for the case.

There is a benefit to having high wisdom under certain magic systems for clerics - both spell-point and klutz-factored magic emphasize such.

Excellent layout for new character classes. Will employ in the future, if and when.

Jon Pickens...Sorry, but I prefer Lee's Harpers.

Jim Eckman...Remember to tell us when full details of your system are ready - and don't forget to playtest the thing!

Charles Luce...Who is missing something again. You doubt that I have the experience to be able to tell what exotics will do? Well, 1) there is this neat system of figuring out the probable course of events, given sufficient information. It's called "logic". 2) There are a number of local games which allow, nay, encourage exotic types. There is plenty of information available about the actions of exotic types from them.///It is not obvious that said potions were developed for the stated purposes. Nor is it obvious that one needs to O.D. on Type E. And while the last type might keep your cleric from getting raped, it would seem an excellent way to get her killed and destroyed by the person she uses it on.///Considering that fighters are generally the worst off of classes, I'm willing to give them another advantage or two. Also; strength is crudely simple. Improving intelligence involves a much more complex attribute. I have my doubts.///On play-testing upper-level spells; one way to do this is to roll up some non-player high-levels, set up two or three scenarios, and see how they work out. Quite popular around MIT.///The two quotations (about spell system and exotics) have little to do with one another. The first section (divided by the traditional three slashes of APA fandom) had to do with your assertion that you wouldn't run a character in a game using Klutz Factored Magic - I was merely curious why. The second section had to do with your bitching that only Wayne & Co. would run your characters "fairly". The problem is not with my asking silly questions, but with you in not being able to decipher them.///It would seem that some DMs don't believe in handing out free advantages. Yes, I agree that there's a difference between criticism and whining. Phrases such as "they won't play my character types fairly", or statements that system X is too hard on MUs, et tedious cetera.///OK, you've got your Ethereal Armor and Ring. Fine, you walk up to the tank on the Ethereal Plane and use the Ring. A Rust Monster appears - on the same plane as you are! Now, you can always return to the normal plane, bringing your R.M. with you. The tank then has a good chance of blowing both you and your pet away, of course, but then... The magic in OPERATION CHAOS never faced modern scientific weapons - just different brands of modern magic.///The front half of an eagle and the back of a lion (or the head of an eagle and the body of a lion, according to some) are the parts that comprise a griffon. Let's dismiss the second alternative entirely - a lion's claws/paws are not made for making arcane motions in the air. As for an eagle's claws, they're built for a) walking on, b) for inflicting damage on prey, and c) for holding onto perches. A look at the musculature of a bird's claws and the human hand will illustrate my point - the first simply can't compare in flexibility and diversity of action with the second. A griffon may indeed be high-dexterity - but it's dextrous in

ways quite different from those of humanity. It's able to dodge blows, make very tight turns while flying; etc. But not use its claws to manipulate weapons or throw spells. There is also the problem that Griffons are not Speaking Peoples (at least so far as classical versions in mythology are concerned).///If you have a DM who runs non-humanoid characters, then Rena has the qualifications for a Pianist cleric. The only problems I can see are 1) Sphinxes are desert creatures (at least by most myths I've seen), and 2) she'll probably have some minor problems using the main Pianist weapons of spear and bow.///Karrekki are not a bad idea, but I've already got Lee Gold dragonettes, which serve roughly the same purpose and fit the same ecological niches.///I think your figures for Wayne's system are a bit off - but can't remember exactly his specs.///In local context, a placing of Cancel at 6th level is far too low. I'd put it at 9th for the local universe, and maybe 7th or 8th elsewhere? I'd also give it a far lower chance of working against items with Intelligence, and almost none against Dedicated magical goods.

Jim Thomas...Thanks for the compliment. It will take (by-the-by) almost two months to do the typing for the House Rules.

Wayne Shaw...Drawing a symbol in the air (to counterfeit a ST) has the problem that if the person can't see the mage (or whatever), he won't be trying it.///Count up the number of times that a group has run into foes more than 60' away in your dungeon, and then compare it with the number of times expeditions have run into opposition in areas too small for FIREBALL or too short for LBolt. At a rough guess, I'd say that COLD BLAST is the more useful spell at least 90% of the time. Outside of nasty Chaotic MUs who went to glory by throwing ground-zero FB on their way out, I can only think of one use of FIREBALL in Edwyr dungeon. Even LBolt, which is far more useful, has seen relatively little use - there are too few places with sufficient length to employ it.///Comments on weapons for another zine; I want to get caught up.///

Steve Brown...Having been invaded more than once by characters who are hittable by third-table fighters only on a 20 (and the same goes for 10th-level monsters) I have come to dislike gross magic armor intensely. And there is at least one recent case where an exceptionally nasty 7th-level Chaotic fight with magic weapon, high-strength, etc., spent 8 melee rounds trying to hit a cleric who is AC -7, and never laid a glove on him. I find this sort of thing depressing.

Steve Ferrin...No reason to explain the Wishes; he doubtless bought them at the Corner Magic Shoppe, 3 for a quarter.///Exactly why did Thorfinn spend his wish to animate an iron foot, instead of wishing for his own back? Seems just a hair stupid of him.///Paranoia is the (baseless) fear of persecution. I will point out that it's you people who have been complaining of persecution, not me.///There is a 10% chance of any standard sword turning out to have a purpose and thus being 12/12. There is also a chance in 144 of rolling your two natural twelves and getting a 12/12 sword without a purpose. I am also grossed out by the purpose you assigned it - by making it +8 on damage to trolls and +12 on damage to Undead. A little greedy, aren't you?///Much as I hate to destroy a misconception that causes me so much amusement, I am not young. In my younger and more fannish days, I fought a literary(?) feud in AFA-NESFA against a half-dozen other fans single-handed and won; was one of the handful of Neutrals who tried to stop the Great NESFA War, and have sparred with MINNEAFA writers like Charles Korbas, Tiger Johnston, John Kusske, etc. Gee, it's been years since anybody tried to patronize me. But you see, Steve, I suspect that if you deducted your age from mine, I'd still be old enough to enjoy D&D...///I have yet to kill off somebody's

character because either I don't like them or I don't approve of their magic. As has been stated several times, Edwyr is a place with great self-schmuck potential. And (generally speaking), there is a distinct tendency for characters with lots of magic to turkey rather more than @ ones with only a little.

Martin Fleischmann...I figure that it can only make one attack per round because it has to pump more poison up after squirting. I also tend to limit it to a maximum of three attacks. I gave them better than 6' range in order to make sure that they can hit something across a standard-sized room./// A reasonable essay on the use of super-tech weapons.

Sam Konkin III...I will poke some mild fun at you by pointing out that a while back you were busy claiming that copyrights and such were bad and wrong, and here you are demanding payment for reproducing your work. My, how fast principle goes down the drain when money is involved!

Ken Fick...According to somebody I know who corresponded with J.R.R. on the subject, Balrogs aren't the Chaotic Valar. Said friend says that Morgoth was the renegade Valar, and got tantalizing hints that Sauron was a renegade High Elf, maybe of the (unnamed) third kindred. From Tolkien's obsession with Christianity - and Gandalf's words at the Eridge - it seems that Balrogs are servants of hellfire. Devils? Demons? Who knows? Maybe the Silmarillion will have some answers.///Sorry, I thought you were asking about where a TND (Tactical Nuclear Device) would rate in a technological system. Seeing that there are 100-megaton thermonuclear devices around, then the TND is a very small fireball-equivalent.///If the wizard holds several villages, then he may have problems; if he's got a small holding, he may know it well enough to have an 80% chance of making it. He can't have made a "careful survey" of more than 6-10 places on his own land.///The Dim. Door/Fireball combo is quite clever (but in the local universe, you can't throw spells through a Dimension Door). He'll have to risk taking artillery/mortar fire, but it's certainly safer than some.///With a klutz-factor system, he does have time problems. If he immediately throws the Fireball after setting up the D.D., then he has a 15% chance (minimum) of the spell not working - and 20% chance of his second D.D. not doing so.///Not unreasonable to risk.///No, I won't throw cold water on your further ideas, since most of them will work.///On Tanks; Exactly. But a large modern army probably has more tanks than a medieval army has men.///

Don Rollins...An interesting concept.

A PARTING SHOT...A number of people seem to have decidedly misinterpreted something I said in re gross magic. I wasn't complaining about the effect on Edwyr. I pointed out the effect on "magic-poor, quiet dungeons." Now, Edwyr may be magic-poor, but nobody ever called it quiet. Red in fang and claw, yes. The situation I was concerned with is the DM who has spent a couple of years building a nice, quiet little dungeon, full of what he considers interesting, amusing, and otherwise entertaining - only to watch an overequipped set of Wild Westers wipe out the work of two years in one night. As has been noted, I don't suffer from this problem. Most of the over-equipped Wild Westers who have hit my dungeon have come out feet first, if at all. Overconfidence is dangerous to the health...///Wayne; you said that you'd be damned if you'd change the way you ran your game because it gave me difficulties. I'm tempted to suggest a remedial reading course. 1) I did not - anywhere in the essay - make the suggestion that you change anything in your game, and 2) see the essay above. I'm not having any difficulties at all. I suggest you go back and read the essay, which was written merely to point out a grave difficulty, and specifically stated that I had no solutions to offer.

DEFINITELY A GOOD IDEA

written by the sadistic, warped and...CHAOTIC mind of James Cerrato
200 N. Village Ave., Rockville Center, Ny 11570

General: one beef I have about Hit Location Systems is that if someone aims at a head, it is quite unlikely they will hit a leg. Also, I cannot comprehend how a 6' human, no matter what level can kill a 20' giant. The highest he could reach is his leg. When a Giant, Golem or anyone with extraordinary strength swings at a human and misses, there is a chance he will hit the shield (if there is one) or the armor. In these cases, I think there would be a good chance that what he hit would break. This is also a good idea for the DM who has too many characters with gross magical swords, shields and armor.

Comments on Prince Con

I have now attended by first D&D convention. WOOPDIDOO! I really think it was great. When we arrived we checked out the premises and looked in on a few adventures in progress.

Next day up bright and early for adventuring. Signed up for a three sided quest. I was assigned a Neutral 15th level Druid. I and my 16th level barbarian and 15th level thief and our followers were assigned to guard a mountain in a forest. In this mountain was a dungeon containing a red sphere of immense power. Our goal was to keep lawfuls and Chaotics from obtaining it.

Unfortunately the Lawfuls had a Paladin, Giant, High level MUs and Rangers...and the Chaotics had Witches, a Balrog, Anticlerics, etc. We were creamed. And the Chaotics won.

Next we went on a strange adventure where we were supposed to be on a quest to capture a sword for ourselves (one sword each for each of us). The DM was very erratic and would suddenly drop on us one of his rules which got us rattled. I also wondered about lawfuls and chaotics going together on an adventure.

We quit that adventure to go down in Evan Jones' world. He was a really good friend, incidentally, and helped me get used to the town of Princeton.

Sunday Peter and I went down in Deaths Door. I - got - so - lucky!! I rolled up a character: 24-12-12-18-16-3 and a luck of 19. But damn dwarves went chaotic and backstabbed me. By the way we met up with the Secret Thing. What is it you may ask. I can't tell you; it's a secret.

Later we went down in Howard Mahler's MAGNIFICENT ONE. It was really good. We met up with some really good monsters. Later Howard Mahler took me and Peter to lunch; he's a great guy and taught us a lot.

General: My brother and I saw an advertisement for PhilCon. If anybody knows about it or is thinking of going, please contact us. I would like to know about it, please.

Whoever did Tar Golems, it was a great idea. They'd be great to spring on a party (painted Iron...heh heh snicker). I think I'll skip comments and just write up one of my characters:

THOR: Dwarf Cleric, 7th level, 29 hit points. Empathic.
14-13-15-14-15-8. War Hammer +2, Plate +2, Shield +2.
Ring of Fire REsistance, Manual of Gainful Exercise.
A Boot which he has on hammer, which when it contacts something gives
enormous pressure, 3-24 damage. 15,000 GP of gems. 8000 GP.

He went in a few of my brother's levels and obtained a lot of magical items from adventures taken out of Dungeons. He was in the famous attack on the Chaotic Fort I wrote up in #20. Right now he is attacking a Thieves Guild. This happened when Thor and some other characters were preparing for an adventure in a tavern. Then my brother thief ripped off Dunlop (mother of my characters) of her Helm of Brilliance and he ran onto the roof to escape. A magic user slept him, he fell off the roof, woke up and grabbed the sword of a fighter who tried to get on the roof. (This was a teleport sword.) And he teleported to the thieves Guild hall.

We went to their gates and demanded the Helm back and also the sword. They refused. We went back to town and roused the powerful lawful section, spread rumors we were attacking a nearby ruined monastery (so the chaotics wouldn't wonder where we were going). At night we crossed a river and forced the gate. We fought our way to the guildhall. Next we killed off most of the guys in the building (taking some casualties) and, using our detects, discovered that their treasure was hidden in the catacombs under the commons, located it and Dimensioned Doored out.

That's all I feel like tormenting you readers with this month (lucky people).

[illegible]

A recent issue of CHAOSIUM NEWS (from The Chaosium, PO Box 6302, Albany, CA 94706) announces that Chaosium has just completed negotiations to acquire all game rights to the stories about Elric of Melniboné written by Michael Moorcock.

They are currently planning to produce: #1 a boardgame using the Moorcock world as a map with each of the players taking one of the Young Kingdoms. #2 a set of miniatures rules using the many tribes, nations and demonic races to establish a set of guidelines. This will probably be based upon a "company" level game using fewer figures than a full-blown miniatures game. #3 A role-playing guide for the various demons and other dark denizens of Elric's world. Archive Miniatures will be making the miniatures for this world. ELRIC in boardgame form is scheduled for release in July.

Other Chaosium offerings include White Bear and Red Moon. According to schedule their new game of NOMAD GODS should also now be available. This is a sister-game to WB&RM.

ALBERICH'S RING No. 4
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Typed by Lee Gold, to whom my special thanks for typing up the many tables that make up much of this article. May her patience be everlasting, and her fingers recover quickly.

MAGIC ARTILLERY: STAFFS, WANDS, AND THE LIKE

The D&D rules provide for two types of magical artifacts that serve as magical artillery: staffs and wands that shoot projectiles or rays. Although the basic D&D set and GREYHAWK list a group of these, it is only human nature for players to invent their own, and I am no exception to the rule. To make this possible do do in an organized fashion, however, it is helpful to have a general rule to follow on construction and use.

This article sets out the rule that I use for producing magic artillery to go in my dungeon. I had to invent this as a guide for making lower power versions of the existing magical artifacts for players to find in my upper levels, but the rule can be used to produce weapons of greater power. It is quite possible, that is, to come up with a heavier weapon than a magic staff, if anyone feels a need for one. (Just remember to check your magic user's strength rating before you try to haul an 88mm L/61 lightning thrower out of someone's twelfth level!)

For convenience, I will refer to all the magical artifacts discussed in this article as "magic shafts" to encompass all sizes and types. A magic shaft is an artifact shaped like a pole (a magic staff, for example, looks much like a spear shaft). It is usually made of wood and is smooth in finish, sometimes having metal on one or both ends. There is a slight depression in the magic shaft for the user's thumb (in the middle of the larger sizes, towards the rear of the shaft in the smallest size). There is sometimes a handgrip near the thumb depression for the user's fingers.

A magic shaft consists of the physical artifact and the magic charges contained within it. To use the magic shaft, the magic places the thumb in the depression to make contact with the power center of the artifact, aims the tip of the shaft in the desired direction, and gives the necessary mental command to discharge the weapon. (It is the need for the mental command that restricts these weapons to those trained in the use of magic.)

The footnote to the saving throw table in MEN & MAGIC states that staffs and wands do half damage if the defender makes the saving throw required to avoid full damage. As a rationale for this result, I assume that the magic shafts fire a group of magic projectiles or rays in a roughly circular pattern, the number being equal to the number of dice of damage that the weapon inflicts (which depends on its size). On a near miss (making the saving throw or a roll of up to two less than the number required for a hit on my Magical Combat Table system in A&E No. 20) only half of the projectiles or rays hit the defender. (This leaves to the DM the interesting question of what the remaining projectiles or rays will hit.)

My original purpose in starting to work out a system for making magic shafts for my dungeon was to create two smaller sizes. I use the following sizes/damage/charges magic shafts: staff/8D6/200; wand/6D6/100; cane/4D6/50, and baton/2D6/25. The figures given for charges are for the maximum number, for which I roll a percentage for each magic shaft that I roll up. In the process, however, I decided that I was getting bored with the GREYHAWK table because it was getting monotonous to keep rolling up the same things. I therefore devised a modular system based on that used for magic swords but expanded upon so that two magic shafts rolled up on the tables at the end of this article are ever quite alike.

The type of projectiles or rays that can be provided in a magic shaft is unlimited. As a general principle, there should be a weapon to fit every opponent's weakness. Thus I provide a group of weapons that fire magic missiles to provide for a solid projectile to use against opponents that are resistant to fire, lightning or cold. My tables systematize the existing categories of magic shafts: line weapons (such as magic missiles, death ray, etc.), semi-line weapons (cones), near area weapons (gas), or distant area weapons (fire ball). My tables make no attempt to provide all the possible types of weapons. I deliberately limited them to a relatively small number of types in varying areas of coverage just to keep things manageable. My system, however, being modular, makes it easy for those of you who love complexity to plug in longer weapon types tables.

A magic shaft is usually a single-purpose weapon, having only one function. There is no reason, it seems to me, why some magic shafts should not have a multiple capacity. For example, a wand of magic missiles could also offer the user an acid spray alternative, thus providing a long-range line and a short range semi-line choice. The basic idea here is that, if you can have a Staff of Wizardry with seven functions, there is no reason not to provide for lesser multiple function magic shafts as a basic part of the system, even though they will not roll up very often.

In addition, there is no reason why magic shafts should not have intelligence and ego like magic swords. This would make life more interesting by adding a new and uncertain risk to picking up what promises to be a powerful weapon. And, like a magic sword, the magic shaft should have alignment and would thus inflict hit points on magic users of the wrong alignment who pick them up. To help balance out this added danger, I roll for abilities for magic shafts of 7-12 intelligence, just as for a magic sword, though I have expanded the abilities tables. The result of this approach is to produce a range of artifacts of varying strength and with individual combinations of powers and abilities.

The standard D&D rules allow recharging of a magic staff but not a wand. This strikes me as being unnecessarily rigid, and I can provide a dice roll to determine whether any given magic shaft can be recharged. The question of just how difficult it should be for a character to find someone willing to do the recharging and what it will cost is a complicated one. My feeling is that the cost should be what it would cost to hire a magic user to cast the equivalent spell, per charge. But we haven't come to an agreement on this in the groups I play D&D in, and I haven't come up with any rule that I am entirely comfortable with, so there isn't any here.

Final strike capacity is another factor that I feel should be distributed about in each of the sizes of magical shafts, and I provide a dice roll for this. the kind of final strike capacity I have in mind here is not the Gandalf-based one in MONSTERS & TREASURE that blows up the neighborhood. It seems to me that a magical directional weapon could be commanded to fire a barrage of its charges in one melee round, casting repeatedly until it exhausts all its charges. This would, of course, destroy the magic shaft by burning it out. It would also endanger the user (and party) by overheating, with a rising probability of exploding. I'm thinking of making the base probability 20% with an additional 1% for each charge after the first. It should be quite exciting watching the DM roll %D for each charge to determine whether the thing is going to blow up, dumping its remaining charges on the user (and party).

I suggest that DMs who use the rest-prepare-cast system restriction on spell casting apply a similar rule on the use of magic shafts. The rationale for this is that the charges within the magic shaft are really analogous to a central battery (as distinguished from a clip of bullets waiting to be fired in turn). When a cast is made from a magic shaft, there is a drain on the central reserve from which there must be allowed a time for recovery, just as a character must rest and recover being able to prepare another spell.

Recovery time for a magic shaft can be traded off for a loss of reserve power as follows: after the first cast it takes two melee rounds for the magic shaft to restabilize. If you try to cast before then, in the first round it costs you three charges and you are -4 to hit. In the second round it costs you two charges and you are -2 to hit. (Subtract these numbers from the D20 roll for a hit on my Magical Combat Table system, or add them to the saving throw of the defender on the regular D&D system.) In the third round, you are restabilized, so it costs you only one charge to cast and there is no accuracy penalty. (A similar system can be used for spell casting penalties if you are using a spell point system. Make it -4 to hit and triple the spell points in the normal rest round, -2 to hit and double the spell points in the normal preparation round.)

The tables that follow are what I use in rolling up magic shafts. This is a modular system in which I roll for each characteristic for each magic shaft. While this does take somewhat more time than a one table system, it provides for much more variety and I feel that the interesting results justify the extra effort. The tables for this article cover only attack shafts. I am still working on the balance of the functions on the GREYHAWK shaft and wand table (detection functions, clerical functions, and those usable by fighters or thieves). For the time being, whenever I roll up an attack staff or wand (anything that projects a magical offensive ray or projectile) on the GREYHAWK table, I turn to my magical shaft tables to roll up the characteristics of the resulting magical combat shaft. The physical description tables at the end are not strictly necessary in determining what is going to be found. But they save me the trouble of thinking up physical details, and they produce combinations that are entertaining (the DM is entitled to a little fun too). The die rolls on these tables are always %D unless specified otherwise.

MAGIC SHAFT TABLES

1. Alignment:	01-30 None	71-90 Neutral
	31-70 Lawful	91-00 Chaotic

2. Intelligence, Ego and Abilities. Roll a D12 for Intelligence level. For intelligence of 7-12, roll a D12 for ego level and consult the following tables for abilities.

2:1. Abilities and Communication Method

Int.	Abilities	Communication	Languages
1-6	No Abilities	None	01-50 One
7	One Basic Ability	Empathy	51-70 Two
8	Two Basic Abilities	Empathy	71-85 Three
9	Three Basic Abilities	Empathy	86-95 Four
10	Three Basic, Plus Languages	Speech	96-99 Five
11	Three Basic, Plus Languages	Speech	00 Roll
12	Three Basic, Plus Languages Plus One Special Ability	Telepathy	Twice (ignoring 00)

2:2. Basic Abilities

01-10	Infravision	81-85	Detect Magic (75%)
11-20	See Invisible Objects	86-87	Read Magic (25%)
21-30	Detect Shifting Walls/Rooms	88-91	Speak Languages (75%)
31-40	Detect Sloping Passages	92-94	Read Languages (50%)
41-50	Detect Secret Doors (75%)	95	Roll on Special Ability Table (Table 2:3)
51-59	Det. Mechanical Traps (75%)	96-9	Roll Twice on this Table
60	Det. Mech & Mgc Traps (75%)		Ignore rolls of 96-00
61-65	Det. Metal (75%) & Type (50%)	00	Roll Three Times on this Table (Ignore 96-00)
66-70	Det. Gems (75%) & Type (50%)		
71-75	Detect Enemies & Evil		
76-80	Detect Food & Water		

2:3 Special Abilities

01-05	X-ray Vision	77-78	Levitation
06-10	Clairaudience	79	Flying (Once/day, 6 turns)
11-15	Clairvoyance	80-84	Healing (1pt/6turns, 6 points/day limit)
16-20	ESP	85-87	Regeneration (1 pt/turn, 12 points/day limit)
21-25	Telepathy	88-92	Magic Resistance (saving throw of next higher category)
26-30	Telekinesis	93-95	Strength (like spell, once a day, 2 game turns)
31-35	Teleportation	96-97	Haste (like spell, 1/day, 1 game turn)
36-40	Protection from Fear (90%)	98-99	Roll Twice on this Table (ignore rolls of 98-00)
41-45	Protection from Charm (90%)	00	Roll Three Times on this Table (ignore 98-00)
46-50	Locate Object		
51-55	Detect Illusion (75%)		
56-60	Detect Poison (75%)		
61-65	Detect Alignment (75%)		
66-68	Speak Languages (90%)		
69-73	Read Languages (75%)		
74-76	Detect Magic (90%)		
77-78	Read Magic (50%)		

The percentage figures after some abilities are the odds of success on each try. Use common sense in limiting the number of repeat tries per encounter or per day. The idea to the limit is that you get one shot at using these powers, and what you roll is what you get.

3. Number of Powers (Functions)

01-80	One Power	97-98	Four Powers
81-92	Two Powers	99	Shaft of Power
93-96	Three Powers	00	Shaft of Wizardry

4. Type of Powers (Functions)

Class One	Class Two	Class Three
01-06 Sleep Gas	27-32 Acid Spray	50-55 Knockout Ray
07-12 Insanity Gas	33-38 Cold Cone	56-61 Magic Missile
13-18 Disease Gas	39-44 Fire Spray	62-67 Cold Ray
19-24 Poison Gas	45-49 Disruption Cone	68-73 Flame Ray
25-26 Cloudkill Gas		74-79 Lightning Ball
		80-85 Paralysis Ray
		86-88 Stone Ray
		89-90 Death Ray
Class IV		
91-95 Fire Ball		
96-98 Lightning Bolt		
99 Sphere of Death		
00 Disintegration Sphere		

CLASS I POWERS fill a 3" circle with gas, the near edge of which is the tip of the magic shaft. The gas will fill in irregular shapes in rooms or corridors that are less than needed for the gas to form its full circle (including the space where the user is standing and can be pushed around by wind. Roll for effect on everyone within the gas cloud, using either the saving throw table or my Magical Combat Table.

Sleep gas has no effect on anyone who makes the saving throw (no half damage result), puts to sleep those who fail the saving throw (within the level limits for the sleep spell) and does one half the damage dice of a magic shaft of that size on a critical hit (a natural "20" on a D20 followed by a second roll of 01-04).

Insanity gas has no effect on anyone who makes the saving throw (no half damage result), drives insane those who fail the saving throw for 2D6 days (or until they receive a Cure Disease spell) and does one half the damage dice of a magic shaft of that size on a critical hit. While insane, the victim will behave randomly (roll on the random encounter table for monsters in UNDERGROUND & WILDERNESS for behavior).

Disease gas causes a serious disease in the victim under the mummy disease rules for recovery. Those who make their saving throw recover as if they had received a Cure Disease spell under those rules and they will be cured if they actually receive the spell. The gas does one-half the damage dice of a magic shaft of that size on a critical hit.

Poison gas does one-half damage on those who make the saving throw, full damage on those who don't, and 50% additional damage dice on a critical hit.

Cloudkill gas does one-half damage on those who make the saving throw, full damage on those who don't, and kills on a critical hit.

CLASS II POWERS shoot a cone 6" long and 3" wide at the far end. The cone is stopped by solid obstructions (such as walls) but is not reflected back by them. Roll for effect on everyone within the cone. Each type in this class does one-half damage on those who make their saving throw, full damage on those who don't. Acid spray, cold cone, and fire spray magic shafts do 50% additional damage dice on a critical hit. A disruption cone magic shaft behaves as the spell of that name on a critical hit.

CLASS III POWERS shoot a ray 24" long. The ray is stopped by solid obstructions but is not reflected back by them. The ray affects only one victim each cast; roll for effect. All but the knockout ray do one-half damage on those who make their saving throw, full damage on those who don't. Magic missile, cold ray, flame ray and lightning ball do 50% additional damage dice on a critical hit. Paralysis ray, stone ray and death ray paralyze, turn to stone and kill their victims on a critical hit, respectively. The knockout ray is a sleep spell without hit dice limits (but subject to the limits of the sleep spell as to the type of creature affected). Those that make their saving throw are stunned (can do nothing) for two melee rounds. Those that don't make their saving throw are slept. The ray does one-half the damage dice for a magic shaft of that size on a critical hit.

CLASS IV POWERS shoot projectiles 24" which expand as described in the spells of the same names when they hit something or reach the end of their range (except for Lightning Bolts, which are as described for the spell). Roll for effect on everyone within the area covered. Fire balls and Lightning Bolts do one-half damage to those that make their saving throws, full damage to those that don't, add 50% additional damage dice on a critical hit. Sphere of death and disintegration sphere do the same damage for half and full damage results but kill or disintegrate the victim on a critical hit, respectively.

5. Magic Shaft Size, Maximum Charge, Damage Dice

01-50	Baton	25cm x 50 mm (10" x 0.2")	25	2D6
51-80	Cane	50cm x 1 cm (20" x 0.4")	50	4D6
81-95	Wand	1 m x 2 cm (40" x 0.8")	100	6D6
96-00	Staff	2 m x 3 cm (80" x 1.2")	200	8D6

6. Number of Charges. Roll 1D and multiply the result by the maximum charge for the size.

7. Rechargability/Final Strike Capacity:

01-40 No/No 41-70 Yes/No 71-90 No/Yes 91-00 Yes/Yes

8. Physical Description

Color				Metal on End		Figure on Top			
01-10	Walnut	61-65	White	01-20	None	01-50	None	87-90	Cube
11-20	Oak	66-70	Gray	21-40	Copper	51-54	Ruby	91-94	Pyra-
21-30	Ash	71-75	Red	41-60	Bronze	55-58	Emerald		mid
31-40	Pine	76-80	Orange	61-80	Iron	59-62	Sapphire		
41-45	Teak	81-85	Yellow	81-90	Silver	63-66	Diamond		
46-50	Cherry	86-90	Green	91-96	Gold	67-70	Pearl	95-97	Claw
51-55	Maple	91-95	Blue	97-99	Platinum	71-74	Bird	98-99	Eye
56-60	Black	96-99	Purple	00	Mithril	75-78	Cat	00	Skull
						79-82	Wolf		
						83-86	Sphere		

NOTES FROM THE REALM FANTASTIC #9
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SUPERHERO 44 by Donald Saxman is the first adult level or simulation type game involving comic book superheroes. The large size of comics fandom is some indication of the market such a game could have. The main reason that such a game has not been produced before is that it is so difficult to do well.

The difficulty in doing a superhero simulation game comes from the essentially infinite range of abilities that must be simulated to cover just the superheroes in currently published comics. For example, the game designer has to deal with movement capabilities ranging from normal human to faster than the speed of light. Surely no ordinary wargame ever dealt with such a range of movement speeds. Even worse is the problem of attempting to represent the interactions between all the forms of supervision (and other super senses) and the various types of visibility (various sizes, costumes, invisibility, chameleon ability, etc.) Unfortunately, Donald Saxman has dealt with most of these problems by ignoring them. For example, his rules do not even mention visibility. In spite of this handicap, the game can still be quite enjoyable to play.

SUPERHERO 44 follows the Dungeons and Dragons (copyright by TSR Rules) tradition: it is a continuing campaign game depending heavily on a referee or Gamesmaster (GM). It is up to the skill of the GM to cover the inadequacies in the rules and provide the detailed scenarios and descriptions of events, to maintain player interest. This is always the final criterion by which a GM is judged.

For \$6.00 (plus 30¢ postage), you get a 48-page attractively illustrated rule book. The introduction tells how this game grew out of a particularly strange D&D game. This is followed by 12 pages on the background of the city of Inguria, making up most of the fictitious background in the year 2044. It covers history, technology, economics, politics, newspapers, visiting aliens, points of interest, and organizations of interest to superheroes. It includes maps of the island and the city superimposed on hex grids.

Eight pages of "player setup" describes how to define a new superhero for game purposes, including specifying seven "prime requisites." These are numbers partly quantifying the characteristics of the hero: vigor, stamina, endurance, mentality, charisma, ego and dexterity. These numbers are used mostly in the combat system. Heroes choose to be in one of three categories: Uniques (those with true superhuman powers), Übermensch (those with unusual training), and Toolmasters (those depending on unbelievable inventions). Helpful examples of superhero design are given.

Each character must fill out a weekly planning sheet at each game session, giving instructions on how the hero will divide his time between patrol, rest, training, etc. Between game sessions, the GM is expected to work out the results of the week's planned activity, including the results of any crimes encountered while on patrol.

There is a six page combat system which is moderately unqielyd without successfully dealing with the full range of superhero powers. It does include charts for a variety of weapons from primitive to futuristic.

Eleven pages on the system of handicapping and patrol encompasses the truly original part of this game. The "handicapping scenario" is prepared by the GM to determine how well one player-character uses its powers to combat a specific crime. The scenario is played through as improvisational story-telling with the combat system used to resolve conflicts. After it is played through, the GM must make quantitative estimates on the hero's ability to deal with future crime in eight categories: 1) deterring criminals from operating in his territory, 2) locating crimes, 3) stopping crimes in progress, 4) capturing criminals, 5) obtaining convictions, 6) getting leads to other crimes or criminals, 7) causing property damage in the process, and 8) getting himself injured or captured. The GM must assign these handicapping scores on judgment alone, often based on insufficient data.

The handicapping scores are used, with some dice rolling, to determine the results of the hero's patrols on his weekly planning sheet. Results are computed in categories 2-8 plus rewards (the government maintains a bounty on criminals). Note that the prime requisites are not used directly to determine the results of patrol, only to get the handicapping scores.

The book gives examples of both handicapping and patrol scenarios. This somewhat helps the poor GM, but he is still left almost entirely on his own to deal with the actual functioning of the heroes' super-powers.

The final four pages concerns such mundane economic matters as salaries, living expenses, litigation, insurance, taxes, training, and equipment. It includes four charts, including prices of vehicles and crimefighting equipment.

All in all, SUPERHERO 44. has some defects but is, within reason, a practical, enjoyable game. It is privately printed and is available from Geneva Spencer, D-226 GRC, Bloomington, IN 47401, \$6.30 postpaid.

[illegible]

Jim Reynolds cover artist for #19 writes from Hartford, Conn:

I must report the destruction of my entire stable of characters. I took them into Sean Cleary's Defiant along with an elf and a Bishop. They were fighting 10 hobgoblins in an elevator when it dropped them to the 20th level and exposed them to something called a Bloody Basilisk.... After that, a Chaotic party carried Marion off to a slave market and pitched Blackthorn, Mordake and the Bishop down the elevator shaft. I felt they deserved an epitaph.

Vulture's Roost #7

This rag was written by Dan Pierson, 2205 California St. NW #404, Washington, DC 20008, (202) 332-0781, and typed by the nimble and overworked fingers of Lee Gold. Thanks Lee. By the way, we may be getting a typer here. I'll type a zine of my own realsoonnow.

By the way, Lee, the heresy that I only publish nowadays when I run out of money with you is a vicious rumor. Sheer coincidence.

This is being second drafted just after getting and skimming A&E 21. I notice that for some reason or other another round of spell system presentations is upon us. Well, I'm going to talk about spell systems too but, I think, from a different angle.

There are now three systems of limiting spell casting in widespread use in the A&E community: Gygax, spell point, and Klutz factor. The first two systems are oriented toward absolutely limiting the spell caster while the third is oriented toward making heavy spell use increasingly risky. What I would like to do is compare the implications of the first two systems from a viewpoint of game balance and and the spellcaster's place in campaign and society. I would like to compare all three systems but I have never played in a Klutz factor system, and I therefore do not understand Klutz factor systems well enough to comment on them. So this will be

A Philosophical Comparison of the Gygax and Spell Point Magic Systems inspired by Charlie Luce in his article in A&E #20.

Charlie pointed out a crock in spell point systems that I had not realized before. As he/she/it reaches higher levels, a spellcaster is unable to cast all the spells in a spell point universe that he would be able to cast in a Gygax universe per day. About the same time that Charlie Luce's article came out, a friend of mine named Kent Bloom pointed out that under my spell point system (VR#6) a 10th level Patriarch could only Raise Dead once every three days, whereas under the Gygax system, he could Raise Dead three times a day every day. Not only this, I add, but the Patriarch would be exhausting himself under my spell point system, but he could still cast 12 other spells per day under a Gygax system. To all this I reply fine; when you think about it spell points look even better.

Sure, a spell point Wizard is unable to cast the exact same spell mix he could under Gygax, but he can cast over a hundred Shotgun (Magic Missile) spells if need be. Under my system, an 18th level Wizard can cast a 9th level spell, but it will take him about six days to recover fully. This gives a Wizard very powerful magic but makes him very careful of using those awesome higher level spells. This also makes a Wizard more deadly vs. lower level opponents, but less dangerous vs. beings of his own level or more who have a good chance of saving/surviving the Wizard's plentiful low level spells. Of course a cornered Wizard is still dangerous to anyone; he isn't going to conserve spell points.

All of this makes a Wizard's position in the game/campaign more real, I feel. This is particularly true in overlands/campaigns where regeneration of spell points is required. In most spell point systems I know, you get one increment (what you multiply by your level) of spell points back per day of complete rest. Some systems soften the rest requirement. This lowers the social power of Wizards. Since

they are less effective in large scale, multi-day battles, they can't conquer cities/countries or resist huge mobs as well as Gygax Wizards. They are more likely to work for powerful Lords or become powerful, solitary recluses or wanderers like Gandalf the Grey. An evil Wizard could amass an army or create terror from a safe hideaway, but he'd better be very powerful in order to help the army much.

My conclusions are: (not all original)

1. Spell points favor low level spellcasters at the expense of high level spellcasters. (In fact, they get tired at the same rate, high levels just have more reserve).
2. High level spellcasters are more effective against low level opponents. (This ties in well with Combat classes.)
3. Spell casters are more powerful in dungeon (one day) than over-land (many day) situations.
4. Charlie Luce made one mistake; we shouldn't try to fix this cock; we should love it.

All of the above leads to another thought. If the purpose of spell points is to simulate the exertion of spellcasting, shouldn't we have the same way to simulate the exertion of resisting spells. After all, how often do the Sword and Sorcery heroes from Kane to Conan just blithely ignore the Charm or Sleep and charge the caster (sure they charge the caster, but not easily).

Comments, implications, improvements and crocking of all of the above will be appreciated.

And now, on to...

NEUTRAL CLERICS

The rules for Neutral (Buddhist, Taoist, Pantheist, etc.) Clerics that I am now using and pushing are....

A Neutral Cleric may not carry a bivalent (e.g. cure/curse) spell unless he also carries its opposite as a separate spell. (This means that a Neutral Cleric cannot Cure Light Wounds until 3rd level.)

Neutral Clerics can Speak to Undead that a Lawful Cleric could turn. However, the undead get a saving throw against the no attack function of the spell. Neutral Clerics can turn, as Protection from Undead scrolls, any undead that their Lawful equivalent could dispel, but the undead get saving throws.

The first paragraph of rules was inspired and conspired by Regina Cohen, the second paragraph is from the Perrin Conventions.

Comments on A&E #18

Wes Ives: You're right. Magic Jar does permit a Magic User to use another creature's body as a weapon. But look what happens if the jar is destroyed!

Nicolai Shapero: You're right about two-handed swords, of course.

Kay Jones: Ja'ala--BEAUTIFUL. Who says Chaotics have to attack on sight.

Phillip McGregor: Good point about weight and coinage. I am considering adopting it. The chief problem with realistically priced high quality armor, as you suggest it, is that it is the equivalent of +1 armor. What do you suggest?

Jon Pickens: Your bard class is currently the number one candidate for the Harshmell official Bard character class. I like it because 1) it's simple, 2) it looks balanced, and 3) it gets rid of the MU type spell casting which all other proposals are saddled with. I will allow saving throws vs. Entrancement of course, and Dispelling Songs must be directed against a specific spell (a Song to dispel the suspected Hold on that door might dispel a Lock but would have no effect on a spell trap or curse).

Wayne Shaw: What! No Chaotic reincarnation table?

Steve Brown: Good story.

SEKIII: Four-fold demons are here at last!

Don Rollins: I had placed Magic Trap at 5th level.

Comments on A&E #21

Terry R. Gain: Door tables: good idea! But I doubt that I'll use it straight as I don't want to have to list the type of every door/lock on my keys.

Jim Thomas: I recently saw a guy in the SCA out here with the best back sheath I've ever seen for a two-handed broadsword. He could draw the sword one-handed in a couple of seconds or less.

End Comments

Coming next Roost:

Higher level Illusionists (if Peter Arnesson doesn't beat me to it.

Character classes in Harshmell (I've got to be selective to do them justice)

More

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~~*****~~ Filler Ideas from Charlie Luce:

I have heard different views on the protection afforded by a Helm of Telepathy. Does it only let you read minds, or can it also keep your mind from being read? Can it help vs. Suggestion? Charm?

Many people have trouble balancing the power of a Wish and a Limited Wish. When in doubt about a Limited Wish, I have had success by having the player making the Wish roll percentile dice, and letting that determine how much of the Wish is granted.

What do you use for save vs. Misc. Magic or Rods? Do you use the same for Wands, Staves, split the difference, a combination or something else again?

R. Steven Brown: Your armor table inspired me to make up my own. Thanks.

Ken Pick: Nunchaku are clubs, very dextrous and effective clubs admitted. (I have seen demonstrations of them and played with them.) But they'll still be minus vs. plate armor (though chain would be little better than leather).

Wayne Shaw: Sorry but the reason I like the Penderson Multiple Strength Chart is the fact that Average Strength $\times 4$ = high 18, it still increases hit and damage probability, and decreases the number of Giant Strength equivalents.

Comments on A&E #19

Lee Gold: every universe I know of allows missile fire into a melee. Of course you might hit the wrong person.

Glenn Blacow: Sure I'll buy your house rules for a dollar.

Wayne Shaw: Your futuristic weaponry is great, even though I don't currently have any place I want it. The Harshmeil Ruins and the Valley of the Maur are non-tech, and Terrizon is getting more so.

Chris Pettus: Those weren't my dragons. I'm as sick of new types as you are.

Bill Paley: YES, it is worth reading. Keep it up please.

Glenn Blacow: Slight exaggeration on your part. As far as I know, Comus is the only character from the Bayo rea with Ice Giant Strength. Storm and Cloud Giant strength does exist, though it is not easy to get. Your basic analysis is right, of course. My non-player characters are not meant to be easy to take either. Though I do seem to lose too much with them; last time it was overconfidence and greed on the NPC's part. In Perrin-related worlds, a Vorpai Blade usually only does a Critical Hit. ONLY?....Well, it's less horrendous.

Jim Eckman: We have started using your thief mode (though some of us will undoubtedly modify them further). Good work.

Jon Pickens: Create Spectres sure is a great warp. I'm itching to see a player get an illusionist high enough to use it.

Glenn (again): I have no objections to party leaders who say where the party is going and who give orders which are expected to be obeyed. But I insist on my characters' right to disobey or disagree (and take the consequences, of course) if that is clearly understood. I have no desire to slow down the game needlessly. I merely insist that the party leader is just another person in game context with no divine powers to determine the actions of all the other beings in the party....Of course some leaders can be very CHARMING if necessary.

Comments on A&E #29

Glenn Blacow: The story of a room was good. Thanks.

NUROLAN #1

written 77-4-13 for A&E #22. Typed and stenciled by Lee Gold.

My address: Richard Dennis, 1206 N. Falls Blvd., Lot 7, Wynne, AK 72396.

Ken Pick: Found your Monkish Weapons article extremely interesting. What were your sources?

Anyone: if you are going to Origins '77 and are planning to DM informally, please notify me. I have DMed a few times for Empire of the Petal Throne but have yet to be a victim/player. I would like to get in some non-tournament play.

Notes on Tactical Warfare in Magic: Dominant Realities:

Herein it is postulated that the nature of late medieval/magical combat would approach that of our modern day projectile weapons world. The magic users hired by armies would find themselves under increasing pressure to standardize their spell repertoire. The obvious reaction to this would lead the great princes and emperors to open schools for the training of military magic users and clerics.

Certain assumptions are naturally made in envisioning such a situation; they are as follows:

The learning of spells is dependent on continuous practice.

The number of spells one may learn is due to acquired facility, which is in turn based on repetition/practice.

Standard time to invoke a low-level spell is between 20 and 40 seconds; spells below 5th level not taking more than one minute to invoke.

Bureaucracy becomes ascendant over the centrifugal forces of society (this inevitably leads to the destruction of the feudal state, albeit only over a long period of time).

What type of spells would such an army use? In the rudimentary stages this type of system would undoubtedly concentrate on basic attack/defense spells as: Fireball, Lightning Bolt, Magic Missile and Invisibility, Dispel Magic and Infravision. In time, with the greater possible sophistication, the Wall spells would become standard and anti-magic shells and Protection from Normal Missiles would become common. Improved tactics would see such spells as Fly, Haste, Slow and Water-Breathing. Disruptive commando raids could be made by use of teleport spells.

As the years pass we would see the rise of the support services as: Logistics/Medical - Cure Serious Wounds (or Light Wounds for field medics), Bless, Create Food and Raise Dead (Teleport and Fly might also be useful in this service); Information Gathering - Invisibility, Infravision, Teleport, ESP, Clairvoyance, Clairaudience, Wizard Eye, Contact Higher Plane, etc.

The military Magic User would typically have had enough training to know at least five spells, all the same. It might be useful for soldiers knowing 8+ spells to have some variety as 8 Fireball and 2 Teleport or 8 Fireball, 1 Teleport, 1 Invisibility and 1 Dispel Magic. For in-the-field spies, a variety of information gathering (and other) spells would be more plausible.

Possible composition of a standard Fire Team: 7 Fireball users, 7 Electric Bolt users, 5 Dispel Magic users, 1 Anti-Magic Shell User (it is assumed that R&D has produced an extended anti-magic shell), two Invisibility users, 2 Infravision users, 1 Create Food/Create Water Cleric, 1 Cure Light Wounds Cleric. For every 3-5 Fire teams, we might have several mass teleport users and a group of fly/aerial servant users.

It is obvious that R&D will intensify under state initiative and subsidy. The individuals who possess a natural creativity will find in their governments ready markets for new spells and counterspells.

Whether or not such comes to pass depends on how violent the reaction is to the first to attempt it. The first battle will decide when the medieval type aspect of warfare falls to the standardized and drilled army. Inevitably the medieval army is doomed; the when being determined by the power available to those princes first trying the new doctrine.

KYBRIL

Kybril is a Terran type planet circling a G0-type star, radius 43000 miles (approx.), surface gravitational acceleration 10.2 m/s^2 . Surface area 70% water, 30% land; secondaries: KYFE - 450 miles radius some 176,000 miles out; Larsuch - 1000 miles radius at 500,000 miles (names are Kursan titles).

The sun of Kybril occupies a once prime location within the Perseus arm. The sun is one part of a binary system, the second being a black hole. Due to the general ability of this galactic sector to support the economic demands of the ramjet society, an economic collapse has occurred. The resultant period of chaos has led to a socio-political structure with a high degree of variation.

At present, we are concerned with the continents borders on the Bothys Sea and the Lending Ocean.

The first country of note here is the Kingdom of the South (hereafter referred to as TKS) which occupies the North-North-East and the North-North-West and the North-North-East and the North-North-West. To the east are the islands of Sko and Adjapta. To the southwest is the island of Kaphir, ruled by the tottering and violent Wangk Kingdom.

The present rulers of TKS are the Algor (Dinosaurian stock - some 17 million in TKS alone). The population of TKS includes some 150 T6 humans (basically oriental cast), 36 T6 Durlish, (2-5) T6 Quagen, Zhill and Forkum (each). These are the basic established peoples; TKS has a fluctuating population of partially settled traders of 37 T6. [T6 = 10^6 = 1,000,000; bastardized scientific notation].

The TKS humans tend to classify themselves by one of several religious clans (which, to some extent, determines their profession as well). The various clans shun one another as much as possible, but must interact somewhat due to the biasing nature of clans as regards professions. The clans thus tend to congregate within their own areas (save for several linked clans) and direct their economic or bureaucratic activities through non-clan foreigners or Algor rather than their religious enemies. The major classification above the clan is largely perpetuated by The First (who classify themselves as such and most other clan humans of TKS as their descendants).

I WAS AN ORC IN THE NAZI HIGH COMMAND #6

Peter Cerrato, 200 No. Village #2E, RVC, NY, 11570 (516) 766-7519

For all you who write to or read both Alarums and Excursions and The Wild Hunt, I have a question: Do you think I should have the same article in both (I contribute to both) apas for those who don't get both, or should I have different articles?

I have been trying to find some people in this area with whom I can start some kind of intelligent campaign. Most of the People I meet with regularly are neos that I introduced to the game, and sometimes playing with them can be sickening. For instance, a party of six or seven 1st-3rd level characters went down into one of these neo dungeons; they came out with about 100K GPs, no one killed, and beat up on five trolls, an 8th level fighter, about ten dwarves whom they attacked, a few giant scorpions, etc. I just refuse to play in a dungeon like that. Then when they come to my dungeon, and their party gets taken out by some Orcs, they complain and don't want to play because they don't get enough treasure. I also refuse to become a "Monty Hall" DM. So I sit and wait and hope to find some experienced players in the area soon.

Comments on A&E #20

Hartley Patterson: I think I'll change the absorbing power of armor in my combat system to: Leather -2, Chain -3, Plate -4. Playtesting showed that two fighters in plate would hardly ever kill each other using the old way (plate -6). I think for a combat system, hit points must be some static number such as constitution. Otherwise non-combat damage from fire and the like becomes unrealistic. You must also have some type of hit location, because if you miss the armor but hit the body, the armor absorbing wouldn't apply. I think that your combat system is easily adapted to these things.

DOES ANYONE KNOW WHEN AND WHERE ORIGINS 3 WILL TAKE PLACE?

Howard Mahler: PrinceCon was a lot of fun and meeting you was very interesting. When will you be in New York? Will you be at Origins 3? How do you suppose Haste can give you double speed but not two blows/round?

Richard Schwall: Superb work on the mechanics of phasers, well thought out!

Glenn Blacow: The room history was very helpful and gave those of us who haven't met you a good idea of how you DM. On MU's sleeping rooms of monsters, I allow sleep to affect only one person at -4/ saving throw, and the person can be woken in 3-6 melee rounds of being shaken, kicked, etc. Otherwise they will sleep for up to eight hours if not disturbed, as if they were sleeping normally. Using this, I also reduce the number of low level monsters a party meets. This gives groups of monsters without a MU a chance to survive.

MAGIC WHEN USING A COMBAT SYSTEM WHERE-HIT POINTS ARE STATIC: there is no increase in damage for spells like fireball and lightning bolt; they do a constant damage of 6D4 if the human HP range is 3-18 (if it equals a characteristic or the average of some characteristic). This is needed to keep play balance.

Bill Seligman: I loved the satire and the comments on 20 and 21. Great idea! Here are some more titles for new satires I found in "Star Trek Concordance." Beyond the Farthest TSR, Charlie Gyga, The Blackmoor Maneuver, the DM Machine, The Eye of the Beholder, Blume, Journey to Greyhawk, The Magicks of Gyga & Blume, One of our DMs is Missing, Phantasmal Force, The Players of Arneson, Requiem for Eldritch; Spectre of the DM, Gyga's Brain; A Taste of Law/Evil/ Chaos/Good; The Trouble with Blackmoors; What are Little DMs Made Of? I hope you can use some of them.

Now for some additions and changes to my combat system:

- 1) In TWH 1.3 I did something on Distance in combat; I will do a shortened version here. There are three distances: Long (two handed weapons), Medium (one-handed weapons), and Short (daggers, claws, or bites). You can only hit if you are in the right range for your weapon. You may advance or retreat one range/round. You may be hit or hit at someone who is coming into range this melee round.
- 2) As noted previously, armor absorbs (2 pts/Leather, 3 pts/Chain and 4 pts/plate). Another change is that you do not roll hit location over if you have hit a part of the body that is protected by armor, but subtract the damage for the armor's absorption. Magic armor reduces damage additions by its pluses. (Optional)
- 3) New (and also optional): Critical and Hit Location System. There are five aiming points on the body: Head, Chest, Arm, Low Body, and Leg. Roll on the following chart to see what part of the body was actually hit. Use the type of dice that the weapon uses for damage vs. man-sized (i.e. dagger-D4, mace-D6, sword-D8, 2Hsw - D10).

Die Roll	Aiming Point				
	Head	Chest	Arm	Low Body	Leg
1-3	head	chest	arm	low body	leg
4	arm	chest	arm	low body	leg
5	arm	chest	chest	chest	low body
6	chest	arm	chest	chest	low body
7	chest	arm	chest	leg	low body
8	miss	arm	chest	leg	low body
9	miss	arm	miss	miss	miss
10	miss	miss	miss	miss	miss

Subtract pluses for Dexterity from this roll. This will tell you exactly where you hit. Then you roll damage normally and consult the following chart to see if a critical hit has resulted. If the damage done exceeds the lage for the part of the body you hit, it is critical. Damage is not cumulative from blow to blow. Below the gs on the chart is where you roll to see exactly what critical is used. (From Larry Stehle's chart or your own).

Criticals:	Head	Chest	Arm	Low Body	Leg	
Roll	10%	50%	25%	33%	33%	- of total HP
1	eye	lung	hand	groin	leg	
2-4	neck	body	arm	body		
5-8	head					

Ideas on the escalation of "technology" in a magic-based world

Once, during the course of a game, I discovered that I needed a magical item that was non-standard but not too powerful. I came up with something that I thought would be an excellent basis for a mini-world. It was a magic-missile machine gun. While thinking about what this mini-world would be like, it seemed it would be very similar to today's technology and still be magic-based. Rifles became MM (Magic missile) projectors, and machine guns fired multiple MMs. Even such things as night scopes could be represented by a "rifle" with infravision cast on it. It is even conceivable that some kind of cartridge could be developed to hold the magical charges, so that "ammunition" could be stored. For larger "guns", higher level magic missiles could be researched that have more pluses to hit and do more damage. Someone might like to work on this idea for an interesting scenario.

Bunnies and Burrows

I recently purchased Bunnies&Burrows and read Watership Down all in one week. B&B is an 80-page book which is extremely well thought out, easy to understand, and has very few flaws. It seems to me that it would be an entertaining interlude to playing D&D. The combat system and the experience/level system are both original and work smoothly, quickly and with little bookkeeping. Since most of the characteristics are similar to d&D, it might even be fun to have someone's character reincarnated as a rabbit. What are the reactions of anyone else who has gotten Bunnies & Burrows?

I have one question. On page 30, in the Wisdom rules, there seems to be a discrepancy between the Level 0 "Probability of Success" chart and the "Feigning Death" chart on page 31. For example, if a Level 0 Seer attempts to Feign Death, he has a 50% chance of success (with a 17-18 Wisdom) but at Level One, he will have only a 50% chance of success. I corrected this by changing the chart on page 30 to

<u>Inate Wisdom</u>	<u>Probability of Success (0 Level)</u>
3-5	nil
6-8	nil
9-12	5%
13-16	10%
17-18	15%

and I give declared Seers a 20% bonus on this chart. This seems more reasonable to me. Did anyone else have this problem, and what did you do?

More comments on A&E #20

W. Taylor: Who Is Ferdinand Feghoot?

James Cerrato: An editorial comment on the adventure: The MUI who had the Wand of Cold and Ring of Invisibility was the only survivor of a medium (1st-5th level) party, so he collected any items that would be of use to him, since the dead people had not made wills. What do you do? PS. The wand was later destroyed in an attack on a Red Dragon.

Jim Eckman: The Clerical prayer times are excellent and prevent people from raising characters during an expedition. On the combat system, I think using CON in D6 will result in it being almost impossible to kill off low level characters with low level monsters. Can equals HP seems more reasonable to me.

Charlie Luce: On magic spell point systems, In any spell point system that uses a geometric progression for spell costs, a MU is allowed to throw an incredible number of low level spells once he reaches a certain level. If this was true, then one MU of sufficient level could take out a whole army of level zero fighters with no trouble at all. This results in a world where there are no armies, only magic users and high level fighters. What happens to all those people who don't become adventurers?

The only spell point system I have seen which doesn't have this is Howard Mahler's which keeps spell points constant (equal to your INT) and lowers spell costs as you go up in levels. The least a spell can ever cost is one point. This means that the most spells a MU could throw in one day equals his INT. This system can be toyed with, changing spell costs around to suit your needs, but the basic idea is great. What do you think?

Jim Thomas: Your experience system sounds interesting. When will you be finished with it? An interesting experience system appears in Bunnies&Burrows. Each time an extraordinary act is done involving one of the characteristics, there is a % chance (based on the characteristic itself, that you will advance a level. Only one roll per characteristic can be made per day. This eliminates a lot of bookkeeping and I think it can be adapted to D&D so as to take into account what happened during an encounter: i.e. what were you fighting, what your level is, how much risk was involved, etc. How does it sound?

Nicolai Shapero & Wayne Shaw: I wonder if a DM's reincarnation chart is a reflection on his style of play? I think it is. Just compare these two charts.

Steve Brown: On magic armor: what you say about magic armor and a man with a high DEX is partially true if you use the D&D combat system. But if you allow armor to absorb damage and magic armor absorbs more damage (which a high DEX person can't do) and HP are a precious commodity (as in a HP = CON system), then magic armor becomes more important and its rarity more reasonable.

Martin Fleischmann: On futuristic weapons: What you want to do when you have these types of weapons in your dungeon is to make them completely unrecognizable as to what they are. Use your imagination! The effects can be the same, but the characters will have to experiment (HEHHEHE) to find how they work!

That's all for this month.

PS. For any of you that get The Wild Hunt, see my zine (How'd He Do That?) for a picture of THE Orc in the Nazi High Command. A drawing by John P. Evans. Sorry, I couldn't put it here, but no stencils are available, and the Wild Hunt offers offset printing. Oh well....

Till next time....

Remember...when at a convention, your biggest enemy may be the other characters, so keep an eye out behind you....

Peter Cerrato

THE SEAMY SIDE #1

by Mike Gunderloy, 3176 N. Divernon, Simi Valley, CA, 93063

With ideas and help from Rick Boerger, Frank Comito, Bob Gillie
and a cast of thousands...

Hiya, folks. Move over Boston, L.A., and all you other big city people, Simi Valley is popping up (or off) on the D&D scene. I fervently hope that it manages to stay there for a while.

Let me introduce myself. I'm a high school senior, graduating at the top of my class (if I pass all the classes I'm currently ~~attending~~ taking), interest in Student government, underground newspapers, fantasy and science fiction, and of course wargaming, fantasy and otherwise. There are about 6 DMs here that I know of, all going to my high school and all infected with D&D from contact with me. There are roughly 20 people that play D&D here, all of us in high school.

I (Mike) plan to write most of this 'zine by myself, but sometimes there should be contributions from others here in the valley or rebuttals to my work. I just hope that I don't get the other DMs upset and doom all of my characters to a painful death.

Right now, I am refereeing my own Dankmist Dungeon (my third dungeon) the city of Berin, and a fair chunk of aboveground world. I know that the name of my dungeon is a bit corny, but that's the way we are around here. Like, fifth level nearsighted Japanese fighters who kill 20 wyverns singlehandedly and then get the whole party killed by saying "Orcus loves sheep literally"??? That is roughly a typical happening.

The local dungeons have a continuing mortality rate of about 98-100%. This is not due to unbelievably harsh DMs, but rather to insane players, who think nothing of tackling five fire giants with three or four first level chaps. However, we all have fun, and the occasional character who does survive is greatly respected.

Now that the preliminaries are over, there are quite a few things that I'd like to talk about.

Questions: Does anyone have a workable system for swimming, or for wearing plate armour and walking across the bottom of rivers? I have one but it stinks. Can someone please tellus what Orcs, Goblins, Hobgoblins, or Kobolds look like?

What chance does a person have of surviving a 40' fall if he is totally surprised when it begins? What if he knows its coming? How about if he jumps?

Magic: There is quite a bit of magic in Dankmist Dungeon, and about 5-10 (can't be too specific, some of my players may be reading this) Artifacts. (That is, 5-10 on the first 15 levels). However, despite the apparent abundance of magic, I am not running a Monte Hall giveaway campaign. Quite the opposite is true. I enjoy thinking up new and powerful items of magic, and then creating new and even more powerful monsters to guard them. It is decidedly not possible to get something for nothing here. As an illustration of this, out of the first four parties to enter Dankmist, only 6 magical items were found, and only one of these (a scroll with Turn Sticks to Snakes) was taken out of the dungeon. It now resides happily in a safety-deposit box at the Royal Bank at Berin, where its owner left it when he went down into Dankmist for the last time.

Also, because of the fact that I invent new magical items all the time, my players do not know what their finds do or even if they are magic. Thus, most of the magical items found are never used before the death of the party.

Now that the explanations are over, I would like to present a new (as far as I know) class of magical items. They are called Eggs, and are the relics of either powerful magicians or interstellar visitors (Conflicting accounts can be heard in every tavern in the Kingdom). Their magical powers range from nearly useless to Artifact type. So far, none of the twenty or so of them in Dankmist dungeon have been found.

On the Writing of History: Sooner or later, if you get at all serious in your refereeing, you're going to have to write the history of your world, universe, dungeon, or whatever. In order that you might benefit from my mistakes and false starts, I'm going to tell you how I went about it when I was designing Dankmist Dungeon.

The first step is to decide what year it is. (Assuming that you decide to keep the year as your unit of time). Immediately several difficulties present themselves. It can't be the year 1 or 2 or even 17, because then you are faced with the problem of what happened before the year 1, and you might as well give those years numbers too. It can't be, for example, the year 1061 either, because then it will be 1066 very soon and some joker will want to know where Wm the Conqueror is. This same drawback applies to all years in history, and those up to, say, 5 years in the future. Inevitably, then, you decide that it is the year 409 or 3722 or 5401. Something grand and imposing, with the weight of a volume of history behind it.

Unfortunately, then you have to write 2500 or 4000 or 5400 yrs of history, not to mention anything that happened before that. Faced with this prospect (It's the year 3722 here), my first impulse was to give up. However, with forethought and planning it has become easy to write history.

The first thing that I did was create a timeline. I took a sheet of graph paper, cut it into 1" wide strips, taped them together, and let each division equal 5 years, from the start of the era to the present. Then I started stocking my dungeon. When I put my first artifact in, I sat down with a sheet of paper & asked myself a few questions. How did this get here? Its owner was grieving because his only true friend had died, and was scattering his treasure as a preliminary to committing suicide. Who was his best friend? The King of Dhar-min. How had he died? In the siege of the city of Dhol-gun. What happened then? The city fell and the kingdom was ~~XXXXX~~ conquered by the armies of the Linatkal Empire. When was this? In the year 2433.

Then I took the timeline and made a mark at the year 2433: The fall of Dhol-gun. The years just prior to that were labeled Kingdom of Dhar-min. Those just after it were labeled Linatkal Empire. The names of the rulers were written in at spots corresponding to their reigns.

Now, whenever I invent any history it goes on the timeline. If I want to have a legend about the city of Distell being looted by barbarian hordes, I obviously can't put that during the Years of Peace. Thus, the timeline stops inconsistencies in my invented history. Also, it functions as a reference source. If I need to know who was the ruler of this area in the Year 1500 when the Goat came out of the sky, I can look it up in an instant, or if I haven't decided the point yet, I can see that also. No muss, no fuss, and simplified record-keeping.

Well, folks, that's about it from out here in the ~~XXXX~~ Simi Valley. Let me know what you think about what I wrote. I will read and try to respond to all comments and notes, whether they are nice or not. My address is at the head of this 'zine, so go ahead and write. I should be a regular contributor to A&E now, so if you want to comment in print and get a response that way, do so.

If there are any questions that I can answer about how I run the monsters or treasures above, I'll be happy to answer those also. If anyone wants to run a party through Dankmist Dungeon, and can get to the Valley here, let me know and I'll try to set up a time. I might be able to amke it to GLASC II in June, and if I do, I'll have Dankmist along.

I've got to go now. When you're in school, there are little things like homework, and teachers can become irate surprisingly easily, something like a balrog in a bad mood...

Till next month.....

Mike Gunderloy

Ebony Egg: (F) The most common type. A bit smaller than a hen's egg. It is constructed of some featureless black mineral, otherwise unknown in the universe. It is resistant to most forms of stress, but is instantly destroyed by lightning or certain types of acid. When held within a clenched hand, it makes the fighter +1 to hit against all armor classes, and increases bare hand damage to 1-6 per strike.

Crystal Egg (C): This device is composed of a strange glistening clear crystal with many internal faults and cracks, arranged at random yet with a disturbing appearance of having some other-dimensional order. If it is stared at for long enough, the inside of the egg appears to be somehow larger than the outside. If a cleric concentrates his entire self on the exact center of this device, the nearest monster (i.e. being not part of the cleric's party) will be totally immobilized for as long as the concentration continues. However, for every 2 minutes of such concentration (1 play 12 second melee turns), the cleric will take one hit in a random location.

Egg of Blizzards (All): This item is about 6" long and is made of cold blue steel (literally cold to the touch). There is a frost-white button on one end. If this button is pushed, a cold ray of 6D6 damage ~~XX~~ is emitted from the other end. The ray is 40' long and 3" in diameter. If the button is pulled or pryed out, the Egg will explode after three minutes of delay time, doing 12D6 of cold damage to all within 40'.

Egg of Holmen (Usable only Evil Clerics of 4th level and above, Evil Lords and Evil Wizards.): This device was supposedly created out of the fabric of space itself by Holmen (the Evil God of Death, here in our world). It is an intricately constructed device of platinum and crystal, about 6" long. There is a slight depression in one end. When a finger is inserted in this depression, a beam of light, up to 40' long, ruby-colored and pencil thin, is projected from the other end. This ray acts as a Finger of Death, with a saving throw against magic being allowed at -2. The Egg has only 100 charges, and each charge produces the ray for 30 seconds.

The Egg of Wisdom (All): A 12" long egg, a deep red translucent crystal. In one end is a deep hole with a molded handgrip inside. If this is grasped with whichever hand the finder normally uses, his wisdom becomes 18(00) and his intelligence goes up three points. He gains 10% on his chance of success when using spells such as Legend Lore or Commune, as well as to his chance of getting Divine Intervention. He also becomes +2 with all weapons, but of course he will have to use them with the wrong hand and thus this is cancelled out unless he is ambidextrous. Because he is carrying around such a strange growth on his hand, Charisma goes down four points. Due to the power imprisoned in this device, it is a 1% chance (cumulative) per day that the user will become totally irrevocably Evil.

Well, that is roughly a representative selection of the Eggs. But it is not a complete list, and some of the details have been altered, since some of the players in my dungeon could get a hold of this.

Monsters: I feel that it is important that magical items and large amounts of loot not be available to the first person who stepped into a room. If your dungeon has any sort of rational basis, then there is a reason that the treasure has not been taken yet. Either the room itself is almost impossible to find, or the treasure has been left guarded by a trap of some kind, or else the owner or his minions are right there with it. In other words, no one leaves a magic sword just lying around.

In case you're wondering what all this has to do with the heading of this section, let me point out that novelty is important in guarding treasures, and one of the easiest ways to insure this novelty is to invent new monsters. So, without further ado....

White Griffons: White Griffons are Lawful Good and set by their creators (certain of the Lawful Good Gods) to guard certain fantastic treasures. They are

larger and better armed than normal griffons, and also more intelligent. Each one may cast a sleep spell once a day. They speak all lawful languages telepathically. They will allow no one to pass and touch the treasures that they guard, and will argue about it for hours in a bored, off-hand sort of way if the players do not give up and leave or attack first.

Gas Monsters: These beasts are chaotic and highly evil. They are found only in the deepest dungeons, where they may appear to be only another peculiar mist. They live off of the life energies of other creatures, needing only to envelope their victim to do damage (no hit dice need be rolled). Due to their amorphous structure, only lightning or cold will harm them, either doing $\frac{1}{2}$ damage.

Mule Maulers: A member of the cat family, these monsters are attracted specifically to the scent of mule droppings and will track mules, their favorite food, for miles. When and if they catch the mule, they will attack and kill it at night, almost always severing the jugular with their first bite. They will totally ignore any party that the mule happens to be with, and will not attack men or similar beings unless molested.

Microwave beasts: Usually appearing as a blob of ichor, other forms have been reported, so perhaps this is a magical ~~X~~ rather than an evolutionary modification. At any rate, the creature has but to open its mouth to project a 90' by 30' cone of microwave radiation. A saving throw of 19 (to represent natural immunity) is in order; otherwise, any part of the body receiving this radiation for one full melee turn is cooked and rendered useless.

Purple Blobs: Looking like a large glump of grape Jello, the Purple Blob is a formidable opponent. They are not affected by fire; cold and lightning do $\frac{1}{2}$ damage; and weapons do full damage. However, while not harming wood or stone, a Purple Blob does full damage against exposed flesh, while any metal which touches a purple blob becomes purple blob material itself after 2 melee rounds.

Petroleum jellies: These are simply low-class gelatinous cubes, containing little or no treasure due to their usually short lives. They corrode flesh or wood, but not metal or stone. Cold and weapons do full damage, lightning does $\frac{1}{2}$ damage, while fire causes them to go up like a torch (1-10 points fire damage to all within 10')

Monster	App.	Armor	Move	Hit Dice	% in Lair	T in L	Int.	Damage
White Grif.	2-16	2	15/45	9	Special		H	2 claws (1-6) 1 bite (3-18)
Gas Monst.	1	Special	24	19	No Treasure		I	1 (2-12) + Poison (2D6),
Mule Mauls.	1-6	6	12	5	No Treasure		N	2 claws (1-4) 1 bite (1-12)
Mic. Beasts	1-4	8	6	4	15%	D	S	Special
Purp. Blobs	1-2	78	6	25	No Treasure		N	1(5-30)+Special
Pet. Jellies	1	8	3	2	Special		N	1(1-4)

Int.=Intelligence: H=highly intelligent, I=intelligent, S=semi-intelligent, N=Non-intelligent.

As you can see, I like monsters that force players to think before acting or to take seldom-used courses of action. For example, all parties that could afford it would take a mule into the dungeon. Now players know that they have to be willing to protect the mule if they do this, and most don't bother to buy a mule anymore. Also, the standard response to any sort of amorphous-type clean-up crew monster used to be "Dump some oil on it and light it!" But after a few people get their eyeballs singed by petroleum jellies igniting, or see a Purple blob continue to come towards them after supposedly burning to a crisp, and suddenly the players get more cautious and think of new things to do. Even the rumor of such monsters can do the trick.

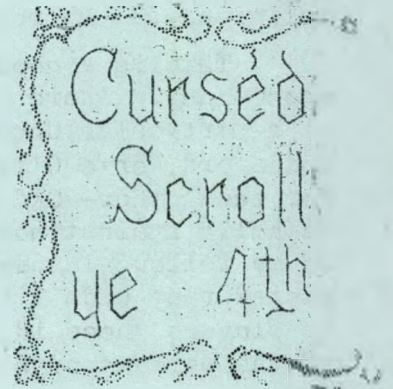
This 75th Hilltop Hermit Publication is the work of Jeffrey May, P.O. Box 68, Liberty, MO 64068. It is dated April 24, 1977 and is intended for Alarums and Excursions #22. When it actually appears depends on how quick I get it finished, how long it takes to get to Lee, and how many pages got in ahead of it.

Perhaps I should note that the text and mc's for Cursed Scroll 3 were written over a period of 2 weeks or more. In fact, I had A&E 20 before I got it done. However, I read A&E 20 through without more than a half-page of comments resulting, and it wasn't worth burning another stencil for.

In the 2 months more or less since CS3 was begun, I've been running EPT every other week or so. Since another person has gotten interested in running it, I've also had a chance to play some. This is fine, except that I'm leaning more and more to D&D as the game I prefer to run. This is largely due to the fact that I prefer working with and adding to my own backgrounds to working with those in EPT. EPT's are fascinating, and I greatly enjoy playing EPT, but as the main game I run, not so much. I will give this more thought, but I think I'd rather be one of many K.C. Dungeonmasters than one of 2 K.C. EPT refs. But, dammitall, I've got a vigorous campaign going in EPT, and not nearly as much in D&D. Dilemma city...

Last issue I mentioned a new D&D system devised by Steve Simmons and some others. Well, last night we ran a small expedition into Sharzho, and I got a bit more information on CSSS. The name is the "Chilenskas-Simmons-Slimak-System." Originally it was designed to be computer-supported, which explains a lot. The current version Steve uses is a simplified (!) and streamlined version for use with dice, and using dice to generate characteristics is much slower than getting a computer to generate them randomly. Steve says he is not impressed with the "bastardized" system he uses, but I find it very realistic. But is it ever a bitch to work up a character for the first time!

The game last night was unusual in more ways than one. For one thing we only had 4 players, and later only 3. Usually expeditions into Sharzho have 8-12, and more than that is common. The lower levels are tough. We 4 decided to try our luck at finding unexplored corners of the 1st level; about 70% is known, and we felt sure there had to be some odd corners there somewhere. I was taking my somewhat-gross fighter, Teramin, recently converted to Old Orthodox Church. At the rendezvous point he was informed by one of the other characters that those two (point, point, whisper, whisper) were Ee-vil. At this Teramin took off for his church, smoothly enough he didn't arouse suspicion. We all had equipment to look for anyhow. At the church he explained that he had sought to go into the Dungeon, but that he feared his three companions were servants of Evil and meant him no good. (They knew he was Old Ortho, and he knew nothing of them.) The priest was most concerned (Larger religions in Steve's game are very supportive of their members.) and when Teramin asked if the Church had any means by which he could determine the truth about his 3 companions, the priest arranged for the Church to loan him a sword able to Detect Evil. Teramin returned to the meeting place, found all 3 of them there, and discovered all 3 were Evil, especially the one who had tipped him about the other two. Teramin announced that he had decided to get some chain mail so he could use his bow and went back to town. Straight to the temple, where he told of his discovery and asked for help. Five Old Ortho fighters were quickly found who were willing to help, and the 6 of us returned. We worked our way



up to the rendezvous point with the buildings of the Lower City as cover, and emerged in a loose skirmish line, bows ready. Before they had recovered from their surprise we fired, killing the especially-bad one and wounding one of the others. The two survivors ran. We hit the wounded one again, almost incapacitating him. We also raised a hue and cry of "Satanists, Satanists!" in hopes of apprehending them. They began yelling for the City Guard. (Satanism is tolerated, as are all religions but one, and our attack was illegal.) No Guards appeared ("Guards? In the Lower City!?") but the mob which had formed stopped them. We had beat a retreat as soon as they yelled, and got away. The crowd turned out to be Satanists, and at the two survivors' tale and seeing how badly the one was hurt began insisting that they come to the Satanist temple. "You can tell the authorities about those Old Orthos and get healed there." The two didn't want to go. "Hey, you said some Old Orthos attacked you because you were Satanists, and now you don't want to go to the temple and get healed and make a report to the Temple Authorities?" "No, No, let's just go after them right now and kill those Orthos!" "You're bleeding all over the street and you want to go kill somebody? Maybe you better come with us to the City Court and have a talk. We don't think you're Satanists at all!" To cut a long story short, they antagonized the Court enough to get thoroughly examined for evil, and they turned out to be C'thulhuists! I mentioned there was one forbidden religion...? By comparison the expedition into the Dungeon was drab.

This is a good example of how "alignments" work in Steve's dungeon. There aren't any. There are only religions. Usually a magic item is manufactured by a particular Church, or with its blessing. Thus one might find an Old Orthodox sword, or a C'thulhuist Snake Staff. Some religions have especial dislike for each other--Old Ortho versus Satanist, Satanist versus C'thulhuist, True Catholic against non-Christians, etc. As a player I regretted offing all 3 of my fellow players, but this is what Teramin would have done. They later insisted they hadn't intended to do Teramin any harm, but I've been back-stabbed by players whose idea of running an evil character is solely to get the rest of the party enough that I'm a little paranoid.

Gold to Experience--Another Look

In the original game it was possible to count gold as e.p. piece for point. Many games I know of no longer use this rule, on grounds that there is no logical reason for it. This is quite true. A fighter who goes into an underground corridor and walks out later with 1000 pieces of gold will be able to tie on a hell of a good time, but not to take twice as much damage and live. However, not giving any credit for gold raises the question, What good is gold? At first, it is helpful. A first or second level player quickly obtains a decent selection of weapons, a horse, and so on. But what then? In games where gold doesn't count for experience, players just keep piling it up until maybe they can build a castle or something. Games in which there is actually something you can do with gold are rare, and usually more interesting.

With this in mind, I began considering ways and means by which I could allow gold to convert to experience. The obvious thing that comes to mind is using it to purchase teaching. I worked on the problem and wound up with this:

Fighters:

Fighters can convert gold to experience in two ways: First and second levels may train with the City Guard of Talifarn. They will be charged 10 g.p. per day and will train 10 hours each day they spend at this. Gold converts to e.p. at 5 g.p. per experience point gained. This is small pickin's, but it does give a character a chance to pick up a few e.p. between adventures. It also explains how would-be warriors get their training. A system similar to this is in effect in most free cities of Vostlarmov.

Fighters who want to get more for their money may seek a private tutor. This tutor must be of a higher level than the character, and the chances of finding a tutor of a given level is $1/L$ where L = the number of the level sought. Consider it as a decimal fraction and roll percent dice. (Chances of finding a Lev. 6 tutor is $1/6$, or .167.) If a tutor of a given level is not available none will be available for a number of days + the level. If there were no 6th level tutors available, it would be 6 days before there was another chance one would be available. When a tutor is found for a fighter he will charge his level times 50 g.p. per day. This gold converts to e.p. at 2:1. If a character gets a 5% or 10% bonus on experience for a high prime requisite this is added on. There also may be a bonus for being tutored by a higher level: Take the difference in the tutor's level and the character's, subtract 1, and multiply whatever is left times .10. Use this figure (.10 or up) as a percentage bonus of the e.p. from gold spent. Finally, divide the final figure by the level of the character, and the result is the number of e.p. he gets.

Example: Halfast, a 1st level fighter with Str. 14 and 400 e.p. finds 1000 g.p. in the dungeon. He looks for a 7th level tutor (.143 chance) and finds none. He does find a lev. 5, though. He has enough to pay him for 4 days of training (Lev. 5 x 50 gp, x 4 days) and plunks down all 1000. I note Halfast is tied up for 4 days, game time--training leaves no room for anything but work, food, and sleep. From this Halfast gains 500 e.p. base (1000 g.p. to 500 e.p., 2:1). He will gain a 5% bonus for his strength, or 25 e.p. additional. He also gains a bonus for being tutored by a 5th level (Lev. 5 minus lev. 1 = 4, $-1 = 3 \times .10 = .30$ bonus. Apply the bonus to the base e.p. gained, or $500 \times .30 = 150$. Total gained, 500 base, + 25, + 150 = 675 additional. If Halfast had gained 675 as a second level he would have received 338, or half, if 675 as a 3rd level he would have received 225.

Magic Users:

First and second level m.u.'s may study at the Outer Sanctum of a Magical Order of compatible alignment. They spend the same amount of time studying as does a fighter, are charged 25 g.p. a day, and convert gold to e.p. at 5:1.

Magic Users may also seek tutors, with the same chance of finding one as a fighter. Magic users' tutors charge their level x 100 g.p., and must be a higher level than the character. Gold spent converts to e.p. at 2:1 with the same bonuses for tutoring as fighters.

Clerics:

Clerics may study at their temple exactly the same as fighters (first or second levels only, cost 10 g.p. a day, converts 5:1, + level.). They may also seek tutoring by higher level clerics of their faith (Uncommon religions may have trouble finding one.) at 50 g.p. x Level, per day.

Thieves:

There is no Thieves' Guild where novice thieves can study, and they must therefore seek out a higher level thief to teach them. Such a teacher will charge as a magic-user's tutor.

Assume that tutors will quote an honest price and state their level honestly. The complications otherwise are too much to fool with.

PLUG

Byob-Con 7: The 7th annual Kansas City Regional S.F. Convention will be held June 3-5, 1977 at the Hotel President in Kansas City. GoH: C.J. Cherryth, fan GoH: Bill & Sherry Fesselmeyer. Membership \$6.00, \$8.00 at the door. Single rooms start at \$18.00, doubles at \$22. At least one item of interest to gamers, a panel on fantasy & s.f. wargaming, is planned. ByobCon's address is mine, as I'm the chairman of the thing.

Discursion: (mailing comments, A&E 21)

BILL TAYLOR: Just how high is your high kill rate, I wonder. I begin to get attached to a character once he starts getting up above first level. If every character gets trashed so often that "a seventh level is extremely rare" then your kill rate is probably too fierce to suit me. Still, if your players like it it's your trip. Getting a 7th level should be difficult, but not impossible.

Hadn't thought that dzor were that gross, but I'll take another look.

BRUCE SAUL: Those were interesting monsters, but the name of one is definitely S*I*L*L*Y. Changed Wine-O's to "Wheels" and used them and Cloud Demons.

BENJAMIN GROSSMAN: Yours is an interesting rationale, but I wonder--If every one gets reincarnated as Neutral, what is the point in being Evil or Good? A Good Character spends his whole life saving souls and smiting the Bad Guys--so what? An Evil Character spends his whole life corrupting the innocent and smiting the Good Guys--to what purpose? Anyone Saved, or corrupted, or smitten comes back as a Neutral, and nothing is gained in the long run. You do have a hint of action for Evils, in that they seek to annihilate souls, but you give no particular reason for it. Good and Evil should have some rationale for existing beyond mere conflict, to liven up the game.

If I may use some of my own background for an example (he said modestly) ... In Esurien there is a struggle between Order (calling itself Law) and Chaos (usually calling itself anything it thinks the listeners will believe). The goal of both sides is eventual dominion of the world of Esurien. The struggle is largely conducted on Esurien because the Gods will not intervene; this is ordained by the Covenant of the Gods. Law and Chaos are not quite equal to Good and Evil, but the prime movers behind the two alignments are strongly tinged with the qualities we call good and evil, and this colors their followers. Most Lawfuls are Good, and most Chaotics are evil, but not all. That is about as near as I get to using the 4-corner alignment chart. The goal of both sides is a world of one or the other alignment.

There is a third alignment called Neutrality, and it seeks to preserve the Balance between Law and Chaos. Neutrals seek to cooperate with both sides, or to hinder both, as the situation demands. Finally there are those who take none of the 3 sides, but are out to preserve their own well-being above all. These are the non-aligned, and there are many. All 4 groups have a reason for doing what they do and a Purpose your Good and Evil types seem to lack.

ARNIE KATZ: If that was your worst mistake don't worry about it. Just remember to keep track next time. Carrying a shield while using a 2-handed sword is no problem; it's using one that's the hard part.

As for imparting information to your players, that depends. Some things you can assume they know already, and tell them. A warrior would likely know what an orc was, even though the player had never played D&D or read Tolkien. Other things they would have heard whispered tales of, like wraiths. Sometimes it depends on whether ^{the} character is a resident of the area or not. A character meeting a cleric with a trident on his chest would know, if from Talifarn, that here was a priest of the lawful sea-god Zeidon. A stranger (e.g., one from another game) would not. Other kinds of knowledge would depend on the skill one knew. A blacksmith might recognize a horseshoe as being of Sistran make, the party then tracking a group of Sistrans. A search through a bookseller's stand might find for you a book describing some strange monsters. Some magicians have researched Analyze Magic as a comparatively high-level spell unknown to players. They will happily use it, for a price. There are all kinds of ways.

It seems to me that keeping track of how long it had been since a spell was used would also be a problem.

PHILIP MACGREGOR: When I devised the Critical Condition rule I tried to make it easy to remember and run. Often all that is needed is a percentile roll at the time the character is hit. I can check survival later. I guarantee that the Crit. Condition rule is a lot easier to use than most of the additions in the Supplements, or much of the new stuff presented in A&E. Still, to each his own way.

CARY MARTIN: Wayul, shucks, y'all. There be times I cain't hardly get no D'n'D played nohow, what with sloppin' the cows an' milkin' th' chickuns an' steppin' b'tween th' chickunshit that shows up ever' so offin. [This comment is precisely equal in seriousness to Cary's line about "dirt farmers" last ish.]

NICOLAI SHAPERO: One of my characters in CSSS has been using a 2-handed sword, to take advantage of his spectacular ability with cutting weapons. He carries a mace and dagger for use when quarters are too close to use the 2-hander. The 2-hander seems to be effective indeed, though CSSS doesn't work the way regular D&D does.

JIM BOLTON: My gods as gods are unkillable, but they may very occasionally appear in a "mortal" form. In this form they can be killed, but this "death" simply means the god goes elsewhere. Gods are rarely met with on Esurien--not even a Gate spell will bring in one who wishes to stay out, and this is their usual wish. The gods have a Covenant not to meddle directly in Esurien.

GARETH KANTZ: Comeliness is a measure of one's physical attractiveness, shapeliness a measure of how well-proportioned and filled-out the character is. In combination the two are used only by Glenn Blacow, that I know of. He modifies shapeliness according to comeliness: A woman of comeliness 88, shapeliness 07 is beautiful, but very slender. Shapeliness of 88 would indicate a voluptuous figure. Com. 17, Shapeliness 07 would indicate a homely character, with a mannish build (if a woman, or fat or something if a man.) As for how these are used, I don't know about others, but I allow high Charisma scores to modify the percentile roll for reactions. Comeliness has a similar effect, but only if a member of the opposite sex is involved. (If I'm feeling funny it isn't always the opposite sex which is affected.)

Survival in rough dungeons depends less on characteristics rolls than on quality of play. See also my comments to Cary Martin in A&E 21.

FANG: Your account of that expedition makes a great deal clear that is not touched upon in Cary Martin's few brief lines. My reaction from his description was one of sympathy for that D.M., because I dislike players who attempt to stab other characters in the back as a routine thing. As my account of an expedition above attests, I don't object to backstabbing when it's really called for, but the player whose only idea on how to run Chaotics is to backstab the party, and who never runs anything but Chaotics leaves me cold.

However, your account makes much more clear. Sugarpie and that DM were guilty of much fuggheadedness. Still, you did sort of put the DM on the spot with that attack, and how did you get that quick kill on a 13th level?

KEVIN SLIMAK: In the labyrinths beneath Talifarn the room occupancy depends on the location of the room. A chamber with a main route in and out has only a 1/6 chance of occupancy, 0 chance of lair. A normal room off a main corridor has a 1/3 chance of a monster, and reduced chances of lair. More secluded rooms have a 2/3, 5/6, or 6/6 chance of occupancy, and truly secluded rooms have a close to 100% chance of lairs. Non-lair monsters whose nature calls for it have a 1/6 to 1/2 chance of having treasure. Such treasure is the same as "unguarded" treasure, except that it depends on the level of monster and not level of dungeon. The table for it is based on one Lee published many A&Es ago.

STEVE PERRIN: I'm sorry to say your e.p. system didn't seem to make much sense on the first or second readthrough, pgh. 3, 2nd sentence in particular. /// I don't give direct experience for gold, but see above. In Esurien you speak Common, your native tongue, plus 0, 1, or more languages depending on intelligences. The alignment tongues can be learned like any others, but you must take your own first, the closest one next, and the most opposed last. A foreign alignment language will be spoken with an accent detectable to a person of that alignment, unless you burn a second ability to speak it perfectly. See also my comment to Ben Crossman. /// Coramonde contains one of the finest crocks of a flaming sword that I've ever seen.

CHERYL LLOYD: There are no non-aligned gods in Esurien, for they are the prime movers behind inter-alignment struggles. There are non-aligned spirits and enchanted monsters. As mentioned above the gods keep an eye on things, but rarely manifest themselves first hand. I don't use gods with infinite shades of gray, but there are differences: The Shining One is a purely Neutral Deity, devoted to preserving the balance. Druidism (Esurienan version) is a "darker" form of Neutrality: Druids worship both good and evil aspects of Nature, and offer human sacrifice. I get gods from all sources. One of my Lawful gods, Zeidon, rules the sea, horses, and earthquakes, and his symbol is a trident. Others such as Avastak the Chaotic war-god are just invented. See also above for other comments on gods.

PEGGY-O: In Steve Simmons' (Lord Theseus) dungeon, C'thulhuists do not worship Lovecraft's gods. The name means "of Thulhu" and refers to the Satanist priest who first contacted the demons the sect now worships. Steve uses Set the Great Serpent as one of the demons, and others are unknown.

See my account of our expedition above for a description of what Steve uses in place of alignments. There aren't any; there are religions, of which some have secret languages of their own. The major religions in the area of his dungeon are True Catholicism, Old Orthodoxy (both Christians), Fenrism, Naturalism, Satanism, and C'thulhuism. All are legal except for C'thulhuism. You are expected to behave according to the rules of your church. The two who offed MacGregor Mathers were naturalists, who are quite at liberty to act as they damn' well please, so long as they don't harm Nature's creatures.

I am not at liberty to state Endora's level.

Cursed Scroll 4 ends.

The Shores of Infinity

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

On a recent expedition into Santa Monica High School, I was surprised by two term papers, each doing two footnotes/melee round. Thus, I have had almost no time for anything else. Therefore, only one minor item and minor monster this month.

The Mythos of Anton

The sundry people of Anton, if nothing else, are faithful. Anton has, at last count, about one thousand gods, paragods and demigods looking over everything from Solar System to sagebrush. Naturally, most of the gods are without formal religion (who wants to worship before an icon of a tumbleweed?). Some are worshipped indirectly, as the Goddess of Nature is by Druids. Anyway, there are three main Gods/Goddesses, and these have the largest and most powerful religions. They are:

M'NARRA: Goddess of the Alpha Persei Solar System. She is usually pictured as a young, dark-haired woman with one outstretched hand and one held up in warning. Her symbol is five silver concentric circles about a single green dot on a black background (the symbol is a stylized representation of the solar system, five planets about a green sun). Her symbol affects vampires as does the cross, as she is the principle of Good and Law. Most Anton Lawful clerics belong to her religion.

SURRECOS, God of the Underworld. Surrecos is usually pictured as EPT's Durritlemish: a rotting corpse on a throne of bones. His symbol is a burning skull. He is the God of Evil, Chaos, Undead, and Death. Most evil and chaotic clerics belong to his religion.

NEXILON, God of the Continuum. By far the most powerful of the Gods, Nexilon rules all of Spacetime (see General Relativity). His symbol is a grey sphere. He maintains order between M'narra and Surrecos, sometimes sending an avatar in the form of a grey sphere to even things out when a Spacetime altering battle starts up (such as a War of Wishes (ugh!)). He has no formal religion.

There are others, of course, but these constitute almost 80% of the clerics on Anton.

New Monster: HALF-MAN

appearing: 1. AC: 9/3. Hit Dice: 5/7. Move: 6"
Lair: None; Treasure: Special

The Half-Man is a man with a stone left half of his body and a flesh right. He will challenge all he sees to a wrestling match. The party need not accept the challenge, but don't be surprised if you have a reputation for a coward from then on in the dungeon (Half-men have big mouths). If the challenge is accepted and the half-man wins, he will kill his opponent (or try to). If the challenged wins, the half-man will give him "powerful medicines" (or so the African Legend says). What that is is up to you. In my dungeon, it is a few doses of extra healing potion.

The half-man is intelligent and Neutral. He has an 18!! strength on his stone side, 18⁰¹ Strength on his flesh side.

Attacks: 2 fists (stone - +4 to hit - D6+6 damage)
(flesh - +2 to hit - D4+3 damage)

Comments on A&E #21

Bruce Saul: Glad you like the Flame Devil and are agreed on intolerance.

Arnie Katz: Allowing someone to use a two-handed sword and a shield: a trivial mistake compared to some I have made: such as allowing an 8-Dex Fighter to load and fire a heavy crossbow in one melee round.

Cary Martin: "Book 'Em" sounds like a quite powerful spell for just third level.

The Chaosium: \$2.00 for four miniatures? That's kind of high, even for 25mm.

Jeff Pimper: My goodness, all the programmers.//Your chart is just the thing I have been thinking of for quite some time. Thanks.

Alex Melnick: It does take more than one cycle to load and fire a crossbow.//First you would do cycle 1, recompute, cycle two, recompute, 3, 4, recompute.//Oh, you can do better than five paladins/minute on an Interdata 7/16. With some tricky programming and output spooling, you can get five monks a minute. And I have seen that done.

Gareth Kantz: Four people from Samohi in A&E?//Uh, what do you mean "well rolled?" I suppose it is academic now, as most of the characters you listed have become serpentfangfodder. I hope you write up that expedition.

Jeffrey May: I will not comment on P.R.I.C.K.S. I will not comment....

Steve Perrin: Okay, once and for all: Nowhere can I find anything in the Elric books that indicates that Stormbringer drained life levels. It drains souls when it killed someone, but not if it just wounded them. Of course, Stormbringer rarely just wounded someone....

Cheryl Lloyd: I hope the above answered your questions regarding Gods.

Margaret Gemignani: Maybe so, but when one refers to a "Dwarf" in a magazine dedicated to Dungeons and Dragons, one is usually referring to the race that calls itself Khazad.

Trivia: There were 38 contributors in A&E #21. The average pages per contributor was 3.97p/person. This is the second highest, the highest being A&E #16 with 4.05 p/person.

Lux et Pax.

Morningstar Mutterings #3

a D&Dzine for inclusion in A&E #22 and from the hand of Phillip McGregor and Morningstar Miscellaneous Enterprises c/o One Park St., Harbord, Sydney, Australia, 2096 (and appearing here thanks to Lee Gold's typing).

I hope to cover several things in this issue. Firstly, however, I'd like to clarify my proposed weights for the FLORIN/SOLIDUS given in A&E #20. The weight I suggested is a composite of the two main types of Medieval coin--the solidus/shilling at 3.5g and the Denier/Dinar/Bezant at 4.5g. I gave a composite weight for ease of adaptation for D&D worlds--but if you really want to adapt the correct weights, feel free.

Medieval Coinage/Economics and D&D

I have received one or two comments to the effect that "my D&D world is not medieval--so your coinage weights do not apply"--yet these worlds are still based on a typical pre-Industrial economy with 85% of the population involved in purely subsistence agriculture and the rest involved in, at most, handicraft level "manufacturing" in small workshops that rarely employ more than two to three workmen--and where scientific developments and knowledge are very limited (if they weren't, you would be developing towards an industrial society with large factories and water/wind/steam powered machinery).

Because every item is hand-produced, they are expensive and fairly rare as well. See the price list that follows:

1320 (England): Horse: 17 pounds (@ 20 shillings to a pound)
Mule: 10 pounds- 10 shillings
Cereal: 2 pence/pound (at 12 pence to a shilling)
Sword Blade: 2 shillings, 8 pence each.
Iron: 5 shillings/kilogram.

1339-69 (France): 1 oz sugar - 1 sh.
1 Twisted Candle:(5 pounds): 7shillings, 6 pence
2 ounces Medicine - 1 shilling
1 Coffe (Bronze): 1 pound, 14 shillings
1 oz. Silk 1 shilling, 3 pence
1 pound Flour: 3 pence
Wine/quart 2 shillings, 6 pence
Horse: 20 pounds
Mule 6 pounds
Draft Horse: 10 pounds
Donkey: 5 pounds
Ox: 4 pounds
Lance Head: 2 shillings, 6 pence
Knife Blade: 2 shillings, 6 pence
Stirrups: 2 shillings, 6 pence
Blankets: 2 shillings, 6 pence
Mirrors: 1 shilling
Mail Hauberk (with Integral mail hood, long mail sleeves,
and mittens): 30 pounds (or 1 pound/pound weight)
Paper (ream) 3 pounds

1396 (England) Jewelled Spurs: 7 shillings, 6 pence
Ordinary Spurs: 1 shilling, 6 pence

1482 (England): Draft Horse: 4 pounds, 5 shillings.

If these prices seem relatively cheap, have a look at the wages listed for soldiers during the Hundred Years War in A&E #20--and then remember that these wages were exceptionally high for the period (in order to be attractive to prospective recruits) and were seldom paid regularly anyhow.

Now, some of you might say about his/her D&D campaign that the great influx of gold from the dungeons has increased the weight of coins through overabundance of precious metals reducing their value. But ask yourself this question: where did all the Dungeon gold come from? Since there are no magical spells that can create silver/gold, it must have been mined, so dungeon gold is a finite supply and has been subtracted from the outer world's gold supply.

Now, two factors were always important in a Medieval/pre-industrial economy: one was a continuing shortage of gold to cover the amount of trade going on, and this resulted in the second: frequent (and often massive) debasements of coinage. For example, at one stage the silver shilling in Germany contained NO SILVER AT ALL.

The shortage of gold was due to the lack of scientific chemical knowledge which meant that Medieval processes for refining gold/silver are missed out a large part of the mental content (as the process of Cupulation had not been discovered yet): limiting profitable mining to the very richest of veins of ore.

Therefore, it seems reasonable to me that, since most of a D&D world's gold/silver is tied up (initially) in Dungeons, the starting gold and silver coins have a very low gold/silver content--and thus the influx of Dungeon gold merely means that coins of pure gold/silver become more common (sort of hidden "inflation") and the prices really do not change.

If your world has discovered cupulation, you must face the fact that it is well on the road to scientific advancement that most DMS regard as incompatible with D&D--such as the invention of gunpowder. Even so, there will still be a problem of shortages of gold and silver as Medieval societies never developed the principle of "token" currencies (where the coin, banknotes, etc. represent not a specified amount of gold or silver, but merely the Government's taxation powers) or even "gold standard" currencies (where, supposedly, each banknote issued is represented by an amount of gold equal to its face value in the government's "Fort Knox" equivalent) as the volume of trade has always outstripped the production of gold. If your society has developed a token currency, then it is well into the revolution in commercial procedures that resulted in the growth of an industrial society in Europe in the late Middle Ages.

So, above I have given what are I hope fairly convincing arguments for adopting a Medieval type economy in your D&D world--for added realism. But I realize many of you are not going to do so--and I am not in any way saying that you must; I am merely pointing out that if you don't, you must realize that you are trading convenience for realism.

And now for some mailing comments:

A&E #18

Shores of Infinity: good idea on picking races for characters--though I don't agree with your limits on advancement.

Babyl-On: good system for calculating treasures--but my dungeon doesn't go in for such extensive ones as you provide for.

TNWMYNHTSYS: agree on Saving Throws. My personal opinion is that higher level characters have a better chance of realizing (consciously or unconsciously) that an MU is casting a spell--and possibly even realizing which spell--through the gestures and mneomonics involved in spellcasting; this is a bit more than just "realizing a dangerous situation."

Nicolai Shapero: Your comments on two-handed swords seem to be true at first glance (I haven't had time to check them yet) and if and when I get around to fully adapting Greyhawk Hit Probabilities, I'll keep it in mind.

Kiriel's Mirror: good story. But why did Ja'ala remove the spell from the Lawful MU--thus wasting either a spell to spell points, if she is a Chaotic?

Labyrinthine Lines: good write up on Judeo-Christian Demons. Most Interesting.

The Lost Mask: Interesting story. I've often wondered how a person/people from the 20th century would get on in a medieval world where magic abounds. For instance, think of this scenario: a group (squad--platoon--company--battalion) of modern troops are somehow transported to such a world with modern weapons and technology (not by a controlled two-way transfer as some have proposed--allowing resupply --but as a strictly one-way job). The problem is: what do they do after their first burst of monster-slaying, when their fuel, ammunition, batteries, etc. are exhausted? At this point they are forced to rely on their technological skills/knowledge. But consider: their knowledge is probably fairly limited and is only in one or two fields and, anyhow, how do you make an automatic rifle or an internal combustion engine without machine tools? The answer is, of course, that you don't--at least, with a medieval technology to back you up. You could make some sort of crude matchlock/flintlock musket or a crude steam engine. Thus 20th century people wouldn't be as well off as some people tend to think (see Philip Jose Farmer's "The Gate of Time" for a treatment of WWII soldiers being sent back to a pre-WWI environment --and then multiply by one hundred times for the difficulties that would be encountered in a medieval environment).

LWHMAGPD: Keep the stories coming. They're a real bright spot in A&E.

Ken's Character Corner: good write up and illos on Monkish weapons. Enjoyed reading it.

A&E #20

Echoes from the Cavern: agree fully with your treatment of Phantasmal Forces; I'm going to adopt it immediately in Morningstar and her new companion "The Witchfires."

Babyl On #4: Your comment on the effectiveness of two-handed swords is correct, but for those areas where there are no space restrictions they are perfect. But, of course, they must be used within their limitations--so any party that doesn't lead in restricted spaces with normal swords/weapons deserves all the casualties it will take.

Songs of Caitlin: good story; keep up the good work. Hope to hear the rest of the tale soon.

!WHMAGPD: The satire was good, as I have come to expect from your zine, especially the Star Trek satire.

Nicolai Shapero: good reincarnation table, but since my characters die dead (unless raised)--at least so far--I won't be able to use it, but it's so interesting that I might adopt reincarnation just to be able to see someone come back as a Lammasu or a Golden Dragon.

Feet Don't Fail Me Now: I agree fully with your reality combat system--as I have recently been working on adapting the Metamorphosis: Alpha Constitution/Hit Die system to my D&D world.

Chronicles of Dimwelt: good, interesting adventure report.

SEKIII: I loved your demons of Law. I can't wait to see how my players will fare against them.

Finally: NEW USE FOR OLD SPELLS DEPT.

I recently read a story by Vernor Vinge - "The Wtling: about a race of nonhumans who are teleports. What is interesting about this is the way in which they use their teleport abilities as a WEAPON. Basically, what they do is transport a solid object from a different latitude and, since Momentum is conserved, you suddenly have a projectile equivalent to anything from a Baseball (thrown) to a bullet (if brought in from the N or S Pole). Thus all the troops are the equivalents of automatic weapons: you can use the Sturmgesdutz & Sorcery rules from SR vol 1, #5 for details. Suggested duration: 2 turns (20 melee rounds) + 1 turn for each level the user has above the level at which the spell was mastered.

Another use they found for Teleport was to teleport a tiny fragment of an opponent's brain out of his skull - thus being 99.99% sure of killing him or turning him into a moron.

Finally they had Guildmasters (less than 0.000001% of the population) who could teleport objects from the moons, thus giving them the impact/explosive abilities equivalent to Atomic weapons.

Unbalanced you say? Well, consider this: what about all those monsters with teleport abilities: e.g. Blink Dogs, Displacer Beasts, etc. that now have these self-same abilities. (Also, if you use the EW Psionic rules, those who have teleport can also use this Pspell.) I expect to hear anguished howls from certain people of Grossness! Grossness--but a word to them: I'm not asking anyone to adopt it, I'm not even sure I'll adopt it myself. I just included it as an interesting idea.

That's all for now (otherwise the monster I've created may turn on ME!)

PS. Thanks to Mike Galloway and Mark Leymaster for their welcome to A&E and for their comments on Morningstar Mutterings No. 1.



Illustration by the artist Peter

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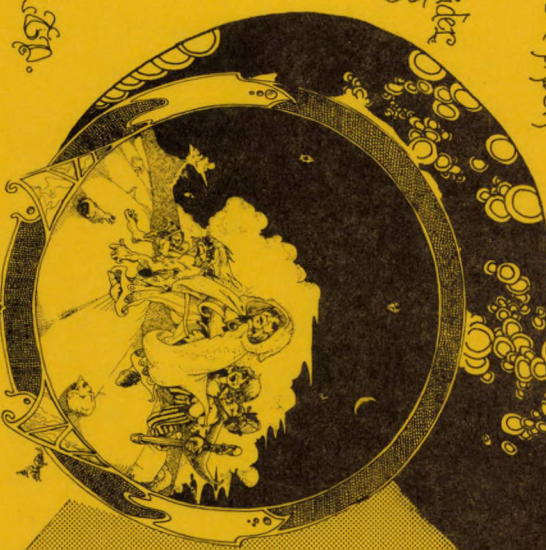
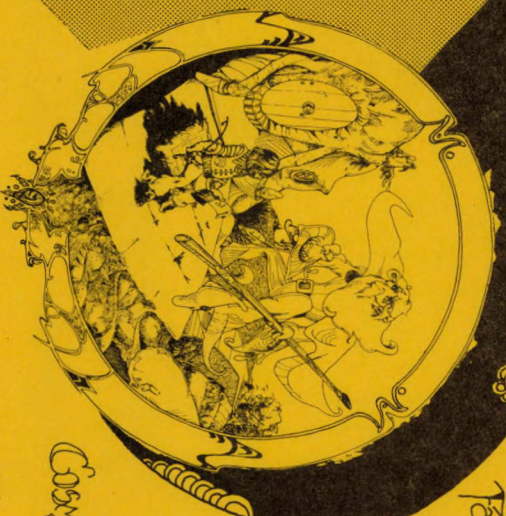
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DEALER INQUIRIES INVITED



Illustration by the artist Peter

EARTH'S END #5 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 don't know if this will get to Lee in time for issue 22. I have been a little lazy this month and haven't been in much of a mood to do much of anything. As it stands the past month was a little boring. I did attend the convention at the Marriott in LA and was a little disappointed at the whole thing. I was expecting to see a lot of people from the LA and San Diego area, but no such luck. Well they might show up at GLASC II. I really don't have many comments this issue, so I might as well get them out of the way.

NICOLAI SHAPERO-----I was glad to see you at the convention, and I am very sorry that I did not get the chance to take the trip that you ran. Hopefully I will see you later this month. I hope to have a contribution ready for the first issue of LOC. It would be nice if you could take a trip into EE. Possibly the next time you are down this way.

STEVE PERRIN-----Hope you got the letter and that you will be able to answer some of my questions. Will be looking forward to the next time we can get together.

TO EVERYONE-----I would like to know just how many of you are planning on attending WESTERCON this year. I am planning on driving up in my van and I will have some extra room. If a few people from this area would like to share expenses and driving, I would really appreciate it. Let me know.

TO SELF-----Better get busy and get some things done now, before it is to late.

I am going to present an expanded ring table that I use. I hope that I don't hear to many complaints about it. Most of the rings are used in Earth's End and are very compatable. Of course, if some don't fit into any particular universe, then simply drop them from the list. I have found that the many different rings tend to make the game just a bit more different. And as a good percentage of them are set up with only a few charges and are also not rechargeable or reusable. I will be printing both in A&E and in the "Lords Of Chaos" all of my own tables. These tables do not include special items, which I will print as they are found.

I do have a statement to make about some people that have made up worlds or dungeons that tend to be give-away. I give as an example a person who recently ran in EE. He had only been playing the game a ~~to~~ total of two months and already had a 16th level wizard. The first time he played I could tell that he did not have very much experience playing this high a wizard. Now in my universe this can tend to be ~~de~~ deadly. At one time or another, you have to use one or more of the capabilities of the character. The second time he ran, he encountered a vatch, which proceeded to play with him. The character said to the vatch, "This is boring." To a vatch this is an insult, so he placed him in an element where he had to fight himself. He did not win the fight and the vatch dropped all characteristics from 1-6 points, and stated that he would have to prove himself worthy of his title to get back those characteristics. I did not like to do this, but the person will learn how to play that wizard. I have seen to much of this.

I just think that new DM's should be a little for restrictive on giving out experience. Or take more time and talk to people who have played the game awhile. That way they can get some idea on just what to do. I also think that it is also the obligation of people who have played a long time to try and teach new DMs just how to go about setting up a game. I really hate to see players that have played in very free universes come into mine. They get killed rather quickly or else they stumble around and usually wind up killing people in their own party. Enough of this, on to monsters:

SHAHAPET-----ALIGNMENT: neutral # APPEARING: 2-20
 ARMOR CLASS: 2 MOVE: 18"
 HIT DICE: 1 to 6 DEXTERITY: 12 plus D6
 % IN LAIR: 15% TREASURE TYPE: D

Attacks: 1 bite for 2-8 plus a save vs. magic must be made. If no save is made person ages 40 years and fights at -4. If bit again and does not save person fights at -8. The effect lasts for 1 week. Also attacks with a tail constriction which does 4-24 damage per melee turn.

DESCRIPTION: a serpent that has skin which looks reddish-yellow. It has eyes which are bluish-green and a small red knob on its tail. These creatures are not true Undead and cannot be turned by a cleric, but they will take 1-8 points of damage each melee that they are under clerical light or sunlight. They are the souls of wandering half-men, who were not very good in their original life. They normally are found guarding treasure. They are 100% immune to Sleep, Charm, Fear, Paralysis and Confusion. When hit by magic weapons they take double damage unless save vs. magic is made.

BLOOD PANTHER-----ALIGNMENT: chaotic # APPEARING: 1-8
 ARMOR CLASS: 2 MOVE: 18"
 HIT DICE: 3-8 DEXTERITY: 16 plus D6
 % IN LAIR: 60% TREASURE TYPE: G

Attacks: 2 claws which do 1-6 each and drain energy level (save given);
 1 bite which does 2-24 and drains 1-6 points of strength.

DESCRIPTION: a deep red colored panther that looks very muscular. It can be found in most places, but tends to prefer the outdoors more than underground. Treat these as vampires, but the only way to kill them is with a Mace of Disruption. They have the Charm capabilities of vampires and can be turned by clerics; treat as vampires for clerical turns. They regenerate at 3 points per melee round and have a 10% chance of gateing in another of their kind after 3 melee rounds.

The Sisters Brothers story has been set back for awhile. I will have the chapter 1 story of 'TARA' in the next issue. I hope everyone enjoyed the prologue to my story. I was curious to see if anyone was interested in reading more. I would also be interested in hearing from any clubs or groups in the LA or Orange County area that play D&D during the week. I would like to come up and watch or play or run. I would like to get in with some new groups to see how they play and to trade thoughts.

Well enough of wandering mutters. I will now present the ring chart that I have been using. I hope some of you will use it and I also hope that no one thinks it to much of a crock. It really isn't.

- 01 Invisibility*
- 02 Mammal Control*
- 03 Human control*
- 04 Weakness*
- 05 Magic Missiles--can hold from 1-12 and is rechargeable
- 06 Protection*--roll to see if plus 1 to plus 3.
- 07 Web--as MU spell with 1-4 charges which are rechargeable
- 08 Ice Storm--as MU spell with 1-12 charges; not rechargeable
- 09 Detect Magic--as MU spell
- 10 Ring of Spells--roll D8 to determine level. The ring holds 1 spell of each of that level. It is not rechargeable.
- 11 Flying--as MU spell
- 12 Darkness 5' radius--as MU spell
- 13 Fire Balls--D6 number of fireballs and D10 for type of dice damage.
- 14 Haste--as MU spell
- 15 Water-Breathing
- 16 Infravision
- 17 Slow--as MU spell and will effect wearer at once.
- 18 Lighting Bolts--same as Fireball ring.
- 19 Wizard Eye--roll D12 for charges; not rechargeable.
- 20 TELEPORTATION
- 21 Find the Path--cannot get lost with this ring.
- 22 Cold Cones--same as Fireball ring.
- 23 Water Walking*
- 24 Were Ring--determine type of Lycanthrope; usable 3 times per day
- 25 Dodging Missiles--as monk
- 26 Detect Traps
- 27 Regeneration Ring--1 point per turn*
- 28 Detect Poison
- 29 X-Ray Vision*
- 30 Shooting Stars*
- 31 Djinn Summoning*
- 32 Delusion*
- 33 Find Person--once keyed on a person he will always be found.
- 34 Wind Walking--as Clerical spell, usable once per day.
- 35 Etherealness--as Oil of Eth.; usable once per day. Duration 8 hours
- 36 Shape Change--as MU spell; 1-6 charges; usable once per day and has a duration of 12 hours.
- 37 Ring of Striking--doubles damage of weapon used in this hand.
- 38 Ring of Dexterity--will add plus 1 to plus 3 to dexterity.
- 39 Read Magic--as MU spell
- 40 Telekinesis*
- 41 Invisible Stalker Summoning--as Djinn ring, and only 1.
- 42 Spell Turning*
- 43 Plant Control
- 44 Ring of Eyes--as 'Robe of Eyes'
- 45 Ring of Fire--will summon a Wall of Fire. Duration: 4 hours.
- 46 Stone to Flesh--will automatically change person back to flesh in one melee turn. Will have 1-10 charges; not rechargeable.
- 47 Ring of Withering--as staff and will affect wearer immediately.
- 48 Displacement Ring--as Displacer Cloak
- 49 Acid Resistance--gives plus 2 on saving throws and -1 on damage.
- 50 Ring of Prismatic Wall--roll D8; eight means the ring is empty. 1-7 indicates color. Can be used but once per day. It has 1-6 charges and duration is 8 hours.
- 51 Read Languages
- 52 Ring of Monster Summoning--roll D8 to see what level is summoned.
- 53 Detect Metal & Kind
- 54 Ring of Direction--as 'Arrow of Direction'. Duration: 7 turns

- 55 Ring of Blade Barrier--as clerical spell with 1-12 charges and is usable once per day. Is not rechargeable.
- 56 Ring of Elemental Summoning--roll for type and will serve as Djinn, but once dead ring no longer functions.
- 57 Ring of Color Spray--as Illus. spell with 1-6 uses; non-rechargeable
- 58 Giant Control--roll for type. Gives -2 on saving throw.
- 59 Detect Enemies
- 60 Legend Lore--has 1-4 uses and 75% chance of knowing complete information about an object; non-rechargeable.
- 61 Raise Dead--1-6 charges; non-rechargeable.
- 62 Dancing--as 'Boots of Dancing'
- 63 Fire resistance*
- 64 Detect Invisible
- 65 Animal Control--gives -2 on saving throw.
- 66 Clairaudience & Clairvoyance--as MU spells.
- 67 Hypnotic Pattern--as Illus. spell; 1-6 charges; non-rechargeable
- 68 Charm Monster--should be set for only 1 type; -2 on saving throw.
- 69 Undead Control--gives -2 on saving throw.
- 70 Lighting resistance--gives plus 2 on saving throws; -1 on damage.
- 71 Reflection--will reflect one spell completely back at caster. It has 1-20 charges and each lasts 4 hours. Non-rechargeable.
- 72 Levitation--as MU spell.
- 73 Karma--for clerics of the 1st to 5th level, it increases their powers by 3 levels for 3-12 turns; 6th to 10th, 2 levels for 2-8 turns, and 11th level for 1 level for 1-4 turns.
- 74 Restoration--will restore 1-4 life levels as they are stolen; this is only good once and then the ring will disintegrate.
- 75 Dart Ring--has 1-20 poison darts and is not rechargeable. Can fire any number at one time. Those hit must save vs. poison or die; those saving take $\frac{1}{2}$ damage from 12D6 poison.
- 76 ESP--as MU spell
- 77 Defenselessness--as 'Bracers Of Defenselessness'
- 78 Detect Alignment
- 79 Chaos--person wearing this ring can control any chaotic creature within a 7" range. The creature gets -2 on saving throw.
- 80 Dispel Undead--clerics only; roll for level on D8. This will give the cleric wearing the ring the power of that level cleric.
- 81 Ring of Force--as 'Cube of Force' but with 1-20 charges.
- 82 Telepathy
- 83 Cold Resistance--gives plus 2 on saving throw; -1 per die damage.
- 84 Efreet Summoning--as Djinn ring
- 85 True Sight--as Illus. spell
- 86 Ring of Ice--will summon a Wall of Ice. Duration: 4 hours.
- 87 Absorption--will absorb from 10-80 spell levels, after which the ring will no longer function and cannot be restored. The spells will be from 1st to 8th level.
- 88 Opening--as 'Chime of Opening'
- 89 Curing--cures 3-18 points damage, once per day; but if person dies it will not regen person back to life.
- 90 Giant Strength--roll for type.
- 91 Mind Blank--as MU spell
- 92 Inescapable Location--as 'Amulet of Inescapable Location'
- 93 Disruption--as 'Mace of Disruption' with 1-8 charges.
- 94 Aerial Servant Summoning--as clerical spell; used as Djinn ring.
- 95 Poison Resistance--gives plus 2 on saving throw; -1 per dice damage.
- 96 Ring of Seeing--as 'Gem of Seeing'
- 97 Dragon Control--roll for type; gives plus 2 on saving throw.
- 98 Ring of Iron--will summon a Wall of Iron. Duration: 4 hours.
- 99 Ring of Missiles--as 'Necklace of Missiles!'. Is non-rechargeable.
- 00 Ring of Wishes--roll D6 divided by 2 with -1 equals empty ring.

* As per rings in Greyhawk.

Far over the misty mountains cold
To dungeons deep and caverns old
We must away, ere break of day,
To claim our long-forgotten gold.

J.R.R.Tolkien

The largest known city of NetherEarth is a walled fortress named the Black Citadel. It sits on the shoreline of the Bay of Shadows, just east of the point where the Black River ends its long journey from the slopes of the Vulture Peaks. The ruler of the Black Citadel is a man known simply as the Black Falcon. Ten years ago, the Black Falcon came to this strategically located city port as a lone wanderer, seeking his fortune. Falling in with some shrewd characters, Igarishi and Salomaa, they decided to try and take over the rule of the city. A few false rumors, a stolen knife planted in an appropriate back, and soon the populace was clammering for a new leader. The Black Falcon became that leader after a brief battle in the courtyard of the interior palace.

The Black Falcon rules the city of nearly 15,000 with an iron hand, but is considered fair by a majority of the population. He is strict and swift in punishment of anyone who would usurp his rule or authority. He pays well for information that he deems is of importance and his informers are many, from all walks of life.

Taxes are collected from all residents and citizens within the Black Citadel. Anyone spending over one month in the city is considered a resident for tax purposes. Penalty for avoidance or non-payment of taxes is usually the axeman's block. Tax rate for non-citizens is 5% of total gross income per month, tax rate for citizens is 1% per month.

Citizenship requires continuous residence for six months and the taking of an oath of allegiance. Advantages include the lower tax rate and certain court advantages over non-citizens. Disadvantages include the fact that all citizens (male and female) of the ages 15 to 40 years are required to spend one weekend per month training in one of the four militia companies which have been formed for the defense of the city.

Each militia company practices on a different weekend of the month. They receive instructions in hand-to-hand combat and anti-siege warfare. Rivalries between the different companies are strong, but usually of a non-hostile nature. At any one time there are between 1000 and 1500 fighting bodies in each company. In emergencies, or times of attack, a signal bell is rung from the towers on the walls and all militia members can be at their posts on the walls in less than 10 minutes.

At the moment there is no large force which threatens the security of the Black Citadel. However, they are pestered by a tenacious band of raiding orcs (the Black Sword clan) which have harried all caravans arriving from the east. Latest reports have located the orc village a mere 15 miles from the city. The Merchants Guild is clammering for action.

NOTE: I really don't have a fixation for the word or color 'black'...it just seems that way.

FIRE BOMBS, OIL BURNING, AD NAUSEAM

The proliferation of parties using fire bombs and flasks of oil to burn everything in their path has come under close scrutiny here in NetherEarth. It can be a powerful

weapon when used correctly and wisely, but all players are hereby warned of the consequences.

1) Most monsters have a highly developed sense of smell. The odor of burning flesh and oil will carry fast and far, having a special significance to each dungeon inhabitant. It could mean a free cooked meal, a threat to the monsters' environment or very life, or the probable location of the party of turkeys who ran rampant through there last week.

In any case, I double or triple the chance for wandering monsters when oil is burning and/or flesh is cooking.

2) Burning oil, especially when combined with burning flesh, hair and body fat, will put out billowing clouds of black smoke which will choke, blind and confuse the party--acting as a perfect cover for any monsters attracted to the barbeque. The smoke clouds will cover an area of up to 40 feet in all directions (maybe more, depending on the amount of oil and other fuel available).

3) Burning something with oil in a closed, confined space (including rooms, or even sections of corridors) will make it impossible for the party members to stay within the space. Those who insist on staying will not only incur damage from smoke inhalation but will have a good chance of passing out.

Any more ideas/suggestions out there?

MONSTER MAYHEM -- featuring the Buuyaakis.

Background: The Buuyaakis are an ancient and evil race. Though they arrived on earth eons before man first came into being, they are not native earthlings. Rather, they hail from some unknown and forgotten world where, millenia ago, they were forced to leave for some unknown or forgotten reason.

They flew through space on their huge, beautiful wings until they found a new and inviting world--Earth. Overjoyed with the beautiful new world, all its food and comfort, they settled down, to live in peace and comfort. Being essentially immortal (they have a life span of several million years) they were able to watch the growth and development of what was to become the human race. In the early years the Buuyaakis helped the struggling human creatures to survive, and the humans looked up to the Buuyaakis, who could launch their golden furred through the air on magnificent wings, as gods.

But suddenly, due to a close passing comet, the atmosphere of Earth overwent a slight, almost imperceptible change. The change did not affect the human race, but the Buuyaakis started dropping like flies. 75% of the population died, including all the females. Those males who survived underwent drastic physical changes. The large, beautiful wings shriveled up into black stubs of mangled flesh. The golden fur dropped out and the skin turned a pale green color.

Having to face the reality of their plight (no way to leave Earth or reproduce) the collective mental stability of the remaining Buuyaakis snapped. They blamed the human race for the tragedy, and a fierce battle developed before the Buuyaakis were driven underground. There they have remained in their own secluded burrows, scheming and planning the total destruction of the human race.

BUUYAAKIS

HD: 3+2	STR: 15+(1-3)	AVG. HGT: 4'
AC: 7	INT: 14+(1-4)	AVG. WGT: 150 lbs
ALIGN: Evil	WIS: 1+(1-6)	
# APPER: 100	DEX: 14+(1-4)	# ATTACKS
% IN LAIR: 100%	CON: 15+(1-3)	2 Talons
TREASURE: none	CHR: 1+(1-4)	2 Bite
MOVE: 15"		DAMAGE
		1-8 per talon
		1-6 per bite

DESCRIPTION: A 4' tall horrible visage of muscle, bone and sinew. They walk on hind legs, but in a stooped-over position often using hands and arms to move (much like a chimp), Large, 3' long tail, tough, leathery pale green skin covered with sparse brown hair. Large, bright eyes, wicked fangs. Massive shoulders and arms with giant talons on hands for digging. Two, small and gnarled pieces of black flesh in the middle of the back which are the remnants of the ancient wings.

The Buuyaakis are highly intelligent but use no magic and have forgotten any technology they knew. Being non-natives of earth, they are 40% magic resistant. They live totally underground, shunning the open skies they once loved, dwelling in burrows of their own making, not connected to any well-traveled areas. There are only 100 Buuyaakis left and they all live in the same lair. Once these are all killed off there will be no more. Their hatred of the human race is so intent that a lone Buuyaakis will attack 100 well-armed humans without hesitation.

COMMENTS: A&E 21

TANTIVY (Lee Gold): Love them Crottled Greeps!

AVALON (Cheryl Lloyd): I had started my own mythos within NetherEarth before TSR came out with GDG&H. TSR didn't agree with my own versions, but I did pick out some good ideas from their descriptions and have incorporated them into my own world. Please note, I run my own mix, but strangers from different lands may come into the 'known' world believing in their own standard mythology. I run under the assumption that the number of gods is endless, it's just that they rise and fall from power as the waves of the sea; their very existence and power depending upon the faith of man in them.

At the moment ^{there} are 11 well known gods in NetherEarth. Nine of these have temples within the walls of the Black Citadel. Four of these gods can be thought of as 'good' gods--willing to help man to live better and giving him 'moral' codes to live by. Four others can be termed 'evil' gods--enjoying the pain and suffering of mankind, causing wars and contentions. The last three are the neutral gods, diametrically opposed to both the other groups and their methods. (My alignment system is based on a triangle). All of the gods are apt to use mankind as puppets (in sort of a three-way cosmic game) in order to further their own purposes and desires (which are, at best, vague).

However, players will find distinct advantages in serving or worshipping a god. Each god will help its own priests and worshippers in slightly different ways (adding to abilities at crucial times, etc.) but they also demand faith, money and the following of the commandments laid down by each. Straying from that path brings quick retribution.

Most of the populous finds a favorite god and sticks with him/her/it. But others seem afraid to pick sides. A case in point: in the Black Citadel there is a temple called the Temple of the Thousand Deities. Its priests and keepers, not wanting to slight any god, have put an image of every known god in the temple proper, and they worship all equally. The well-known, the forgotten, the present-day, the ancient, the good, the demons--all have a place within the walls and chambers of this unique temple.

I may write a bit more of the NetherEarth mythos next time if anyone's interested.

THE CASTLEMORE GAZETTE (Jon Pickens): Using the normal D&D values, the average value for a gem is 418 GPs (which includes the 1/6th chance for a higher value with each group) and the average value of a piece of jewelry is a whopping 3260 GP. Using the chart on page 7 of Vol. III (U&W) this makes the average value of a 1st level treasure 696 GP and the average value of a 13+ level treasure 24,204 GP (not including magic)! I agree! This is inflation at its worst. The only thing to do is to revamp the random treasure determination tables to something a bit more in line. This means cutting down drastically on the number and percent chance for gems and jewelry. The following is the table I use for determining randomly rolled treasure in the NetherEarth dungeons.

DUNGEON TREASURE DETERMINATION TABLE

<u>Dungeon Level</u>	<u>Copper</u>	<u>Silver</u>	<u>Gold</u>	<u>Gems</u>	<u>Jewelry</u>	<u>Magic</u>
1	60% D12*(100)	95% D6*(100)	40% D12*(10)	05% 1-3	02% 1	05% 1
2	55% D12*(100)	90% D8*(100)	45% D4*(100)	05% D4	04% 1	05% 1
3	50% D4*(1000)	85% D8*(100)	50% D6*(100)	10% D6	05% 1	10% 1
4	45% D6*(1000)	80% D10*(100)	55% D8*(100)	10% D6	06% 1-2	10% 1
5	40% D8*(1000)	75% D12*(100)	60% D10*(100)	15% D8	06% 1-2	10% 1-2
6	35% D10*(1000)	70% D4*(1000)	65% D12*(100)	15% D8	08% 1-3	15% 1-2
7-8	30% D12*(1000)	65% D6*(1000)	70% D20*(100)	20% D10	08% 1-3	15% 1-2
9-10	25% D4*(10000)	60% D8*(1000)	75% D4*(1000)	20% D10	10% 1-4	15% 1-2
11-12	20% D6*(10000)	55% D10*(1000)	80% D6*(1000)	25% D12	10% 1-4	15% 1-3
13+	15% D8*(10000)	50% D12*(1000)	85% D8*(1000)	25% D12	12% 1-6	15% 1-3

The top number is the percent chance for that type to be in the treasure and the bottom numbers show the amount present.

Under this system, the average value of a 1st level treasure is 174 GP and the average value of a 13+ level treasure is 6333 GP (not counting magic). This isn't too bad when you consider that almost 68% of the 13th level treasure value is made up of bulky coins rather than neat gems and jewelry. Also, consider the fact that any creature able to hang out on the 13th level of a dungeon would consider anything under 1000 GP as pocket change anyway.

I use the above table only after all the major treasure troves and lairs (which do carry full lair treasure and full lair inhabitants) have been mapped out and I need to fill in the rest of the rooms on the level. I use it in conjunction with the following chart to determine what's in a random room.

1-7	Empty
8-12	Monster
13-17	Monster and Treasure
18	Treasure
19	Trick/Trap
20	Special

I also use another chart for randomly determining a room's contents and description. Unfortunately it covers two sheets of paper, but if anyone's interested I'll throw it in here when I find some room.

THE TUESDAY MORNING REPORT (Steve Perrin): Those sword specs are mean!!! I really liked them. I can't wait until someone finds one of those in NetherEarth. Ever since I've heard of the 'Perrin Conventions' I have wanted to blurt out "Where and when are they held?", but I was always afraid someone would think I was serious.

On your recommendation I read Doomfarers of Coramonde, good book.

MYSELF: One thing I forgot to mention about doors:

01-45	Door opens in
46-90	Door opens out
91-00	Door opens both ways

This is very important when trying to break in a door that will only swing out!!

Also, if I can speak coherently enough through the large appendage with five toes that seems to be sticking out of my mouth...

Re: comments to Howard Mahler--I have been looking at spell point systems again this last month. The more I look at them, the better your idea seems. I take back everything I said. How about printing your magic system in A&E? I'd like to see it.

Re: comments to John Sapienza--Grain, you idiot!!! You meant that Evil Clerics get those bonuses if they have high WISDOM, not Intelligence!!! How dumb can you get!?!?!?

Re: comments to Charlie Luce--I reread the question I asked you last issue and I didn't even understand it. So forget I asked....Please!!

Well, I still have a couple lines of stencil left and so I ask a few unimportant questions:

- 1) I've started playing with a group that allows Evil Clerics to both heal and inflict wounds. I had never done that before. What about you out there?
- 2) Don't you think it's about time I stopped this time?????

See you next month. Come get me mother, I'm THRRROOOOOUUUUUGGGGHHH!!!!!!!!!!!!!!

Memos from Morchoast #2

by Gareth Kantz, 935 Harvard St., Santa Monica, CA 90403
(213) 828-5073, appearing here through the courtesy of Lee Gold and her typewriter. May her fingers never falter nor fail!

Alas, alas, Araphor, Fulbert II, Alfirion and a few dozen extras that were rolled up for the occasion are no more! My experiences have once again proven the old saying, "Serpentfang eats 10th level Lords for lunch!" Now, in case some of you out there doubt the ferocity of said dungeon, a list of the more interesting encounters will suffice to rid you of this belief.

1) Within 240' of the door, the party ran into three wandering cocatrices which proceeded to wreak havoc among the ranks by stoning three out of the seven characters that went along. If that wasn't enough, a dwarf who was trying to hit one of the cockatrices with his battle axe succeeded in chopping off Fulbert's shield hand. Needless to say, Fulbert was quite happy when the dwarf got stoned.

2) Being chased by a silly Gelatinous Cube that didn't mind fire.

3) Being attacked in succession by Flame Devils, Bugbears, and somewhere in the neighborhood of 15 Ghouls. Bleucl must have been using a six-sided die with only 6s on it.

Now, from this it is obvious that I wanted revenge, for losing one's top characters, even while one of them had a Vampire Regeneration Ring, is not taken lightly. So I quickly rolled up 15 new characters, determined to wreak havoc in the dungeon. There they were, 15 strong; and after the expedition, one Mage was left with one hit point! It's enough to make a guy cry. I lost seven Fighters, three Mages, three Clerics, and one Thief, all in one room! You may say, "God, he must be a rotten player!" You may be right. But I invite you to go into Serpentfang someday, I believe it hasn't been fed lately, and see for yourself. After all, how often do you meet up with six deathSnakes, 20 large Zombies, and a Balrog all in one room, on the First Level?

I must say, though, that the Mage that did get out was not without reward, for the treasure included a Wand of Cold, a few very large gems, and a girdle of Fire Giant strength that was presented to him by a Great Demon when he finally managed to kill off the last Zombie. This shows that if you do survive Serpentfang, it will be worth your time, but the odds are against it. (Incidentally, Verovan, the surviving mage, is interested in buying a set of Bracers of Defense. He's offering his mammoth emerald, worth 250,000 GP. He recently discovered that he needs protection when he tries to squash things with his Fire Giant strength.)

Recently, I was flipping through some past A&Es, and I came upon the Anti-Magic User (AMU). Seeing as how several questions about them arose in my mind, I decided to answer them by writing my interpretation of the AMU. The AMU has previously been explained in A&Es 4 and 10, as far as I know; and a list of their gadgets was in A&E #11. I hope the previous writers will not find my ideas too far away from their original intentions.

ANTI-Magic Users progress the same as Mages, but instead of using spells, they use gadgets; and in progressing they gain more scientific

understanding and increasing proficiency with their gadgets. An advantage of AMUs is that they can use gadgets of a level higher than normally available to them according to the progression chart, but if they do so, there is a base chance of 59% that they will flub the attempt, with a 20% increase for each level the gadget is over one above the highest they could normally use. Thus a 1st level AMU has a 79% chance of flubbing a 3rd level gadget.

Since the gadgets do not just come with the AMU like a Mage's spell, he must purchase them. I recommend 300 GP x level of the gadget with certain exceptions. For example, a Guided Missile would cost 300 GP for the pistol and 1 missile with extra missiles costing 100 GP each. Thus does limit a 1st level AMU, but that's the breaks. Of course, this is only the cost of the equipment; if you wanted an AMU to use one of his gadgets for you, it would cost 1000 GP x level of gadget squared. (You know, tightening 1 screw = five dollars, knowing which screw to tighten = one thousand dollars.) Also, other articles such as screwdrivers (cost = 3 GP), it being the only weapon besides gadgets an AMU can use, solder, and batteries should be available for purchasing.

When running an AMU, one should be careful to keep track of the gadgets the AMU is carrying; some of them are cumbersome. Also the DM should be careful to note that time is needed to set up these gadgets. After all, it takes a considerably longer time to "Install Deadbolt" than to "Hold Portal."

The advantages of the AMU is the unlimited use of his gadgets--well, limited in terms of money to buy them. This can be very handy in those dungeons that use the spell/day rule for Mages. If you have a rich AMU, he could conceivably be equal to two or three Mages, providing he had mules to carry all his equipment.

And now, mistake of the month by a DM: Recently a dwarf of mine was getting ready to enter Serpéntfang, and Bill Bleuel wanted to know what magic he had. When I said a Flaming Spear, he pounced upon the sheet of paper, saying that it was impossible to have a Flaming Spear because a spear is made of wood and it would burn. This sounded logical, so I consented to let him re-roll the magical weapon; after all, it only had an Intelligence of 3; so what did I have to lose?

He came up with a hand axe that drained life levels, intelligence of 5, and I was quite happy and just sort of casually asked if it had a purpose. A roll was made and great shouts of anger came from him--it had a purpose. Subsequent rolls for special abilities yielded 3 00s and, in the end, the dwarf's Flaming Spear was transformed into a life-level draining hand-axe with four extraordinary abilities (Clairaudience, Teleportation, ESP, and four times normal strength) and two special abilities (Read Magic and Locate Secret Doors) with a purpose to defeat Chaos. Needless to say, Bill is still kicking himself for the results, aren't you?

Questions:

- 1) What happens if you cast Restoration at a Wraith?
- 2) All you people that have something to do with Physics: how do you figure out the gravity of a torus-shaped planet with mass of 9.79×10^{24} kg with ring thickness of 1.372×10 m and a torus radius of 4.116×10^7 m? I just figured out the gravity of a cylinder of those dimensions and assumed it was bent round. What's your idea?

Comments:

Lee Gold: Thank you very much for the past A&Es you sent.

Bruce Saul: Blade Masters are intriguing. I like them.

Jim Bolton: Intriguing and interesting story.

Everyone: Dave Hargraves' "The Arduin Grimoire" is well worth the price. His special abilities tables are quite good. Already I have a hobbit thief who was sired by a vampire. I highly recommend it.

All you Two-Handed Sword Fans: aren't you forgetting one little thing when you compare a two-handed sword with a regular sword? It takes time, a lot more time, to bring a two-handed sword back if you miss than it does with a regular sword. After all, $F=ma$, momentum, and all those things do have their effect on melee. I believe that if you miss with a two-handed sword, it should take one melee round to bring it back in order to swing again. Thus, unless you're fighting something that's very big and slow, you had better use a regular sword.

Well, that's about it. The promised character class will have to wait, complications arose. One of them is that time is moving too fast and term paper due dates are creeping up with increasing speed. Another is that I'm rather tired - Pink Floyd concert the other night. Maybe I'll get it done by next A&E. 'Till then, goodbye.

[illegible]

Some Thoughts by -- Stephen Perrin

ON RELATIVE STRENGTHS...

In A&E #20, Tim Kask stated that the strongest man in the world, a Russian weightlifter, could be considered to have 18⁰⁰ strength. As usual, the TSR grasp on statistics is faulty. One person in 21,600 has 18⁰⁰ strength. In our world of three billion, are there 138,888 other people as strong as the weightlifter? I think not.

Even in a legitimate world population for a medieval culture of thirty million (remember all those clerics with Cure Disease), there would be 1389 people with 1800 strength. Surely, some of them are female.

The Russian weightlifter is obviously a Hill Giant in disguise. Clever, these Russians.

More thoughts on Weight-lifting: Barry recently realized that the present percentage system of 18 strength is inaccurate since there is as much chance of getting 18⁰⁰ as of getting 18⁰¹. He proposes that instead you roll 20D10s - subtract 100 and use that as the percentage. This would give a far greater chance of having a low percentile than of having a high one. I notice he hasn't rerolled Fundin though (Strength 18⁸⁷). --Lee Gold

DANGER LURKS!

by Kevin Slimak

DANGER LURKS creeps forth from the typewriter of Kevin Slimak and is intended for publication in ACE #22.....GOW willing. DANGER LURKS! at PO Box 3514, Edwards AFB, CA 93523, 805-258-2745. DANGER LURKS! is dedicated to Glenn Blacow, in whose honor I suggest that ACE be retitled ALARUS AND ASPERSIONS...just kidding, Glenn!

COMMENTS ON #20

Burgess Pork Pie/Patterson - Interesting combat system; one of the first that I'm even considering using. One advantage of the sling is that one is able to use it while also using a shield. It is also, as a number of folks have observed in TWH, a weapon which can be hidden relatively easily.

Ole Shiny/Hay Shapiro - Priests of GOW are not required to carry 50' of rope, but there is a legend of one great GOWist saint who is famed for carrying a mile of rope on an outdoors expedition...never can tell when you'll need a little rope. ///To my knowledge there has never been a second level Priest of GOW. There are people all over the place it seems (Hi, Glenn) who refuse to run with IGs....the cowardly bigots!

Babyl-On/Lahler - Your comments on inter-world transfer are, for me, well timed. My recent experiences have convinced me that, even for conventions, I will be tending toward running a far more closed world. My reasons follow. PRIMUS: I'm tired of running a whole in the ground! HELLSGATE is representative of a style of D&D that is behind me now; I am far more interested in the world that I've put so much work into AND I find myself enjoying the world far more than the underworld! SECUNDUS: As a world runner, I feel obliged to treat all who enter, even temporarily, as part of the world. So, suppose a Paladin shows up with a Holy Sword; if my Chaotics find out, they are going to come a-hunting to get the guy and off the sword! There is a war going on; I pity anyone who gets caught up in it accidentally. TERTIUS: I personally do not like having to sit down with each character and sift through his items before an adventure. As a result, I think that I'm going to go over to the policy that characters with "special", "non-standard", etc. magic will not be allowed into the world unless I have gone out in the world from which they came.....by the way, as many will testify, I take out a first level when I go into a new world (ie., no magic). I see this as the only way that I can strike a balance between my obligation to play it fair as the DM and the obligation that I feel to players bringing characters in from another game; I feel I don't have the right to de-claw them in the same way that I would someone permanently entering my world.///What hornets will this stir?

Song of Caitlin/Cheryl Llyod - Bravo on the story!

Peggy/Many Worlds - Quit trying to stir up a war between Nicholai Jones and Glenn Blacow; relations are bad enough already!///Psi! My comment was, "Call me an ICP." The meaning was, and remains, that I care little for the names that are applied; I care far more for the reasons. Whatever you do, though, DO NOT PUT ME INTO ANY CLASS WITH LAROKKA AND KASK....them's fighting words!///Rich Berg should run in your game, not in mine, thank you!///I also think that referring to me as PIT-trained, D&D-wise at least, is a bit appropo. HELLSGATE and GORDEE date from the same time plus or minus a month (which way I remember not).

SEARCHLIGHT/Paley - Will you say that you will use the hypothetical revised D&D rules sight unseen? I think that a good part of the problem with D&D is that, unlike most other games, the DM is really the only one who has to agree with the rules being used; eg., in most boardgames, it is desirable (and conducive to further play) that all sides agree to the same rules. In D&D, the DM sets the rules and the players play them or punt.///I really do not believe that there will ever be a uniform set of D&D rules, by the way.

Tuesday A/Perrin - I approve of the Minogon...no doubt you are thrilled! They will be one few non-standard monsters that I use (Blacow's Axebeaks and Archghouls and Swanson's Tentacloids, but not the Pit-Orcs, are others that come to mind as I

DAINGER LURKS on Page Two, Too!

type).///A letter will be forthcoming from me on many a random topic.

Morningstarutterings/McGregor - (Out of order, but I wanted to say something and missed you first time around.) I've always assumed that the Arming Doublet of which you speak comes with both Chain and Plate, but not with Leather; the reason for this being that I assumed that one in leather would not be wearing it. At least as I understand it, the doublet was worn ~~as~~ much to prevent irritation of the skin from friction with the metal as to provide padding against impact weapons.

ONCE MORE INTO THE BREACH....COMMENTS ON #21

Turkey Trot/Fatz - In answer to your question on the assaying of rings, it of course depends on the ring. For a lot of them, the character can just try different things to see if the rings is in the class: breathe water, throw a fireball, cause rocks to fall out of the sky, control an animal or human, etc. The all-time elvish thing (using elvish in the pejorative sense popularized in the Boston area) to do in this respect follows:

Elf: "I wish I knew what this ring was."

Di: "It was a ring of three wishes."

Elf: "I wish I hadn't said that."

Di: "OK....it was a ring of three wishes!"

The case that you cite, the Protection +1 Ring requires different solutions; my world has high level IUs who are willing to, in some cases, help one find out what something does....sometimes it costs more than others. Another alternative for common magic is to allow the first level Detect Magic spell to discern the properties of the item. The caster holds the item in his hand...or maybe puts it on... and then casts the spell. There are campaigns where high level IUs don't exist unless they make it as players (the one that comes to mind is that run by Wes Ives, who appears off and on in ME and TMH); it is largely a matter of taste....you make the decision in the design of your world. Is magic new and are IUs difficult to advance? If so, there may not be consultant high level IUs; if ~~magic~~ isn't new or if the path to high level IU is not arduous and hazardous, why aren't there high levels willing (for a price) to be of some service. Keep the world real!!!!

Morningstarutterings/McGregor - I've always looked at a hit on the attacking tables as an indication that damage has been done...not that a vulnerable locale is hit. Many hits will glance from well-wrought armor (one of my objections to the EPT figures' armor is that it will catch blows rather than deflect them), but a hit smack on say the breastplate of plate armor may not penetrate....but will still cause impact damage (bruises....maybe broken bones). I see the roll of the damage die as the judge of whether you've hit a vulnerable locale. High rolls hit chinks, etc.....low ones didn't.

5Kft/Banes - Tech is Hell! Best pas?

Notes from the Underground/Nicholai Jones - On with the two handed sword question. My objection is not that the two-handed sword can't be used in less space than "da roolz" say, but that those arguing that it can maintain that one can do the same damage that can be done with the figure eight, full-build up swing. I discourage use of the two hander because those systems I've tried to rerationalize things (allowing the two-hander to do more damage, but allowing other weapons more attacks... something I just recently discovered was also done independently in the WARLOCK rules) tend to make the game a bit too unwieldy. Summary: the objection I have is that restricted space usage should also mean a decrease in damage caused, but one seldom sees this.///When's National Bob Your Buddy Week?///Has anyone ever accused you of running restrained characters....by this I mean their actions, not their equipment.

Cursed Scroll/Day - Somewho I have a feeling that Steve Simmons may have taken some comments we exchanged on the trip to and from Origins II and built up a system. In all honesty, I've come up with so many systems in conversation (the KF system used in Boston is partially the result of a late night conversation Iark Swanson & I had over a year ago during MIT Wintercon) that I'm really not sure what type of sys-

PAGE THREE....NINETEEN MORE AND LEE KILLS ME

tem I'm sharing the blame for! Why don't you start a description and I'll chip in what comments I have once I know the system being discussed.///One problem with your critical hit system (and that Lee Gold mentioned somewhere/sometime) is that auto-crit hit on a 20 will mean that a low level will be getting a larger portion of the hits they make as crits....eg., if only a 20 will hit, the hit is always a critical hit. This is not the way I for one believe it should be. One way of getting around this is to say that a 20 indicates the possibility of a crit but it requires a confirmatory roll (this is the reasoning that led to the system Lee mentioned seeing at Boskone). Since it makes sense that a higher level will hit critically more often than a low level, one thing that can be done is that a crit will result only if the confirmatory roll is greater than or exceeds the attacker's original to hit number. Then, one can go to critical hit charts to determine what the crit hit is. This type of system is especially necessary if you play as I do (and as Boston does still, I believe) that a 20 is always a hit and a 1 is always a miss!

Tuesday AM Report/Ferrin - If the two-hander is used the way you suggest, why does it do more damage than a one hander swung....I am by no means calling myself an expert in the field, but it would seem that the method you suggest would not be all that hot against someone with a shield. The attempt would be to knock the sword aside and close. I'm sorry I missed the Dundracon demo....it would have been interesting.

Berlin's Isle/Easterbrook - One problem with your combat system is that some things which are seemingly possible cannot occur: eg., a first level can't hit anyone in plate and shield anyplace but the lower body and legs. No chance of a head hit, even vs. another first level? An interesting idea, nonetheless.

Peggy's Many Worlds - If the guy you mentioned is at Edwards AFB, CA, have him get in touch with me. (I figure the PF...Peggy Factor.....could change Edwards AFB, CA 92253 into Edwards, CA 93532, everyone.

END OF COHERENT, ORDERED COMMENTS....ON TO RANDOMNESS

Wayne Shaw and Nicholai Jones - Both of your reincarnation charts in A&E 20 will lead to large numbers of non-humanoid player characters...a much larger number than I would prefer. I know that you both run games very different from mine, but do you really mean to have than many non-humanoid players? One more thing that I noticed was the absence of werebears from the lawful section of your chart, Wayne (or at least I think it was Wayne).///Something which I know I mentioned to Nicholai (but not to Wayne) was my uneasiness with one aspect of both of their games. Now, I am not pushing THE ONE WAY or anything, nor am I claiming vast experience in T or SG, but my own feeling is that both games suffer from some super monster complexes. I'm not claiming that I don't have some super monsters, but they are in places well known and not reached unintentionally; Phoenixes and Vatches don not, in my opinion, belong on the charts of wandering monsters of the....I believe.....first level. Black Bart and his merry band are the closest that I come to anything like this. I enjoyed both expeditions immensely, but why are these necessary (or even desirable) in the game? Wayne, just out of curiosity, has anyone ever stepped out into another time or is that window dressing? The same question applies to the Guardians and the Saucers.....are they something in which the players can get caught up or is it just there for effect? I already asked Nicholai the same question about the Altani. Then there's the question of why? The obvious answer is that both of you come from an SF, rather than gaming background, and are mixing it in....Glenn B. does the same (so does Swanson to some extent). The goal, I think we will all agree, is a rational world for our players to experience and, hopefully, enjoy. The question I find myself asking is if the introduction of such agents doesn't lead to something quite not right. In a good world, there will be tension; every force will have some opposing force, a balance, a counter. What are the counters in your case; and, perhaps more important, what role can the players take in the struggle?///I do hope that you both (and everyone else) realize that I am not so much attacking your

PAGE FOUR....

games or style as asking questions. Both of you run games which I consider quite good, but I don't believe that any of us have the perfect game...yet.///Oh, well, I've said it. Now we see how many explosions can occur in one A&E!

AND MORE OF THE STABLE.....I'm still lazy

LKSS note - Reading my last zine I noticed that there might be some misunderstanding of the way I gave EP for LKSS. The 18KEP I cited was in each of the three categories, making him an F15/MU4/T5.

The Man In Purple - Male Lawful Cleric (I don't believe in the Fourfold Way) of the Catholic (not True Catholic, just the Catholic) Church. MiP, as his less reverent friends call him, is a member of the Church Militant, so much so that he used piety/wisdom to build strength, rather than vice versa, to 13 (to get the +1 to hit!). MiP was rolled 12/7/12/8/13/16 with luck of 10; he traded to 13/7/9/8/13/16/10 and, somewhere, raised his constitution to 10 (I do not remember where nor how.) MiP has run in lots of dungeons: in Boston, St. Louis, LA, you name it. (Lee and Barry have even seen this one run.) He has 7KEP and 12KGP; he also has 11HP. His magic equipment consists of one Mace +1 purchased in Goree with money gained from the sale of an item picked up in Sean Cleary's dungeon and sold to someone in LA (it was something like a one use fireball in a very breakable glass container... don't ask me why the guy wanted it!). MiP has been more hit points and has been of higher level, but, being a good LC, will not stay out of combat with Undead even if he cannot hit them....that was one of the reasons that he bought a magic mace (so he could hit the next Spectre he fights.....yes, he's fought them already without a magic weapon....tho others in the combat did have them, MiP waded in to do his duty). MiP sees his vocation as marshalling the forces of Good to fight evil; he is a man of great honor and conviction; he is a believer in leadership by example and tends to be toward the front of battle unless the party prevents it. He is somewhat of a tactician and strategist (most of my characters are) and seeks to fight in the most advantageous way possible to his side. He is a firm believer in the convert them or kill them philosophy as applies to chaotics; however, in the case of a chaotic PU or Cleric, it is likely that conversion will be impossible by the time he realizes that he should try; "God aids the right!" is his battlecry, but his philosophy is that God helps those who do most to help themselves. As far as neutrals are concerned, he is a firm believer in conversion by example, not by preaching or by threat. "Those follow best who are true believers."///MiP is one of my favorite characters, but he is not one that I expect to last forever. He is too dedicated to exercise the better part of valor when he should.///Originated in Mike Stone's.

Sharkie Legion - Male Human Chaotic Cleric....I still haven't decided whether he is a demonologist or a servant of rapine and slaughter. He was rolled a 9/12/15/11/12/9 and traded to 9/10/15/11/12/9 (if anyone hasn't guessed, these are listed Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma). He has 5 HP, 1430 EP and 200 GP with the infamous Jack the Slasher owing him 500 GP and a favor. Sharkie isn't all that different from MiP, except he's on the other side! He is marshalling the forces of Chaos for the struggle with Good. He has no magic but then he's only first level and has only been run once. He is a rational, not a random chaotic; he doesn't believe in stabbing party members for personal gain, tho he will run if the situation looks bad (something MiP probably would not do). His insistence on rational chaotic party mates tends to keep me from running with most chaotic parties....they seem all too willing to become random turkies rather than to stick together.

Slim Mack - Male Neutral Fighter. 12/9/8/14/12/7 with luck 5. He has 7621 EP, 2900 GP and 13 HP. He has one magic item and that is his biggest problem. You see, Grundar owns him. Grundar is a Flaming Sword +1, +2 vs. Trolls, +3 vs. Undead with Intelligence 10 and Ego 8 (Det Metal&Kind, Det Sloping Passages, Det Evil &/or gold. Grundar was picked up in Rich Beier's dungeon in St. Louis. We found almost immediately that Grundar was in control; Rich got a bit carried away with things and for a while gave Grundar something like 150 foot detect undead ability. This resulted in his second level being cleared of the beasties (mostly by the people with Slim, tho he was always in the melees). More next time maybe!!!!!!!!!!!!

The View from Seadie's See

by Jeff Pimper, 347 Michell St., Livermore, CA 94550. (415) 455-6333
Typed by the own personal fingers of Lee Gold.

For those of you who wonder about such things, Seadie is the patriarch of my D&D world. He is the worldly representative of STAR, the 7600th level deity who runs things.

COMBAT RANK:

As I promised last issue, I plan to explain my system of assigning ranks to the monsters in my universe. I use the term "rank" because I think that the word "level" is overused in the parlance of D&D. The system is still in a primitive state, and I hope that some of you reading this can help me to plug some of the holes. I am going to give a rather detailed description of how I came upon my system, pointing out the problems I know and looking to you readers to find the ones I haven't discovered yet, and maybe provide some of the solutions.

In the beginning was Gygax, and He decreed that there were six levels of monsters. This was fine as long as the player characters were limited to low levels, but soon there were characters and monsters which were far beyond anything Gygax and Arneson had envisioned.

Back in an early issue of A&E, Lee published a level table for monsters. It was a vast improvement on the D&D system but didn't, I felt, go far enough. Lee's system was loosely based on the monster's hit dice and armor class, I think. But how would she handle Wayne Shaw's Silverslith which has 50 HD (Steve Henderson thinks it should have 100)? How does one compare an AC5 4D8 monster with one which is AC2 4D4? What is needed is a system which takes into account all four of a monster's combat factors: number of hit dice, type of hit dice, armor class, and attack strength (how much damage it does per round).

First we need to look at how the four factors are used in combat. The defender's armor class is cross-reference with the number of hit dice the attacker has; this gives the probability of getting a hit. If he hits, then (in effect) his attack strength is subtracted from the defender's defense value. When the defense value reaches zero or below, the defender dies. NOTE: Since the attack and defense values are based on die rolls, for calculational purposes, I chose to use the mean die roll value whenever dice-based numbers are needed. This simplified things and does not cause any significant errors in the results (I think: problem #1). The formulas in FORTRAN are:

1. $POT = (B + M \cdot AHD + 5 \cdot DAC)$

where POT is the Probability To Hit, AHD is the number of the attacker's Hit Dice, DAC is the defender's armor class, and M and B are factors depending on who the attacker is (M=4, B=13 for monsters, 2,4 for mages, 4,4 for fighters, and 3,3 for clerics and thieves).

2. $TTK = (DHD * DAV) / (POT * ATK)$

where TTK is the number of Turns to Kill the defender, DHD is the number of the defender's hit dice, DAV is the mean value of one of the defender's hit dice, and ATK is the attacker's average attack value.

Now to compare two monsters, we calculate each's TTK with respect to

[Do you really mean B=13 for monsters?--BDG]

the other. The bigger the difference between them, the greater the difference between their ranks.

So now we have a measure of the difference, all we need now is a unit of measurement. Since the key word in combat rank is the word "combat" I chose a first level, unarmored fighting man as my base unit. All rank is expressed as a comparison against this basic fighter. The rank of a monster is the number of basic fighters it would take to meet the monster in combat such that both sides will completely eliminate each other. For example, a Lizard Man is rank three, so if three basic fighters attack one (or he attacks them), as the last man dies, he will kill the Lizard Man. A vampire is rank 9; nine men fighting it would all die, but the last one would kill him. Additionally, exactly the same thing would happen if three Lizard Men attacked the vampire; they mutually annihilate each other.

If you care to try the system on your own, the following FORTRAN formulas will give you the rank of any monsters:

AC = monster's armor class converted to the range having 0 as the lowest value (i.e. subtract the armor class from 9).

ADD is any +s or -s to the monster's hit dice.

AVGATK is the AVerage Amount of Damage the monster does/round, expressed as a number of eight-sided dice.

DAVERAGE is a function which converts a number of non-D8s to their equivalent expressed as D8s.

HITDICE is the number of hit dice the monster has.

MEANDIE is the mean value of one of the monster's hit dice. (For a D8, MEANDIE = 4.5.)

SLOPE and INTERCEPT depend on the monster's type:

For Mages:	Slope = .02 and Intercept = .48
For Clerics:	Slope = .03 and Intercept = .48
For Thieves:	Slope = .03 and Intercept = .48
For Fighters:	Slope = .04 and Intercept = .48
For Monsters:	Slope = .04 and Intercept = .58

In FORTRAN, the formulas are:

```
ARMFAC = .51 - (0.05 * AC)
IF (ARMFAC .LT. 0.05) ARMFAC = 0.05
ARMOR = 1.0 / ARMFAC
```

```
DEFENSE = DAVERAGE(HITDICE) * ARMOR
```

```
ADICE = HITDICE + (ADD / MEANDIE)
PSUCCESS = SLOPE * ADICE + 0.01 * ADD + INTERCEPT
ATTACK = AVGATK * PSUCCESS
```

```
RANK = 8.0 * DEFENSE * ATTACK + ATTACK ** 2
RANK = (SQRT(RANK) - ATTACK) * 0.5
```


Now for the known problems which need resolving:

1. The attack value is based on the average amount of damage a monster does in one turn. How do you evaluate magical attacks in light of saving throws? How about Charm spells, Fear, etc.?
2. The basic fighter with a non-magic weapon always gets a 5% chance of getting a hit, regardless of the defender's armor class (in my world at least), so the system breaks down for monsters with armor class better than zero (or 2+2).
3. What about the effect of magic weapons?
4. The formula assumes that the attacking men are actually a connected mob. If a monster has only one attack, but it does more than enough damage to kill off one basic fighter, his excess points are soaked up by the remaining men, killing them off until all the points have been accounted for.

What I find most interesting about my system is that even with its obvious faults, it works! Two monsters of equivalent rank will, for the most part, take each other out in battle. My dungeon populator program places monsters in my computer dungeons based on their ranks. The ranks are also used to assign experience points and to decide how much and what kind of treasure to sprinkle about. Then, when a party enters the dungeon, I figure out their rank and use the result to decide which level they end up on. Everytime I have used this system, the players have been most satisfied with how things came out. I run a magic and treasure poor universe; they have to fight for what they get. But the fights are fair, and the rewards commensurate with the effort they put out.

ALL THE WORLD'S MONSTERS

I have sent Lee some working copies of the monster catalog and asked her to include a sample page in each copy of this issue of A&E so that you can see how things are shaping up. As of this writing, there are over 300 different monsters in the catalogue. It looks like the Chaosium ("White Bear & Red Moon") will be publishing it. There will be over 100 pages, and the price is somewhere around \$10. We will have some sort of royalty arrangement for the monsters we use; see Steve Perrin's zine for the details, as he is handling all the business arrangements. The closing date for this year's catalog is coming up soon (check with Perrin), so if you want to get into it, you had better hurry.

Steve has asked me to clarify some of the data items the computer keeps track of. TYPE is the monster's encounter classification; Human, Undead, Dragon, Giant, Insect, Flyer, etc. The ALIGNMENTS are: LAW, CHAOS, GOOD, EVIL, NEUTRAL, LAWFUL-GOOD, LAWFUL-EVIL, CHAOTIC-GOOD, CHAOTIC-EVIL, HUNGRY and NONE, or any combination of these. FOUND IN: Dungeons (caverns), Open (wilderness), Woods (forests, jungles), Mountains, Deserts, in and along Rivers, Swamps, in and along Seas, Cities (ruins, temples) and in the Air. Note: non-flyers cannot be found everywhere since they are never found in the air. All number ranges are expressed as die rolls.

[The ranking system also makes no allowance for monsters that can only be hit by silver (e.g. Lycanthropes), those hittable only by magic (Gargoyles) and those hittable only by weapons of +3 or greater (certain demons)...to say nothing of mummies--BDG]

Don't be afraid to send in a monster that someone else has sent in. We already have two very different versions of Banshees, Furies and Gliths. Who knows, your version just may be the best of the lot. Anyway if we use it (and we have used everything sent to us so far) you get your royalty, no matter how many similar ones there are.

We only ask that you be Brief in your description. Use as many lines to describe your monsters as you feel necessary, but please get to the point and be concise.

If the catalog is a success (i.e. we don't lose too much money), there will very definitely be another volume, perhaps as an annual effort.

BUSINESS

The sale on Archive miniatures and the Arduin Grimoire lasts one more month. The miniatures are 20% off and can be purchased singly. The Grimoire's price is \$7.25 (retail \$9.50). Send an SAE for my lists. I now handle Archive, Heritage and Guardian fantasy lines, plus most boardgames and rule books.

[illegible]

A Talon-ful of Thoughts from the Griffin
--by Charlie Luce

In the original Gygax and Arneson experience system, a character only got experience for what he personally defeated, and the experience systems (with the +240,000 for Fighters, +300,000 for Mages, and +100,000 for Clerics) were written with this in mind to allow all classes to progress at the same rate. In that case, if your experience system gives equal experience to all members of a party, shouldn't all classes have the same table?

Every DM knows of the reason for crock magic; but how many have a game rationale for its existence? Is it merely due to improper enchantment, or is it the last line of booby-trap for a treasure?

If a Fighter is supposed to have a mental "link" with his enchanted sword, how do you treat reactions when the wielder is Charmed? I have seen systems where you must get both (the sword saving as a Fighter of Level = Ego, purposed swords 13th), and ones where you refigure chance of control, reducing the wielder's equivalent IQ to 3.

There are schools of thought which hold both for no effect and half effect when save vs. paralysis is made, but just what is half-paralysis? Slowed? Paralyzed from the waist down? One side?

I have read in A&E about different things which make a character drunk--but has anyone stopped to consider that there are different kinds of drunks. Some are jolly, some sentimental, some aggressive, some go to sleep, etc. Now, how about that as a special characteristics table?

11 May 1977

3

System Development Corporation

TM-(L)-5707/501/00

Family: Initiator

NAME: Destroy Process

visible

0-function

Explicit: Process: Process Name

Implicit: Requestor: Process Name

Requirements: Requestor is the initiator

Process possesses no read-write pages

Process has no I/O devices attached.

Operation: Subtract Process. AddressSpaceSize from CurrentMaxPages. Detach all tables. Dispatch Requestor.

Comments on A&E #21:

On 2-handed Swords: My comments were only based on the rules in Greyhawk. I never claimed any expertise with respect to medieval weaponry. Now any of you who know something about the real thing, perhaps you can answer this question. When the 2-handed sword is used for slashing and thrusting, rather than swung fully, are the grevhawk damage figures an accurate estimate, relative to other weapons?

Jon Pickens: Those breakdowns of treasure types were by me. After some complaints by some wiseguy that my figure for gems was off I did a more accurate computation, with fewer approximations. If anything .5K per gem is an overestimate. It's closer to .4K per gem. The wiseguy claimed the figure was over 1K. I suggest he check his calculation. Thanks for your fine follow-up, relating things to the dungeon.
(See A+E 18 for my breakdown).

Ben Grossman: I invented the monsters that Tihor mentioned to you. They are called Telepathic and Teleporting Doppelgangers. They are both explained in the Quick Quincy Gazette #2.

Terry Gaa2n: I've sent you a copy of OQG#4. I hope you've taken a close look at my MU system. I do not think it is more restrained at any level of MU than "straight Gygax" (i.e. MU1 gets to choose one spell before the expedition, and then throw it once per day. MU2 gets to choose 2 spells, and throw them each only once per day. If you want 2 sleeps you take two sleep spells beforehand.) Under my system at every level the MU has the choice of every spell he knows, without having to choose which spells he is taking down with him. At the lower levels the MU even gets more total spells per day than in "straight Gygax". I have made it restrained as you put it, but this is only with respect to certain other spell point systems, not with respect to straight Gygax.

I never had anyone take me up on the option to play under the "straight Gygax" system. Let's take a medium level MU, 5th level as an example.

Under Gygax he gets 4 first level spells, 2 second level, and 1 3rd level. Thus he might for example take 2 sleeps, a charm person, a Read Magic, Detect Invisible, Phantasmal force, and a Fireball.

Under my system his spells cost him 3E.P. for first level, 5 E.P. for second level, and 8 E.P. for 3rd level spells. Now if he had an intelligence of 16, he would get 16 E.P. per day. Thus he could not throw the spells I've listed under Gygax System all in one day; they total to 30 E.P.

However, he has many more options open than under straight Gygax. Down in the dungeon it may turn out that what he needs is to throw a Haste and an Invisibility 10'r. Under my system he can. Or he might find he needs to throw 3 strengths, under my system he can. Or even two hold portals, a Locate Object, and a Levitate.

Basically the key is the ability to give a flexible response. I try to set things up so that a variety of spells are necessary to overcome things.

If you dislike my present system, I know you'll just hate my new system, which is based on schools of MUs. I've taken the opportunity to remove charm person from the spell list, and move sleep up to 3rd

level, where it rightly belongs. I've course since the whole game at low levels hinges on sleep, I've had to make appropriate changes in my wandering monster tables.

To everyone in general: It seems that most people lean toward campaigns where the MUs are by ~~far~~ the far the strongest character class. I do not like this one bit when I play. Of course around here there is generally only one character per person per dungeon, and characters are not transferable. Thus if you do not play a MU, you find yourself disliking the idea rather quickly of the MUs being stronger than the other classes. Thus the only rational choice, is to play MUs, or to play in campaigns where the other classes have a chance. I think the latter is a better solution, since everyone can not play MUs if you want to have a fun expedition.

Cary Martin: You've won this issue's prize for unrestrained research. Feeble mind is 5th level. Your silence spell is designed to prevent a spell caster from throwing spells. (Actually in my world, no spell caster is affected adversely by silence, but that's anyother story.) Now grnated it is only temporary, has a shorter range, and does not reduce saving throws by 4, as does feeblemind. However, from your description I suspect that it is intended to be useable vs. Clerics as well as MUs. All in all I can not see that your Silence is not 4th level, given feeblemind at 5th. Please notice that I do not claim that my comments should have any effect on what you and your character do. Is it any wonder why I run a closed world.

On Multiple Blows per Melee Round: As most of you should be aware, there are two quite different Combat systems put forth in the rules. The Chainmail System has a fixed probability to hit, but as you go up you get more attacks per melee round. Each hit scored does 1 point of damage. The second system, is the so-called Alternative combat system, which features only one attack per melee round, but increased hit probability as you go up. Also it is with this system that damage by weapon type and damage bonuses were intended to be used.

It has come to my attention that certain people use the idea that a fourth level fighter should get 4 swings per melee round, each of which has hit probability as in the alternative system, and damage as per there. To say the least this makes fighters much stronger with respect to monsters, than was intended in the rules. In such worlds the thing to worry about are encounters with humanoids.

In A&E21 various have mentioned their own systems, which do not give one blow per level, but rather one for every three levels in the case of fighters. Well in one swell swoop they've made every monster, as outlined in the rules much easier to kill. There is nothing wrong with this in and of itself. However, these are the same people who would tell me that their characters had to work hard to get up, and thus I was doing them a disservice in not allowing them to use them in my campaign.

I believe that such efforts to increase player characters at the expense of the monsters, are at best useless effort. All that is accomplished, could be done by reducing the level and number of monsters appearing on a given dungeon level, or alternately increasing the treasure (assuming you want your dungeon to be easier). This seems easier to me, than making monsters such as Owlbears, into a joke.

FROM THE OTHER END OF THE CIRCLE #2

a fantastical publication from William B. Herdle, 77 Carpenter Ave,
Apt 6N, Mount Kisco, NY 10549 (914)-666-8380

Crock Magic Like many of you, I have wondered from time to time why the TSR magic tables include so many "crocks". (By this I mean trick items that are deceptive, impostrous, or impaired into uselessness.) Finding no satisfying explanation, I soon revised my tables to reduce greatly the number of such items. However, I did not eliminate them entirely because crocks serve two useful functions: they add new dangers to the game and they reintroduce uncertainty for those players who have read the rules carefully. These effects can also be achieved by dreaming up new or altered magical items, but crocks still have a place, and therefore a rationale for their existence must be found.

Now, I can understand how an occasional delusion ring might come into the world as a practical joke or trap device created by a high-level mage, but considering the time required to enchant a ring, the number of rings from this source must be infinitesimal. And crocks can't all be made by mistake or faulty enchantment, because mages who make mistakes of that magnitude don't live very long. I therefore offer an alternative explanation based on the idea (originated, as far as I know, by Skip Schiffer in 1974) that many magical items are enchanted by binding to each item a demon or other extradimensional being (EDB). This novel premise can be used to explain a large number of D&D phenomena, such as the personalities and alignments of swords, that I'll go into more deeply another time. In most cases it's reasonable to assume that the EDB doesn't enjoy being bound to an object or having his powers tapped and channeled to operate it. When given a chance, as during the magical chaos surrounding a fireball explosion, he will break free and return home (or maybe stick around to get even...). But suppose the agent of his release is enough to break only part of the enchantment. Suppose he is still bound to the ring, rope, or whatever, but that he is now able to exercise some control over how his tapped power is used. Now he can have revenge! He can strangle whoever holds the rope, mislead the wearer of the ring, or do whatever suits his fancy within limits fixed by his basic powers and the extent to which he is still bound by the remaining enchantments. Thus the magical item becomes a Rope of Constriction, a Ring of Delusion, a cursed sword, etc.

One attractive result of this rationale is that the GM can now justify having fun playing crocks. When the item possesses a malevolent intelligence, the GM is free to use his wits to let it exercise its powers to best advantage, without unfairly playing "against" his players. This can provide a welcome relief from hours of running a balanced world designed primarily to help the players have fun. Furthermore, the list of crocks is suddenly endless. When the die-roll says "Delusion Ring", substitute "Ring with demon partly free" and create a ring that refuses to function at inopportune moments, that tries to get its wearer fireballed (to provide further escape opportunities), or that hates mages with red beards. Finally, normal magic items can be converted into crocks, for any time the item must save against being destroyed by magic, there will be a small probability that the EDB will be only partially liberated.

A word of caution is in order at this point for GMs who consider adopting this system: RESTRAINT! Consider how dangerous is an item that behaves normally in every way until, at the worst possible moment, it suddenly strikes. The player must be given some chance to discover the true nature of his character's item. For this reason, I assume that in most cases removal of part of the binding enchantment simultaneously decreases the abilities of the bound EDB, so that the properties of the device are always altered. This would be the case if in the process of channeling the EDB's power toward a specific magical end, that power were also amplified by further tapping the EDB's reserves.

Scrolls Consider now the question of scrolls, which I do not normally assume have EDBs bound to them. A scroll, being a one-use item, is relatively easy to enchant. Therefore it is reasonable to suppose that a "curse" scroll might be made specifically to discourage thieves from pawing through a mage's belongings. But there are other possible explanations for curse scrolls, stemming from the observation that what might be desirable for the mage who prepared the scroll might seem a curse to the thief who finds it. The most obvious example is a scroll that teleports the reader to a safe place. This line of reasoning led to a consideration of scrolls in general, and to a classification of scrolls into five major types, defined as follows:

Type A -- functions as a spellbook. Only a magic-user (mage or cleric, as appropriate) can cast a spell from it, and to do so he must expend spell points, risk klutzing, or encounter whatever other magic-limiting factor your system uses. Type A scrolls, unlike other types, may be used repeatedly.

Type B -- requires only Read Magic to release the magic spell stored on the scroll. Thus a high-level spell can be triggered by a low-level mage or a fighter with a read magic sword.

Type C -- executes its spell when a keyword is spoken. These scrolls are "fast magic", like wands, staves, and spell storing rings, and will take effect before a normally cast spell can be completed. Type C scrolls are sometimes carried unfurled ready for use, fastened to the back of a fighter's shield. They are useable by all classes.

Type D -- written in nonmagical language, can be read and used by anyone who can read the proper tongue. Protection scrolls are of this type.

Type E -- Designed as "fast magic" that need not be carried open to be used quickly, these scrolls will go off instantly on being unrolled. If the person unrolling the scroll is unaware of its contents or is unprepared, the spell will be uncontrolled (i.e. the wrong person -- namely you -- gets polymorphed into a toad, the fireball goes off on top of you, etc.). Clearly many so-called "curse" scrolls are Type E scrolls that are misused.

Scrolls that convert from one type to another after use or during prolonged storage are also found occasionally, as are scrolls with multiple charges.

Bill Hordke

THE GRIFFIN'S QUILL pens once again, this being #8 from Heilborn the Griffin and his alter-ego Charlie Luce, writtable at 4252 51st St, #4; San Diego, CA 92115; Phone (714) 281-7897.

Well, since the Post Awful delayed my original #8, I retype it in hopes of getting the whole mess in in time for #22. So, to proceed right along:

GRIFFIN DROPPINGS--catching up on comments:

ON A&E #19

PHILLIP MCGREGOR: While I like your work on armor, shouldn't "cheap" armor be one class lower than "normal"? Otherwise all magic armor has to be refigured. /@/ What do you think the buying power of a D&D Gold Piece is in modern money (Australian or U.S., take your pick)?

HARTLEY PATTERSON: In your combat system, how do you treat Bracers of Defense/Rings of Protection? Also, do you have a table of Monster Ratings and Armor Classes you could print or could be obtained?

JIM BOLTON: Thunderbirds are great--with a little reworking for my systems, they make a fantastic Neutral counterpart to Phoenix. But, 4 feet long with a three foot wingspread? Don't you mean nine feet?

HOWARD MAHLER: I play that Haste causes double speed but four times fatigue, with the result that the Hasted are exhausted three half-rounds into the battle, or after three moves. It saves Haste for the real emergencies.

CHEYRL LLOYD: If Oloryn is Lawful, why is she becoming a White Dragon, and if Chaotic, why is she riding a Unicorn? (If Neutral, both questions apply). Ellen, by the way, thinks the story was beautiful. Corwyn and Sandalf (my dragon characters) thank you for the story of St. Dragon (they're Neutral, but Good).

JAMES CERRATO: For Mastadons, I use 8 Hit Dice, Move 9, AC5, 2-8 Appear, carry 9000 Gold Pieces. /@/ The draining of levels does not usually refer to Experience Levels, but Energy Levels (Hit Dice). This loss and the weakening effects reduces you attack, defense, and resistance (save); things like Thief Ability or Spell Use would not necessarily be affected (though spell power would be). Treating Energy Levels as the same as Experience Levels is, though, much easier.

JIM ECKMAN: On your hit system; in changing all hit dice to D6 you take out one of the balancing features of the original system. Wouldn't it be better to use your constitution of the appropriate die? Also, shouldn't a semi-fighter class such as Thieves count as two-thirds rather than half actual level?

AND NOW FOR THE NEW STUFF, COMMENTS ON #20...

MORNO/BRAD SCHENCK/ARTIST-PERSON: Absolutely Fantastic!

LEE: Cancel is meant to fit in a progression of spells: Dispel Magic (3rd), Remove Curse (4th), Disenchant (5th-described later), Cancel, and Limited Wish (the most-purpose catch-all spell/7th). The once a month and good item saving throws were meant to be "equilizers" for the spell level; if I was going to change it to Negate I'd either have to eliminate the saving throws or make it an area effect. As for purposed swords, the IQ and Ego of 12 already runs them up against

the minimum of 5; but if you wanted to define the sword as an Artifact in that case and give it a save of 2, you could. If you really want to crock the spell, you could always say that a successful cancellation renders the mage powerless for, say, 3-18 turns.

BILL TAYLOR: Dick Eney had an excellent random terrain system in A&E 13, if you have or can get hold of a copy.

ARNIE KATZ: Welcome to the hobby (from an old-timer)! Don't worry about being laughed at--we all had to learn sometime./@/Identification of magic items depends on the type of campaign. In a closed campaign, with the DM(s) and players separate, experimentation and trial-and-error, as well as long term observation, will tell you what (or about what) you have. In a "Multiverse" system, there has to be a way for the player to identify items. The system of writing the properties of an item on a card, to be put in an envelope which gets read by the DMs, but if your DMs are also players this meets with some problems. If the players are to be told what an item is, there should be some cost involved; either in the risk of doing some experimenting, or in having to pay for analysis (Glenn Blacow's system, described in A&E 14 (and presumably, to be included in his house rules) is a good example of the latter./@/Your magic limiting system is perfectly good; don't be surprised if someone writes saying they want to play it.

PHILLIP MCGREGOR: While your treatment of a "touch" attack is logical (except, perhaps, that you failed to consider the effect of a shield), most things that make that sort of attack are already pretty vicious. Do you allow saves vs. energy drain or disease? Also, would the insulating qualities of the fields produced by Bracers and Rings still count towards the Armor Class?/@/On Prowlers; do you do the characteristics of 9-27? 6D4+3? Also, it seems to me that first-strike would be determined by dexterity, not always the Prowler first.

CARY MARTIN: Lee published an Anti-Psi Shell in A&E 14, and in that case also I asked if the shell stops magic going out. If not, the MU has a perfect defense at a minor inconvenience--a spell more powerful than 6th or 7th level. Shouldn't Silence be 3rd level? Feeblemind is 5th./@/I like your tracking table very much. What types of adjustments would you use for various monsters?

STUART LEVIN: See the Griffin? (Of course not--there aren't any illustrations on this zine) The Griffin is reading A&E #21. Tsk, Tsk--the Iron Mask can dish it out, but can't take it (the Griffin is not impressed). Besides, I thought you were calling off the feuds.

KAY: Heilborn's lab is in the basement, and he manages (of course, he has developed Alchemical Airwick).

NICOLAI: When I can scare up a copy of M:A, I'll print up the mutation chart for the various aliens.

JIM BOLTON: Thanks for the comments on Harrekki (see below)

FANG (finally): Don't feel too bad. At LOSCON, I got a character butchered and almost realigned due to failed IQ and Wisdom rolls resulting in some very questionable actions (this by the you-gotta-stay-in-character champions and masters of the double standard, Wayne & Nicolai).

You did the magical Sopwith Camel--thanks! (It was me who wanted to see it after you did the magic Security Blanket).

JEFFERY MAY: Thank you for your useful and informative article on P.R.I.C.K.S.; now, how about one on Ridiculing Abusive Negative Dungeon (One-true-way) Masters R.A.N.D.O.M.s, and their pets, the TIAOTDM (Typical Invincible Avatar Of The DM)?

CHRIS PETTUS: You don't like mages, do you? By my calculations, the last level that a IQ12, Con 11 mage can expect to be able to use each of his spells once is third; after that, he can't (by 8th, he can't do it with a balanced spell mix with straight 18s). If you want, I can write it up in detail.

JEREMY PAULSON: If Reincarnated counts as no kill, Clyvendyr's Keep works out to around $(6 * 1/6 * 1 = 1\text{GP per shekel})$. While I intend to sell and buy independently (see below), I will deal with Unibank subscribers on that basis, if you wish.

PEGGY GEMIGNANI UNICORN: I have read (at least twice each) all four of Anne McCaffery's Dragon books, and the male dragons were not sterilized by firestone, only the females (which is why Golds no pun intended, Lee/ didn't flame Thread). As for the breath weapon, that is for firestone chewing, not like D&D dragons./@/ Phillip McGregor was the one who didn't think a person could maneuver in plate./@/ If I knew why there were players who weren't honest with the DMs, I'd tell you, but I just don't think I understand it./@/ "See Dungeoneer #3"? Well, I never have, but if you are accusing me of stealing the idea, I have to say that my ideas came from Cheryl, Ursula LeGuin, and the work I had already done with Kay on Anne McCaffery's fire lizards..

JOHN SULLIVAN: You're welcome for Demon Fighters EP./@/Viscious was entertaining. On Wulth, a non-player Hoka nmaed Maxwell Smart is lurking for the unwary. (With his spell, Cone of Silence...)

BILL HERDLE: If there are two camps of D&D, I call for the Third Force, as I use neither the Shapiro ultra-power nor the Blacow restrictions.../@/You are quite right about the benefits of the closed world; I see the redeeming virtues of the Multiverse as three: From a practical standpoint, the player who only gets to play at conventions is saved from thirty 1st-3rd level characters; Watching the characters adapt from world to world (like my Wereagle-Poet) is fun; and the game-interaction of characters from different worlds is fascinating to run and observe (Right, Kay?).

PAUL JAQUAYS: Please! Us poor folk would miss even more nice material than we do now if nobody would ever reprint./@/You do the best job I have ever seen on writing the Star Trek/Checkov psudeo-Russian accent. "Is there in Charisma no Beauty" gets my vote as title of the month.

TERRY GRAIN: (Besides the obvious "why ask me?") If what I have read is true, the attack speed should be about the same. With the modifications suggested in the essay, both the Spell-squared and Shaw spell systems can be fitted to a equitable mage progression, if that is your wish. (I'm still analyzing the Chris Pettus system).

KEN PICK: Best of luck to the C-people (want to trade for a Wish if the unfortunate happens?)./@/On Samurai: I suggest that the number of arts known be limited and dependent on IQ, thus adding a fifth restraining characteristic. The swords are indeed cheap swords of sharpness; I might substitute a critical hit on any 20 (under most D20 systems, a six-fold increase). Under most situations, the iai draw is an advantage only if the opponent has not drawn blade before closing, especially if the opponent knows about Samurai. Kiai is cute,

but I think you overestimate it (from Heilborn: "On a clear night, a lion's roar can be heard for ten miles. Putting that lungpower into an eagle's scream is what a Griffin's war cry is. If I don't get a bonus, I am skeptical of any human's claim to one"). Finally, I suggest a slight alteration in EP: 1st=0, 2nd=3000, 3rd=6000, 4th and above as Rangers. The article was well-written and well researched; the criticisms were meant only to aid in bringing about play-balance.

WAYNE: Thanks for the printing of the magic system. It doesn't make much difference in my essay, as I was using Lightning Bolt instead of Fireball to save points; chokeoff is still around 10th for an average mage (not, you understand, that I am claiming this is bad. My point through this whole thing was that most spell point suggestions were actually more restrictive than "straight Gygax" for high-level MUs).

CHERYL: Thank me? I thank you for the idea of Harrekki. Iron Rations? surely they have better taste than that?

JIM THOMAS: Well, Purify Water thrown on Hydrochloric Acid would probably separate the Hydrogen Chloride from the water (with spectacular results when the HCl then recombines with atmospheric water vapor).

COMMENTS AT LARGE:

ON HARREKKI: I will long remember #21 as the ego-boo issue, and Harrekki are a big part of that. I thank again Jim Bolton for his note on Sleep: Let it be noted that I recommend giving Harrekki normal saving throws against sleep; If you already do so, give them +4 saves.

At the same time, I like to reprint in slightly altered form my system for determining the size of Dragon-Types:

DRAGON SIZE:

Nose-to-tail length equals hit points times a fudge factor (I use-- in inches, not tens of feet: Dragons, 5"; Harrekki, 2"; Pern-Lizards, 3". Having no Hit Dice for Pern Dragons or Werelings they are not in my system). Other dimensions are then calculated as follows:

Length (Nose-to-tail) = HP * FF
 Wingspread (full) = Length
 Length (normal standing) = .83 Length
 Height (to top of shoulder) = .30 Length
 Height (top of head, normal standing) = .35 Length
 Width (wings folded) = .33 Length

Specials for Chromatic Dragons: Wingspread = 1.2 Length
 Width = .40 Length

ON SPELL SELLING: Recently, after talking with Kay Jones and others, I have come to the conclusion that putting non-player researched spells on the market is not a good idea, due to the possibility of using this as a shortcut to having the players do their own. As a result, except for two 9th level spells, only the spells actually researched by my player characters will be offered. The Illusionist spells I have offered were created as a result of an extensive rewrite of Illusionists done in local play (Glenn: If Peter Aronson is interested in what has been done, let me know and I will send a copy of the local version), and are therefore already available to the local Illusionists; sale of those are not affected. As no clerical spells have been created by this campaign, only Magic-User spells are affected. Of those, the following spells which have appeared in this

zine for sale are still being offered. All others are not. As the only recorded sale has been last month's sale of Self-Blank, no previous sales are affected.

FOR SALE:

From A&E 16: Recharge (MU 5) -- 25,000 GP
 Improve (MU 6) -- 35,000 GP
 From A&E 17: Teleportal (MU 5) -- 25,000 GP
 From A&E 18: Magical Trap I (MU 4) -- 18,000 GP
 Shadow Arrow (I 2) -- 4000 GP
 Change Others (I 5) -- 20,000 GP
 Window (I 6) -- 32,000 GP
 From A&E 20: Cancel (MU 6) -- 40,000 GP
 Self-Blank (I 4) -- 20,000 GP

Please notify me of purchase in A&E or by letter (Heilborn, who has done all the MU research, would appreciate it). All sales are for the use of the purchasing mage only, unless a special deal is made; no resale is allowed.

ON COMBAT: Would those of you who have minimum Strength/Dexterity vs. Weapon ~~rim~~ please print or send them? I would like to do something of the sort, but have no idea where to begin.

AND NOW, THE MAIN PIECE OF THIS LITTLE EFFORT -- ON REINCARNATION.

I have noticed the theories and tables printed to deal with the problem of Reincarnation. Rather than print my own system, I thought that it might be more helpful to present an article on the subject. I can claim, if not expertise, at least experience with the problem; my first system predates GREYHAWK, my current system is the result of many playtests and revisions.

There are two basics to a Reincarnation system: First, that the ~~on~~ retainment of previous alignment is basic to a new incarnation; second, that the occurrence of unplayable types be small. The first is reasonably straightforward; but the second calls for some expansion.

If your campaign does not consider monsters (non-humanoids) to be playable character types, then they should not be prominent on your charts. If you do, then you should be prepared to play them, with at least an idea of the rules and conventions you will use.

Intelligence is usually desired in a character (at least 3). The use of non-intelligent forms is perfectly legitimate as a "crock" result, but don't overdo it. Placing human-like intelligence in a normally animal (non-were) form should depend on the campaign; if such intelligent animals (a la Narnia) are common, then they would be expected to appear in Reincarnations, but if not, the chances for such should not be too large.

The forms should be restricted to "real" creatures; that is, excluding such things as Undead, Enchanted monsters, Demons, and the like. In addition, for playability it is perfectly legitimate to not include such creatures as Mermen, Ents, etc., which would be extremely difficult for the player to run.

After deciding which creatures to include in the tables, the next question is the form that the tables will take. I recommend the two-layer system which I use; a first roll to determine category, then a second to determine specific species. The category roll includes such thing as: Duplicate of old body, Same species, Humanoid, Monster, etc.

The species tables should be constructed to reflect the rarity of a species--if species A is five times as common as species B, the table should reflect it (and the same criterion applies within an alignment; if 90% of species C is Lawful, the chances should reflect it).

Having determined the species, characteristics should be found next. As a sort of interface between species and characteristics, don't forget sex; if a Dwarf can come back as a Unicorn, there's no guarantee that a sex change won't be involved. I play that, just as there is a better chance of returning as a similar species to the original, there is a better chance of retaining the former sex, but this is entirely up to you when designing your own charts.

For the other characteristics, the determination can take many forms. Characteristics can remain the same or nearly so, they can be completely re-rolled, or anywhere in between. Since I play that mind and memory remain intact (although any afterlife is forgotten), I play that physical characteristics (Strength, Constitution) are re-rolled, mental ones (Intelligence, Wisdom) remain relatively intact, and combination types (Dexterity, Charisma) somewhere in between.

Lastly, the problem of experience and orientation. A new body, even if similar, takes time to get used to; if class is changed, the character must start almost completely over. My system for experience ranges from 99% for Duplicate body and 90% for Same species/Same class to 25% for Very Different body/different class. I have no fixed system for orientation, but I make a recommendation, based on the situation, of from a few weeks to several months. For example, when Willis incarnated as a Phoenix, he was barely able to move, and he didn't adventure for months, even though being trained in his new form by a Wereagle.

A final word for those in Multiversal (open) campaigns; when you are playing someone from another area, keep in mind that some species may not be playable in the player's "home" campaigns. Some flexibility in consideration of those people is always appreciated, and helps the reputation as well.

I hope this has been helpful to those DMs who have been having problems with reincarnation; of course, everyone has their own ideas and preferences, and will design a system utilizing them--the opinions and recommendations I make are merely that. Comments are welcome; I can always do with a fresh point of view.

.....

A CLOSING NOTE: I've noticed in the past few issues a very belligerent attitude from several (mostly western) persons toward Glenn Blacow. Now, I can understand the reasons for most of it, but I really think that it's going a bit too far. Glenn isn't the only writer in A&E with strong prejudices, nor has he attacked anyone lately. The man appears to be a good player and DM; he's given me some good ideas, and he should be given a chance before war is declared. (Sigh--now I get it from all sides for getting involved in this mess) Maybe I'm just too forgiving--I'm not even mad at Stu Levin for very long.

Well, until the verbal bombs start bursting in #23, I take my leave. Heilborn, Ellen, and the assorted crew join me in wishing you--

Good Hunting!

DOOMKEEP

by Peter Becker, Walker Blaine and Jamie Matthews; 1192 Park Ave., NY, NY, 10028. We thank Lee Gold for her efforts, and we hope that you like the first issue of our zine.

MONSTERS & TREASURE

BERVES: # appearing: 4-40; Armor Class: 6; Move: 8"; Lair: 10% Type 1; 2 attacks: 1-2/claw; 1-4 claw + Charm Venom, -4 on saving throw. The Berv appears as a cute, fuzzy, teddy bear type of animal (16+ charisma) which is very appealing to any human, dwarf, elf or hobbit with wisdom 3-12. If one of the above types sees one, he will suffer the effects of a charm spell. If the victim fails to save, he will allow the Berves to follow him wherever he goes without harming a hair on their little bodies. They tend to be neutral and have little or no training in fighting. If a second group of Berves is encountered, they will immediately join the first bunch.

RATS: # appearing: 10-100; Armor Class: 4; Move: 6"; no treasure. Attacks: 1/4 HP/scratch; 1-2/bite; both are -4 to hit on any moving target. There is a 10% chance that any group of rats will have rabies. If a victim is bitten by an infected rat, there is an 85% chance he will contract rabies; if so, he will go mad in 2-12 days, unless he gets a Cure Disease from a cleric before he goes insane. Otherwise you might as well start a new character. They will be found accompanying Wererats or Ratmen 1/3 of the time. If so, they will be controlled by the wererats or ratmen, and the chance of rabies goes up to 50%.

SINGIN'SWORDS: Type A; sings as a level 2-24 Bard (as found in The Strategic Review). There is a 95% chance a Type A Singing Sword will be too old and fragile to be used in battle; if it is used in battle, there is 99% chance that it will break on any given strike.

SINGING SWORDS-Type B; roll on a D8 once per turn; with a roll of 6-8, the sword will sing for 1-4 full turns. When in this state, the sword will become +3 to hit and damage. Note that this sword does not sing as a bard as Type A does, but its singing is so enchanting that the wandering monster chance doubles.

RING OF OPENING: This item contains 1-100 Knock spells, which are activated by tapping your hand on the door.

MAGNETIC ARMOR: see the frustration when your heroes can't get it off.

THE SWORD OF THE FLASH: this sword when in battle, on a roll of 6 on a D6 rolling once per melee round will emit a great flash which has an 85% chance of blinding anyone except the wielder in a 5' radius for 1-3 rounds. If the being is expecting the flash, there is only a 25% chance of becoming blinded. A blinded character will defend at a -8, -8 to hit, -3 on damage, and missile fire is impossible. These swords will be +1, +3 vs. Undead, and should not be excessive.

We have seen five copies of A&E and we think that the collection of authors and work is excellent. Probably the best part of your #14 issue was the section with the ringwraiths, the ring chart, and the dragon claw and bite vs. age chart. [*This appeared in THE VOICE OF DARIOMORE by Mark A. Kramer.--LG*] The Neutral Dragons [*This might be a reference to Wesley Ives' zine in the same issue.--LG*] confused us quite a bit, because it seems that if a dragon had no real goals or intentions, he would not really care about much.

So far none of us have ever seen any charts for e.p. on anything other than experience for beating up people and taking their life savings. It might be a good idea to give a base 50 experience points for a thief pick-pocketing someone and modify that base by adding 5 e.p. for every level above the thief the victim is and subtracting 5 ep for every level below the thief the victim is. We would like your comments on that system.

A few other comments on the #14 issue. The draft for the non-fighter paladins (somewhere around the end of that issue) [*I haven't been able to trace the authorship of this one unless it's a reference to Sam Konkin's Anti-Thief.--LG*] was a good idea. But we think that an anti-paladin goes totally against the real medieval type of paladins in Europe in the days of yore.

We now present to you: The Swordsman of Ismay, our new fighter sub-class. Any new ideas about it or comments on it would be well appreciated. Thank you.

A D&D CHARACTER TYPE THE SWORDSMAN OF ISMAY

Authors' note: In the time in which D&D is set, raplers, muskets, etc. have not yet come into use. However, we have created a character class which employs the rapier as its main weapon. The rapier, being a very light and maneuverable sword, gives its users certain abilities not available to the users of normal broadswords. It is impossible, however, for a broadsword user to switch to a rapier. The place which we have decided upon for our swordsman to come from is called Ismay. In our world it is an island. The name came from the EARTHSEA TRILOGY by Ursula K. LeGuin. We hope you enjoy The swordsman of Ismay.

Level	Name	Exp. Pts.	Hit Dice	Fight as special
1	Slasher	-----	1*	1 man +1
2	Slicer	3000	2	2 Men
3	Cutter	6000	3+1	3 Men +2
4	Swordbearer	12 K	4	4Men
5	Epee Master	24 K	5+1	5 Men +1
6	Gladiator	50 K	7	6 Men +3
7	Swashbuckler	100 K	8+1	7 Men
8	Swordsman	200 K	9	8 Men
9	Swordsman 9th	400 K	9+2	9 Men +1
10	Swordsman 10th	800 K	9+4	10 Men +1
11	Swordsman 11th	1600 K	9+6	11 Men +1
12	Swordsman 12th	2600 K	9+8	12 Men +1
13	Swordsman 13th	3600 K	9+10	13 Men
14	Swordsman 14th	4600 K	9+12	14 Men
15	Swordsman 15th	5600 K	9+14	15 Men
16	Swordsman 16th	6600 K	9+15	16 Men

* 6 HP as an original hit point roll for fighters. They must make this requirement before they opt for the next ones.

The requirements for a Swordsman of Ismay are quite hard to achieve. They are: 17+ Dexterity, 16+ Strength. All Slashers (level 1) must have at least 6 HP. This class is open to humans, but they must have been born or trained at Ismay. There is no alignment requirement.

Rapier Blocks

two-handed sword 50%
normal sword 25%
larger than man size opponent - 55%

Chance of Rapier Breaking

50%
25%
55%

Add +2% for every additional damage point due to strength, as per Greyhawk.

Rapiers: Cost and Cleaning:

The costs of swords (rapiers) are the following: but remember if you have a normal smith make it, beware. The smiths of that time had no idea what a rapier was. So they should be -2 to hit.

Rapier Materials: 30 GP Rapier Tools: 40 GPs

Time multiples: the base time for making rapiers is ten days. Modify this base by the following chart:

<u>Swordsman's Lvl..</u>	<u>Time multiple</u>	<u>Swordsman's Lvl</u>	<u>Time multiple</u>
1-3	x 2	10-12	x 3/4
4-6	x 1.5	13-15	x 1/2
7-9	x 1	16+	x 1/4

Disabilities: Along with the abilities, there are also disabilities of this character class. First, they are not allowed to wear any armor whatsoever. Swords can break too. But the greatest disability that swordsmen of Ismay must face is that the levels of experience are so far apart. They are further apart than those of any class that I have yet to read of.

How to play them: Don't let more than two or three player-swordsmen get into your world, or else there will be no significance to them. Play these men as you would play a musketeer. By this I mean that they should be fast, wise and gallant. As for the alignment of a non-player swordsman, it should be: 65% Lawful, 25% Neutral, 10% Chaos.

WE HOPE YOU ENJOY OUR NEW CHARACTER CLASS

Armor Class: Modification by Level (not including defense)

<u>Level</u>	<u>AC</u>
1-3	9
4-5	8
6-8	7
9-10	6
11-13	5
14-15	4
16	3

Armor Class will stay at 3, until level 25, when it will become 2 forever.

Abilities: Fighting with a rapier is a major ability for this type. When using a rapier, there are two alternatives: slashing and lunging. Damage is figured as follows: 1-6 on a slash, 1-12 on a lunge. If the swordsman is an expert in the rapier, damage is greater: 1-8 on a slash, 2-16 on a lunge. Critical hits can also be scored: a chart showing this will appear later in this article.

Another advantage of the rapier is that of disarming the opponent. A chart of this will also be shown later. All swordsmen may raise their defense +1 for every three levels they attain and raise their hit probability +1 for every 4 levels. Swordsmen have all thieving abilities except pick-pocketing and opening locks. They are only allowed to use spears and rapiers. They can at no time possess more than four magical items. They may not use any magical weapons but spears and rapiers, and there is only a 1% chance of magical rapiers.

Critical Hit: Lunges only (For slashes, use sword chart)

01-50 No Critical Hit. Normal damage.

51-85 Consult Table 1.

86-00 Consult Table 2.

Table 1

01-25	Break 1-2 ribs, inability to fight 1 round + normal lunge damage
26-40	Hit stomach, 2-8 HP of acid damage, as well as inability to fight 1-6 turns and normal damage.
41-55	Hit intestines. Inability to fight for 1-4 turns + normal dmg
56-65	Groin Hit; inability to fight for 1-4 turns, double damage.
66-80	25% of max, HP or 6HP (whichever is greater).
81-90	50% of total HP or 6 HP (whichever is greater)
91-95	Double damage
96-00	See Table 2

Table 2

01-35	Puncture lung; unconscious in 1-4 turns due to inability to breathe
36-50	Hit major artery; bleed to death in 3-18 turns (depending on character's constitution)
51-65	Hit neck; inability to breathe. Spit blood and die in 4-16 turns.
66-90	Hit liver; system contaminated. Die in 1-10 turns
91-96	Hit heart; die in 1-2 turns.
97-00	Instant death.

Remember: always add normal lunge damage along with a critical hit.

Disarmament: a swordsman can disarm his opponent depending on his opponent's dexterity:

Opp Dex	Chance to Disarm	Opp. Dex	Chance to Disarm
3-6	50%	14-16	10%
7-9	35%	17-18	5%
10-13	20%	19	2%
		20	0%

Every 5 levels, add 5% to all chances for disarmament.

Weapon Breakage: When the attacker's blow is stopped by his "unnatural" defense, the defense he gains every three levels, there is a chance of the Swordsman's sword breaking. To figure this, use the following chart:

TUESDAY MORNING REPORT #11, typed surreptitiously at work by Stephen Perrin, 3901 Canon Ave., Oakland, CA 94602, and stencilled by Lee Gold, who should know better.....

ALL THE WORLDS' MONSTERS

Deadline for submission of monsters is May 31, 1977. Projected publication date is sometime in September, 1977. Projected price is \$10.00. Projected credit for contributors is \$0.50 a usable monster. Projected publisher is the Chaosium. All of the above is subject to change except the deadling. Do not send money unless you see an ad. We are taking monsters from all A&Es, but credit only applies to those who submitted monsters on the coding sheets. More are available on request.

Assuming Jeff Pimper gets his next contribution in this issue, a copy of how a page of the catalog will look should be somewhere in this issue. For those who are interested, all pages are different....

NEW PERRIN CONVENTIONS

Plans are still nebulous. The rewrite of the old conventions is done, but we have more plans which have not yet come to fruition. It may even turn into a whole new game and be marketed as such.

One of the alternative plans is for yours truly, Steve Henderson, Clint Bigglestone, Jeff Pimper, Jerry Jacks, and Owen and Hilda Hannifen to put together a conglomeration of rules under the name of The DunDraCon Conventions with me editing. Please refer to my comments of a couple of issues ago concerning the number of high-level procrastinators involved in that group. However, Lee Gold, please do not publish any of my columns from previous A&Es in any kind of A&E anthology without asking me first, as I may want to keep them out for my own book. Some of them need drastic revision anyway.

SPEAKING OF DRASTIC REVISIONS

My Striking Rank system mentioned last issue is still undergoing testing. One idea suggested by Steve Henderson involved rolling a D4 after determining the basic rank, so as to find out the actual rank for that melee round. This suggestion came from Wayne Shaw's idea of adding 2D6 to basic dexterity under the old, highest-dexterity-strikes first rule. Thanks again, Wayne.

I notice that Wayne seems to have dropped his old Critical Hit system. The more I think about it, the more I like it. I think that I might adopt a system of rolling 2D6 with every D20 combat roll. A 2 or 12 with a hit roll means a Critical Hit; a 2 or 12 with a miss means a fumble. As a character goes up in ability to hit, his chance of getting a critical increases (1/18 of whatever % he needs) and his chance for fumbling goes down. Seems only reasonable, but I haven't tried it yet. Note: % = 1% for Veteran - 5% for 16th level for a Critical. % = 4.49% for veteran - .2% for 16th level for fumble.

A NECESSARY COMMENT

Many of the things I talk about in this column I do not use. Some things I just come up with as I type (it's always first draft unless it's a chart I've already developed).

DUNDRACON III PROGRESS REPORT

We will once again be using Presidents Day weekend. Sorry, Lee, but a convention across the country from here does not seem like a good reason for changing our date, especially since everything else is pretty much taken.

Prices will be much the same. We are trying to set up rooms for continual gaming. Would people be willing to put out the extra money to have a game room for a night? We are definitely going to have a signup board for dungeonmasters and people looking for new dungeons. Possibly we will have pre-registration of dungeon-masters and assign areas to them. If so, we'll probably ask people to get their own house-rules copied up so that new players can have some familiarity with their systems.

None of this is definite yet, but we are working on it.

WHITE BEAR AND RED MOON ROLE PLAYING GAME

After Cheryl Lloyd asked me about this, I contacted Greg Stafford. He says that there is no particular plan for such a game, although Hendrik Pfeiffer is doing some work on it in a desultory fashion. If Herr Pfeiffer is still reading A&E, perhaps he'd like to comment next issue.

Greg's time is mostly absorbed with developing the new Elric of Melniboné games Michael Moorcock authorized him to develop. There are supposed to be several, and perhaps one of them may be role-playing.

Out very shortly, perhaps even as you read this, is Greg's new game in the Dragon Pass world, NOMAD GODS. I helped play-test the early stages of this game, and it is well worth the money. Like White Bear and Red Moon enough so that the two can be mixed, but still very different in basic concept and worldview. Easily a game to stand on its own feet.

Also out soon should be the Miniatures rules for White Bear and Red Moon. They've been developed by a friend of Greg's and he tells me he's quite happy with them.

The D&D style descriptions of Argath, Herreck, etc. in Wyrms' Footnotes #2 were purely an attempt to describe the WB&RM characters. In terms of Dave Hargrave's version of D&D as expressed in THE ARDUIN GRIMOIRE.

More in that vein might have come out except for the disagreement between Greg and Dave which resulted in Greg not publishing the GRIMOIRE. Fortunately, Bill Voorhies and Peter Savoy managed to scrape up the money to get it paid for. Relationships change, however, and we may yet get Hargrave's versions of Dragonewts, etc.

IS THE D&D WORLD READY FOR A LEGITIMATE "BARD"?

Some issues back, I submitted a rewrite of Mike Siemon's Bard character class, calling it a Spell Singer. I was attempting to make Siemon's concept more reasonable, not demonstrate my own idea for how a Bard should be played. As it was, various people seemed to just look at the "Spell" list and paid no attention to the limitations (such as the chance for being heard). Much screaming and gnashing of teeth was heard from the expected corners. I suggest that everyone remember the name I gave the class and think of them as Spell Singers.

Now for my ideas on what a Bard should be. The following is a First Draft. Anyone with suggestions or elaborations, please get in touch.

A "REASONABLE" BARD

Category - New

Hit Dice - like Cleric

Experience - like Fighter

Fighting Ability - like Thief

Level Limit - same as Charisma

Prime Requisite - Charisma

Modifiers: Strength 3-1, 1 pt only

Wisdom: 3-1

Weapon Use: any one-handed weapon,
only missile weapon is
crossbow

Attribute: Hide in Shadows/Move silently like Thief, Climb with
Half ability of Thief

Lvl	Affect Emotions	Affect Mentation	Affect Physical	Knowledge	Spell Use
1	05	--	--		05
2	15	05	--	10	05
3	20	10	--	15	05
4	25	15	05	20	10
5	35	25	10	25	15
6	45	30	15	30	20
7	55	40	20	35	25
8	65	45	25	40	30
9	75	55	30	45	35
10	85	60	25	50	40
11	90	70	40	55	45
12	95	75	45	60	50
13	100	85	50	65	55
14		90	55	70	60
15		95	60	75	65
16		100	65	80	70
17			70	85	75
18			75	90	80

Can also read Languages and Magic at same level as a Thief, unless
IQ is 10 or below.

DEFINITIONS: All attempts to Affect have half probability if two are
tried at once, one quarter effect if three are tried, etc.

Affect Emotions: may inspire an emotion in a listener. Examples:

Fear

Morale: +1 to all attacks and morale rolls (like Clerical Bless)

Battle Fury: Fight as one level higher each melee round, change = to
level of Bard taken from 20 that fighter will continue on
berserkly when foes are vanquished.

Charm/Hold: Inspire love and high regard in target.

For all of these, the victims must be able to feel emotions.

Affect Mentation: control of mental processes of listeners
(who must be able to think).

Charm/Hold: mental domination of target

Suggestion: as in spell

Hypnosis: as in illusionist spell but with sound

Feeblemind: works on any category

Persuasion: not actually a song but an ability with the same
probabilities. Target must make a reaction roll. Percentage drops
off 5% for each persuadee more than one up to five. At that point,
mob psychology takes over, and it is no harder to persuade 100 than 5.

Affect Physical: Sonic effect on objects.

Blasting: like Horn

Shattering: Ability to destroy the crystalline structure of objects
which have one. Any +s from being magic subtract 5% from probability.

Death: Target gets save of 20 - constitution on D20. Each target in
excess of one lowers probability by 5%.

Spell Use: Bards are curious people. They can learn spells, either Magical or Clerical, with the same capacity and levels as a Druid. However, they must make their percentage to be able to use a 1st level spell, and 10% must be subtracted from the percentage to be made before a second level spell can be used. A Bard continues to subtract 10%/level. Can learn either Magical or Clerical (or Druidical) but not both. If the character meets the qualifications for an Illusionist, he could learn those spells, but must work within Illusionist limitations otherwise.

If Bard fails probability, he must roll again. If the reverse probability is rolled, spell backfires or is otherwise fouled up. The spell must be bought from in-game mages or clerics.

Knowledge: A Bard is usually learned. Probability of knowing something generally about a place or object is raised 5% for every point over a combined Intelligence and Wisdom score of 25. If a Bard is out of his own section of the Multiverse, his likelihood of knowledge is reduced by as much as 9/10, depending on how alien the universe is. Probability of knowledge is reduced by 5% for every point under a combined Intelligence and Wisdom score of 18.

Armor Use: Limited to mail without shield, though can use two weapons, one as a shield or not as he wills. No problems with magic armor or weapons.

Further Song Information: Songs affecting Mentation and Physical must be sung over a period of at least one minute. They cannot be thrown into the middle of melee. However, a Fear song, for instance, once started, does have a chance of affecting its targets almost immediately, as does any emotional song.

If a Bard knows the name or something significant about an individual, his song can be directed to one person in a crowd or certain people.

Magic Use: A Bard can use any Magical item available to a Thief (including those for general use).

Saving Throws: Songs of Affecting Emotion can be saved against by rolling 20 - Wisdom or more on D20. Songs of Affecting Mentation can be saved against by rolling 20 - Intelligence or more on D20. Songs of Affecting Physical can be saved against by rolling 20 - Constitution or more on D20.

Further Songs:

A Bard has half his probability of Affecting Emotions as his chance of turning away monsters - 5% for each monster.

A Bard has half his probability of Affecting Mentation as a chance of turning away (as in negating) Magic and Undead.

A Bard has half his probability of affecting Physical as a chance of destroying Elementals.

MAGICAL INSTRUMENTS: Any Bard gets full effect from any magical musical instrument. A horn of Blasting, for instance, does 12 points of damage.

DEXTERITY: Dexterity is, of course, important to a Bard. All Affect probabilities drop 5% for each point of Dexterity below 11. All probabilities increase 5% for each point of Dexterity above 14.

And now, the long-promised story of how Grindando became a god.

INTO DEEPEST ALABASTER

Vleric Blackelven, Champion and Sorcerer, looked over his motley crew. He had some satisfaction with his own men: Kahoutec Orcbane the Dwarf was fast and strong, and the Belt of Stone Giant Strength he sported made him a fierce opponent. Too, his natural great strength had let him advance to the rank of a Superhero.

His fellow Superhero, Joe, was a man of some accomplishment, and a good reputation. In Scarlet Tor, he'd liberated a most fell instrument, a Crown of Balrog power, which gave him both the strength and magic resistance of one of those demonic creatures. On their last run into Alabaster Mountain, he had obtained the halberd Boartusk, or was it the other way around? Slim, sarcastic, mean-minded Bright of the ever-expanding Righteous Brothers, was the last member of his personal following. As a Tenth Level Patriarch, he was one with three in the second rank of the Righteous Brothers, one rank below that of Divine Right, himself.

The three who laughingly referred to themselves as the Terrible Trio were good companions. Nakashima Kenji also had a belt of some giant strength and an excellent sword. St. Hugh was one of the best arguments for the existence of clerics Vleric had ever run across. Lawful as he, Vleric, was, his continued affiliation with the Righteous Brothers was becoming burdensome. Didn't Divine Right believe in recruiting likable missionaries? The third member of the Trio was another Elf, a Neutral one at that. He was a potent Mage, though giddy at times. He rejoiced in the name of Orindando.

The other three of the band were more of a problem. Twillow was a reasonable mage, though perhaps a bit hasty. Tootsweet (of all the names possible for humans to choose anyway) was young and brash, but he would probably turn into a very competent fighter if he wasn't killed by an irate husband first. On the other hand, Bodworthy made Bright look like a paragon of clerical virtue. Vleric kept expecting to find him leaving a slime trail....

Vleric left off musing on his companions to give attention to their current plight. They'd entered Alabaster with the intention of staying on the first level of the sprawling Necropolis. This they had managed to do, but were in as bad a spot as any part hundreds of feet down the stairways of Stormgate. So far they had been victorious, but the enemy was between them and the exits, and they were deeper into Alabaster than any outside party in centuries.

Looking at his additions to the map bought from Golden Dragon Merchandising, Vleric traced a possible course around their foes. "Follow me," he said to his team, as he led them down the long eastward corridor. Somewhere there had to be a door to the South....

Aha! Vleric listened at the door. Nothing. "Cover me," he whispered to the others as he took the Crystal Ball from his pouch and used it to probe the room beyond. Empty, with a mural of some sort on the far wall, and before the mural a block of stone with something on it. Anxious to get his party out of the dungeon hallway, Vleric led the way inside.

The room was medium-sized, perhaps ten paces on a side. The mural was that of a manlike head crowned in flame. Before it on a block of stone lay a long broadsword, the blue metal of the blade radiating cold.

"Check for secret doors," commanded Vleric. The party split towards the east and west walls except for Orindando. He walked toward the sword, his eyes glazed.

AMBUSH

Suddenly, secret doors slammed open on both side walls. From the West came a giant, grey-skinned like stone. A flood of Gnolls poured from the other. Orindando grabbed up the sword, using it with two hands, necessary for one of his size. Vleric yanked out his Rod of Lordly Might and Worded it to spearform. Their foes did not seem impressed.

Bodworthy was at the fore of the group surprised by the Giant. Out smashed the giant's club, and the cleric reeled. The potion he'd taken so long ago began to work, and he grew, growing to become 1" taller than his enemy. Vleric and Orindando struck at the Giant. Two mighty blows, and the creature staggered back, the two Elves following.

On the other side of the room, Joe, Kenji and the others turned to meet the Gnolls. A mighty blow from Boartusk and one was smashed, but the others closed and steel flashed. The front rank of Vleric's band gave way. These gnolls struck as if they had the strength of the Giant.

Bright was watching the mural. He was perhaps the first to realize that a mist had formed around the area of the now barren stone and that the roof of the room seemed to have faded away. Taking form in front of the mural was an immense manlike figure. Then Bright knew no more. Two gnolls, breaking through the rest of the party, hit him from behind. Two smashing blows, and Bright died.

As the gnolls attacked, St. Hugh had used his Robe of Blending to merge with the horde. Working his way to the back of the crush, he suddenly realized that one of the Gnolls knew he was not one of them. Before he could do ought about it, the Gnoll had called a name and stabbed himself. That was when the mist formed in the other room.

While the Demi-God coalesced, Vleric finished off the Stone Giant. Kahoutec, knocked back from the Gnoll attack, turned to see the Demi-God. Bodworthy, still recovering from the Giant's blow, was the first to be seen by the new arrival. Even as he surveyed the rest of the scene, the giant godling breathed, wrapping Bodworthy in fire. There was a shriek and Bodworthy was gone.

Vleric missed his strike with his spear, as did Kahoutec from where he crouched amongst the Gnoll bodies already piled around the party. Orindando, however, knew now that his new sword was a Sword of Cold, meant for the slaying of Giants. He stepped in and swung, hitting the Fire-born. The gigantic avatar roared with pain. He was not exactly a giant, and his godlike power was not destroyed by the sword, but he was hurt and badly. To the party's surprise, the mist formed once more, the roof lowered, and the attacker was gone!

Their deity fled, the gnolls flung away their weapons and fell to their knees. Here was a god the equal of their old one! "Spare us, master," they pleaded. The fighters halted as their foes stopped fighting. What did this mean?

Orindando knew. Stepping forward, he spread his hands above their heads. "On your knees, for I have come amongst you," the Elf pronounced in the best pulpit tones he'd learned from St. Hugh.

"Ave, Master," answered the Gnolls. "Where did they learn Latin?" wondered Vleric.

The Gnolls had become instant converts, as ESP clearly showed. "They're mine," said Orindando, and the Gnolls agreed.

The party picked up Bright's body and stuffed it into a Bag of Holding. But where were the remains of Bodworthy? "You'd think there would be at least a grease spot," said Tootsweet.

"Wait a breath," said Twillow. "Remember those strange containers?" Twillow rapidly explained that Bodworthy carried upon him strange artifacts which would "spray" Oil of Etherealness or Potion of Gaseous Form on him. He had said that the liquid was compressed under great pressure, forming the spray. If the container was destroyed....The keen minds of the mages quickly surmised what must have happened. The substances ignited under the breath of the Demi-God, and the mixture converted Bodworthy's body to Ethereal Gas!

"Do you think there was an Ethereal Wind blowing?" asked Twillow.

"Do you think we'll ever know," returned Vleric. "I'm afraid we'll never find a body to Raise."

"Small loss," said Tootsweet. It's all the obituary he ever received.

A MATTER OF ALIGNMENT

Orindando proposed that he take an honor guard of the super-strong Gnolls to act as vanguard and rearguard for the party. "Typical Neutral," snorted St. Hugh. "We can't order these unarmored souls to go before us just because they think you are some kind of tin god."

"On the contrary," said Vleric, "I like the idea. We'll do it."

"If you order this," said St. Hugh, feeling the burden of being the sole remaining cleric, "you'll never be able to call yourself a Lawful Elf again."

So even St. Hugh would take any opportunity to be sanctimonious. "So be it," said Vleric. The wakasashi at his side glowed, and the mental thought came to him. "I repudiate you, Neutral." Vleric was amused. Dragonclaw had been of little use to him since he found it on his last trip to this dungeon.

"Kenji," he beckoned to the Oriental, "take this wakasashi from my belt. It is yours." Nakashima Kenji had admired the short sword since he saw it. He moved quickly to take it up and stick it in his belt. "So I must protect the rights of Lawful Dragons, eh? A goodly task."

Orindando then stepped forward. "With my own good sword, I have no use for this poor thing. Take it, good Vleric." Vleric accepted the broadsword Ghostsinger, which seemed happy in its new home. Already the sword had felt left out on Orindando's belt.

"If everyone is finished playing gift giver," said Joe, "how about we get out of here?"

CORRIDOR CONFLICT

Through a secret door in the room inhabited by the Gnolls went the intrepid band. Soon they were in another East-West corridor, facing a door in the South wall. As they began to check it, another door down the hall opened, and Orcs poured out. The pursuers had caught them.

Early in his career, Orindando read a scroll which might have changed him into a moth. He resisted the potent magic and, instead, gained the power to polymorph up to six foes into moths once a day. The Elf gestured and six orcs became moths. "Oh wow," said the Gnolls of the vanguard. More Orcs attacked.

With the Orcs was an immense mole with rock-hard skin. Vleric took out his Wand of Paralysis and fired it. To his amazement, the Mole stopped and settled to the ground. "Who needs Law," he thought. "Luck is all I need."

The Orcs slammed into the ground, and the fight became general. The Orcs were armored; the Gnolls were not, so even with their great strength they began to die. Joe, Kahoutec and Tootsweet had better luck, as did Kenji as he left the other gnolls guarding the rear and moved into the press.

Twilow bound up some of the attackers with a Web, Orindando Summoned a Wraith and sent it to the attack. Vleric Dimension-Doored amongst them and sent several fleeing with the Rod of Lordly Might. IN an amazingly short time the battle was over. Several lower class Orcs had fled, the better ones had died. So had the three Gnolls of the vanguard.

"We've got to get rid of these bodies," said Vleric. "Otherwise they'll give our opponents a direct trail for where we've gone."

"Have no fear, Orindando is here," said the Elf and whipped out a Portable Hole. Seeing that the Gnolls were puzzled, he instructed the others to dump the Orc bodies into the Hole. The Gnolls stood by amazed, "Oh, wow!"

"How about your dead followers here," asked Vleric.

"Kenji," whispered the godling-elect, "give me the biggest Missile on your Necklace." Puzzled, the Oriental complied.

"I shall give my followers a proper sending," intoned Orindando as he led the way into the large, empty room beyond the southern door. Standing in the center of the room, his followers piled around him, he surreptitiously dropped the Missile. As the Wizard-sized Fireball engulfed the pile, Vleric remembered the ring Orindando had picked up earlier in the adventure. It was supposed to give Druid-like protection from Fire. If that had been a delusion, Orindando was in serious trouble.

The Gnolls burned, and Orindando stepped from the flames. "Oh, wow!" said the surviving Gnolls.

"Go back to your brethren," spoke the Elf. "And tell all my children of the miracles you have seen. I shall always be with you."

Vleric shook his head in amazement. This character was the greatest con-man he'd ever seen. What a racket.

THE SCEPTER

The next room was unremarkable save for a strange rod which stood by itself in the center of the room. The head of the rod was a round ball of unknown substance which seemed to float a finger's width above its socket.

Not inclined to trust it himself but curious, Vleric asked if anyone wanted to try it. To his surprise, Kahoutec volunteered. From a hopefully safe distance they watched as the valiant and usually much wiser dwarf took up the scepter. Suddenly his expression mirrored intense pain. Frantically he took off his plate armor and to the amazement of all found that his male pride had grown to the length of a cubit.

For a three and one-half cubit tall Dwarf, this is a very remarkable length. His eye traveled over the group stopping for a moment each on the fair Vleric and Orindando. Then he rewound his loin-cloth and restrapped his armor, loosely. "Let's get back to town," he growled. "I need a woman." He held tight to the Scepter.

The rest of the trip proved uneventful.

AFTERWARD

In Pigstye, the nearest town, St. Hugh attempted to raise Bright but to no avail. The sarcastic, mean-tempered Righteous Brother was gone. The name would be given to another worthy Acolyn.

That evening Orindando was quite happy over his role in the adventure. He joked and made much of the credulity of the Gnolls. He tottered off to bed with a smile on his lips. But that night, he dreamed.

Orindando dreamed he was in a great hall. As he walked down the hall he realized that all the murals were of the lives of gods, with far more detail than he'd ever seen. Then he found himself in a great council hall.

Seating all about the hall were strange shapes, usually anthropomorphic and one chair was empty. He walked up to it and sat down without thinking about it.

"Welcome to the Council of the Gods," said his neighbor.

"Gods? Wait a minute, I'm no real god."

"The Gnolls believe in you, Orindando. You are their Lord of Fire and Death. We all sit here because our worshippers believe in us, and now you have joined us. Welcome to our brave company."

Orindando stayed long in that drea, then awoke in knowledge. He was a god. If the Gnolls wished to call on him, the High Priest would sacrifice himself and Orindando would have to answer. This would require some thought.

Orindando had a Manual of Iron Golem Construction he had not used as yet. He used it to create a Golem in the shape of a Gnoll and sent it into Alabaster. Teleporting amongst his followers, he gave the Golem to the High Priest in hopes that the Golem would offset the need to summon him.

To further cover himself, he used a Wish that, if he were called by the Gnolls, he would appear among them with all the attributes and powers the Gnolls expect him to have.

The Gnolls are now engaged in jihad throughout the first floor of Alabaster.

The Scepter Kahoutec picked up had originally belonged to a person known as Lingo the Mad, who is rumored to be still alive. Besides the obvious physical change, it gives the user invisibility at will, a Paralysis beam three times a day, and total immunity to disease. As it also compels him to attempt to have sex with anyone of the opposite sex of any race he meets, he needs the Immunity. It also took a bright, cheerful and believable little lad of Charisma 14 and reduced him to a surly lecher of Charisma 1.

Kahoutec has since developed a taste for Centaureesses. His first love, Sappho Sorrel, died before she got past second level mage. He currently travels with three dwarf cousins and four centaurs, three of whom are female.

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TUESDAY AFTERNOON THOUGHTS

-- by Steve Perrin

EXPERIENCE POINTS FOR A GOLDEN DRAGON

94 There aren't any. Golden Dragons should only be played in campaigns with a definite time scale. When the Golden Dragon reaches the right age, he goes up a level. Of course, one starts as a Young Golden Dragon, rolling to see if one is large, small or medium-sized and rolling to see just how far along the 6-15 years one is.

At this first level, Young, the Golden Dragon has no spell use and fights as either a third level fighter in human form (based on his having 20-24 hit points) or a three dice monster in dragon form. As he goes up, the player determines his attack capability by dividing eight into the number of hit points and rounding up to get the level/hit dice.

This is based on the concept of having Ancient (7 points per die) and Very Ancient (8 points per die) levels for Dragon age. For each level above "Young," the Golden Dragon gets a level of spell use, gaining one spell a game year up to the number of dice he has (10-12).

MANY WORLDS

by Margaret Gemignani, 3200 NE 3th St., #907, Ft. Lauderdale, FL 33308

I have received a note from Dave Hargrave, 5411 Carl Ave., Richmond, CA 94804, informing me that his Arduin Grimoire is now \$9.50 plus 50¢ postage, total \$10. He told me to get everyone to order them since our old pal TSR is trying to suppress it because it is so good. "White Bear, Red Moon" fans will find themselves on familiar territory with the Grimoire. Of course, Jeff Pimper sells it at a discount.

Steve Perrin: I got my version of those songs from the HOFSA HYMNAL, not from "Obnoxious Songs to Kill your Enemies by," that delightful Songbook edited and filled with delightfully insulting songs by Steve Henderson (Sir Stever Mac Earwrigth) and Bill Jouris (Sir William the Lucky). The Hofsa Hymnal credits the D&D version of My Favorite Things to Paul Dietz. *[Unfortunately, the Hofsa Hymnal has also acquired a reputation for printing songs without authors' permission, printing incorrect versions of songs, and miscrediting authorship of songs.--LG]* I would not be discourteous to your friends and mine. I want to give full credit to all of them.

Let us clean up the Holy Halberd once and for all for the benefit of lovely Kay Jones and good old boy Nicolai Shapero and the rest. I do not have a dungeon yet because I don't have enough experience to make a good one. But I know what I like and what I don't like. I know whom I believe when they tell me a tale, and whom I don't. I could spend days working up a 60 room first level dungeon and never be able to play it live here. And the first 3rd level who got into it would take it apart. (This happened to Scott Jones. Scott will be good when he gets some live experience; he has beautiful ideals and real killer instinct. His friend, Jim Sundinis, on the other hand, has never read the rulebook.) If I were exposed to more live D&D, I would have a dungeon. But, not having a dungeon does not mean I do not have a world. I have enough material in my fantasy world to outfit 50 dungeons (and so do many other people).

I worked out the Holy Halberd and the White Maiden as ideas for the dungeon I eventually hope to build. In the meantime they are usable in anyone's dungeon who wants them. Robert Sacks said that the Holy Halberd had to be used once in someone's dungeon to be justified, and it has been used in Bill Paley's. Bill may not be the most restrained DM, but Sacks didn't say the DM had to be restrained.

In order for the Holy Halberd to be used (until I get my own dungeon), the DM must appoint a Patriarch or Holy Man to assign someone to the Halberd. It must be a low level. It must be done outside the dungeon. It's a safe way for a low level to go into a dangerous part of the dungeon and get experience. It's an answer to permanent kill.

I don't like Permanent Kill. When I flesh out a character, I don't just call him Fred the Fighter and that's it. I don't roll up ten characters, line them up one at a time, and proceed to go down the list as they are killed off. That makes for a dull game. My character has a life of his own: a life history, characteristics, and physical appearance based on Blacow's ideas and EPT's percentile dice chart. He has rolls for ego and luck and sometimes even height and weight. I also project some of me into my character, because I belong to the school of D&D that does that sort of thing. Most of you belong to it too. My character lives; he's not just a statistic, a couple of plastic dice, and +3 to bore.

At SunCon, Joanne Burger will probably let people use the N3F room for D&D as she likes D&D. Several people should be down there.

Nicolai, I don't take a player's word that he's a Superman. I make him prove it. Do you think I would try to pass off my characters as Supermen or Chief Saints? I know that you've got to prove it, and that if the DM doesn't like your explanation, you'd better park it at the door or he'll kill you off every time you show up. Bill Paley is a nice guy but if he's looking for grossness, he's got the wrong Halberd. You have to pay the patriarch or Holy Man his price for the Holy Halberd's use. And he won't allow it out of his area. You can't take it into another dungeon.

The White Maiden is a device to keep down demon swords like Mournblade and Stormbringer. Otherwise, every neutral in town would have one and not give a darn where he used it. Remember that those swords could move on their own and drop out of dimensions (Telekinesis) to get a victim. They also screamed like banshees. Can you imagine the fun of having to stay up all night watching the dark sword, and the amount of wandering monsters who'd roam in when the sword objected to getting back in its scabbard before it got its 30,000 EP quota for the day.

The White Maiden blocks such swords and controls them. That's it. That's all she does, folks. It can't be used for a fight either. Why your average plus sword with half a brain can do better, but it can't stop a demon sword.

LOST MASK: Korver is a double dealing rat who abused everybody that trusted him. While he was out making deals to go on a quest to keep his masked head on his overmuscular shoulders, he was double-dealing right up to the wire. He really should have shown up for the Quest. We had this nice Titan who couldn't be surprised, and he had many things in store for old Iron Mask, but Korvack missed him. Too bad.

I'm sure the producers of Wizards loved your zong. Hard to tell you really liked the picture. Avatar never hung out in bars.

The tale of Ice and Whipclaw is pretty good. I hope Ice raised Paul so he could frustrate Whipclaw even in hell. I can see a great future for Whipclaw's children as helpers of evil. They wouldn't have anything to worry about from the geas. After all, if you are bad, you're bad; nobody has got to encourage you to do wrong. If not, maybe some Patriarch or high level Wizard can remove the geas, and then you'll have a relative fighting on the side of good. To determine if there are any male children at home and available, you roll six times. If the proper dice show up, they're home. You roll reaction dice; if they like your chaotic or evil person, they'll be employed by him. And no cracks about the women, MCP.

KAY JONES: What I didn't like about Len Lakofka was that he restricted women and then called them insulting names, especially Witches and Thieves. How about some cute names for males like Gruesome Old Wizards, Pimps, Love Lives, MCPs?

I'd be glad to meet you and Nicolai, and I'm glad you liked the rain. Stupid Nixie finally did something right.

Anything, including the characters, is subject to the DM's power. Nobody would just write the Holy Halberd onto his character sheet. I loved your story.

If Wisdom is a paladin's trait, why does a paladin have to roll a high charisma roll? It would seem logical that he roll both, but that charisma includes Leadership and Wisdom. That would make an

anti-paladin sound more logical. After all, when it comes to looks, a chaotic or evil person would not be attracted to a Good or Neutral or Lawful.

I will write you soon about working out some rules to use half-breed Melniboneans, since I have an elf with nearly the right roll except for his charisma.

ERIC BRAINS: Your world is set up so it is see no evil, do no evil, have no fun. Which publisher is accepting orders for The Silmarillion? [Houghton Mifflin--LG]

CHERYL LLOYD: My relatives live in Portsmouth, half an hour away. I'll write you.//You have a nice type of campaign. I like myths and legends.//How long will it take for a dragon to regain the ability to reproduce after he or she has eaten firestone? Does it mean lifelong sterility? Don't ignore the most important part about the Perns; they have the ability to teleport at will and to travel to any time when they know when or where they're going. They also read minds.

Perns are not massive. They are slender with big heads and properly proportioned bodies. Most artists incorrectly depict them as having a head too small for the rest and massive but fragile wings. Remember that the baby dragon's head is as large as the torso of the ten-year-old boy who impresses him or her.

STEVE PERRIN: Your experience system is good. I can't blame someone for not wanting to kill 200 orcs. I want to congratulate you on respecting other peoples' dungeon rules. Most characters retire before they hit 0. You need 15 strength for a Greatsword or take a penalty. If you get behind an opponent, you can do beautifully. My fighter did.

JIM BOLTON: I don't believe Melniboneans are all necessarily Chaotics. Jim, what's so bad about a need to increase your hit points? The higher you go, the harder your opponents are to hit. They always take the extra hit points, so why shouldn't you? You'll hear no complaints about keeping weaklings out of armor they can't handle. Your deathbringers need toning down. If you don't let people increase their hit points, nobody will stay around long enough to meet any deathbringers. Good story.

LEE (Tantivy): Where is Greg Howard in Arizona? I know some people who play D&D there who might know him or want to know him. [He says he's currently got a group he plays with.--LG] I heard that Mark Chilenskas is semi-retired as a DM in Boston. He doesn't make TWH that much either.

Doesn't it depend on the dragon whether his claws are used like hands? The Pern dragons picked up things.

What became of the random "Lawfuls" who killed the first Lawful party that ended up as ghosts and were freed by the good prayers? Good songs, Lee and Company.

BILL TAYLOR: Solo playing is fun if you work small. I have soloed in D&D or gone out with a few hirelings. You'd be surprised how fast you start picking up hirelings and other players after you kill your first ogre. You have excellent background and weapons. I love your device and motto.

Bruce Saul: How long would the Wino hang around chasing the drunken party member until it gave up?//Your resurrection has one thing going in its favor: it is better than none at all.//If a player carries pieces of female underwear, would the Frascerity eat it and leave?//The Blademaster is excellent.//The Priests of Apollo are likely to have an even better friend than the Blademaster: the Sun God they worship. "There's the preist with the golden armor. Let's get him....Watch out for the Sunbeam...."

Ben Grossman: Why don't you just give Evil Clerics Cure Spells on their own kind and be done with it. The NY APA looks good.

PHILLIP MC GREGOR: Plate isn't Jousting Armor. Nobody jumps on a horse in Jousting armor or goes down into a dungeon in it. I think many people are confusing the two. Chainmail is beautifully balanced and light.

You are right about medieval men. They often fought all day in chain or plate in the sun and never stopped to rest except for a few minutes at a time. Children's armor has been found in which young boys began to build up their strength to withstand such rigors. It was worn at the ripe old age of eight or ten.

Phillip, you say there are lawful Satanists? So if the fighter fights the wraith stripped of metal, he wins and loses no life energy levels? First, we've got nude mages to cast spells; now we've got nude fighters to fight wraiths. The dungeon's getting to be quite a sight. No wonder it's so dark.

Matrix Crystal is a good idea. My main objection to psi power has been that if you try to find out if you have any you are open to psi attacks, even if you roll low.

STEVE DAVIES: good story. Your characters are a bit much but good. Plenty of action. You'll get lots of hirelings next time. The thief got a Holy Sword and used it and used scrolls! Oh well, 14 armor class needs about that to fit in. How come the Fire Elemental helped your party? Why did the Kyrloips become wary of walking under ladders?

HOOF AND MOUTH: Druidic spells for lawful Magic Users? Your tables are good. Your fellows may have been lawful when you liced that lawful leader for his bag of holding, but you know darn well you are Chaotic now. Have fun. The DM wanted to save you from your fate, but he should have left you alone. Think on the bright side; your chaotic 9th level lord has two new assistants.

The Andre Briton saying was wonderful.

HOWARD MAHLER: I'm glad your con turned out good. Your Magnificent Seven must have been really good. I hope Robert Clifford will contribute to one of the Apas.

If you hide everything about the monster, you've got to give good descriptions. Otherwise the players had better start taking ESP quick. I can picture some thief in a NY dungeon going down with the Hula Hoop and Yo Yo and using it all the time and having the time of his life. I bet Greg Costikyan has a dozen already. Nobody ever objects to fireballs doing no damage on a saving throw for their character.

JEFF PIMPER: What is a Castle Dungeon? Why did Firely take out her problems with losing that Flaming Sword on poor Arni? I thought her own sword kept her from picking up the sword or getting it?

Your argument for a closed world is good, providing you never have to leave the area and there are effective players to keep things going. Some open worlds are made safe for any kind of transfer because the DM has a customs office and takes away anything that would disturb his world. If your DM doesn't want something transferred, he can write a letter to the new DM and it won't be transferred.

Hi, PAUL JAQUAYS. You can publish the White Maiden and the Holy Halberd, if you wouldn't mind, because there are so many people complaining that I have no right to have them.

How many of you have Jesters or Lakofka Women or Village Idiots in your world?//I agree with you on angels?

Terry R. Gain: The Twins did well; console Melvin. But if Melvin is disappointed, he can look up Jack the Slasher for fun and games. Jack is the favorite pin up boy of the Lady's Dungeon Appreciation Society. It's a shame they use real pins, //

Netherearth was featured recently on Wizards. Sure you don't have a Time Door there?//Doesn't someone who tells the future claim to have the wisdom of the ages?

BILL PALEY: Tone it down a bit. Your folks have good credentials, but they sound unrestrained.//No need to sacrifice any characters in Stormgate. Nicolai will do it for you.

Are you suggesting that the Priests of Priapis turn to rape? No wonder they die off so soon. Glenn, Jack may die off soon for the same reason as these guys.

LEE BURWASSER: I like your artifacts for non-humans, but why penalize someone who has done his best by raising him without his split level? An Elf can never match a man for strength. That's why Elves need men; they're bigger and stronger and take more risks, being a race of heroes.

Bob Lipton should have given it to that turkey who killed his employers and slipped out of character. The other hireling was out of place making off with all the money. Some nice people are getting ugly reputations for unrestraint and mishandling. It's a shame.

Lawful Elves usually aren't willing to use their bodies. Neutrals may be. Now if the charmer took advantage of the Elf, he was out of place, not the Elf.//Good Dwarf story.//If Iron Dragons are Lawful or Neutral, then Stone or Rock Dragons should be Chaotics or Neutral/Evil. Can they be subdued? How does a Chaotic Pearl Dragon differ from its lawful Cousin? I don't think Pearls can be subdued, because of alignment problems. You say there are Permanently ID8 of them? What is the other Extersior II for Mithril Dragonets? You have good dragon material.

You could have added the Achromatic Dragon has an attendant named Kask who is invisible. He refuses to acknowledge the status of women so he remains invisible rather than have to call her Chaotic Majesty the Queen.//Good hobbit table.

Not all MIT dungeons outlaw Samurai. Goth Isles allowed one in at Boskone. Martin Favorite's character. He got killed and resurrected as an Old Orthodox, and preferred to stay dead, being a Shintoist. I'd suggest anyone running Samurai set them up with their own clerics and their own shrine to visit for resurrection and healing.

Priestly skill at 3rd level. Also they roll to see if they lose any skills or gain them.//The Prick class is good. How about a Dispel Prick or Prickkill spell now?

A Samurai has magnificent leather armor. One fellow in the SCA, Lord Tetsuo, made such armor and used the padding that goes with it. He has difficulty feeling blows of any kind, and it was hot.//If you go down with a high level turkey, be sure and warn the others; they'd probably like to run, but the turkey probably would kill them as he plans to feed them to the local monsters.

No, Slavus, please don't give the turkey back his mouth. Slavus must have had a good day when he was visiting you. He didn't even try a lust spell.//I like your Rudyard.

Is Melvin Kogninofsky running a prick? It looks like it.

Kevin Again: I wasn't there but you made it sound so real that it seemed I was there. I have heard your side of the tale of the dragon, Wes Ives; and Glenn Blacow and I talked with your old pals at Boskone. They say hi.

CHRIS PETTUS: What's new about magical or high mana worlds being low in technology or nuclear power? Do you want the magic users to starve?//Your speed formula is good. Good monsters. Howard Mahler seems to feel that if the DM doesn't show the dice, the character-player never guesses the monster. Not always so.//I'd like to see 13+ Charisma and 10+ Wisdom for a paladin.

MARTIN EASTERBROOK: Prof. Barker plays Ancients. He has been a student of wargames and warfare and well as a language enthusiast and expert since the ripe old age of ten. He has one of the finest collections of weapons. He is also a Haji, having made him pilgrimage to Mecca.

With the Ring of Inconvenience, I can see why those people have those nicknames such as Goblin, Nevek and Fanglork (smicker). I like plastic hex sheets very much, especially using a grease pencil to show the various rooms of the dungeon. If you wish, you may dress it up with a few drungeon extras. I like your fighting rules.

JOHN SULLIVAN: One cannot blame you for creating Demon Fighters because so many DMs consider it necessary to create demons.//Did you read STAR PRINCE CHARLIE? You might get some ideas for Hokus from that. But Vicodous needs no help in getting in trouble.

WILLIAM HERDLE: How is Gary Gehrki doing these days? I used to communicate regularly with him in Tom Drake's Midgard. He ran Draagekreil, and it was brilliant. He was one of the first persons to introduce me to D&D. HE RAN A DUNGEON BACK AT THE Chicago Diplomacy con. (It was Castle Gerne.) Can't you transfer characters out of non-transferrable dungeons if it's likely you'll never see that dungeon again? And of course if the character is accepted by the new DM? You might have to strip the character down to the basic rolls but you will save your character from never being seen again. Why don't you write the DM and let him tell you about the Ring or find some way for him to find out about the Ring? Since you are not going to return, you might as well know.

The DM is honorbound if he is a player in your friend's world to make sure his characters act as if they know nothing of the magical equipment or not to transfer the equipment. the new DM gets a sealed envelope with the information on it, and you get it when the old DM says it is due.

WAYNE SHAW: He's interestingly mad and has a very inventive mind. No wonder Temporalana is so weird.

ALEX MELNICK: Why would the party believe the Cenau's to be themselves? They can see they are still there.//If AC -8 is impenetrable, what is -14 Armor?

GARETH KANTZ: You need percentile dice for EPT. Then you can see what your character looks like. Remember that the higher the roll, the better the looks and the better the figure.//Get in contact with the SCA in your area; they can help you get the equipment you need.//I'd imagine every mutant would try to be a leader, but few humans would trust them.//Great make-up of your galaxy.

I think we see why Ethitrust is F3. He'd better take it easy with the laser or you won't have to worry about the dungeon anymore. Remember that caution and carefulness will save you. Never trust the DM and think twice before you do things; never go over your level if you can avoid it. I hope you have good luck with that dungeon.//The Power Cat rules are good. If the cat survives, he gets to be something else.

I like match. I might be interested in buying it.//Send your comments about Gardner Fox to The Dragon, and they can pass them on. I'm sure he'll appreciate it.//I like Witchworld too.

Hi, FANG. Nice to see you back.//No wonder that DunDraCon DM had no name for his campaign. I could give it a name, but Lee wouldn't print it. Nor the one for Sweatpea.//Love your Sopwith Camel, and the Hobbit Thief's Lament.

Good monster, Glenn.

Michael McCasland: Jeeves and the White Knight is wonderful.

Jon Pickens: Oh, you've got Flesh too. Did Lew Wolkoff get it from you? Do you play anyone using Dragon's Breath must use mouthwash or afterwards he will lose charisma?

I prefer that when the charm-caster dies, the DM rolls to see if the Charm is released. If not the charmee goes for help. This is more useful than rolling to see if the Charmee is a Zombie, since the Charmee will fight in behalf of the charmer without orders because he loves him. This is far more useful to the Caster than a Zombie spell that stops when the caster no longer gives orders.

Hi, Slimemold. Anyone who loves missile weapons is smart. Thank the Gods, you don't enforce the rule about if you aren't like that, you can't play it. Where would Glenn be with a problem like that? Without Ariel and other twit elves? You aren't an MCP after all.

Your LKSS is a smart old bird. Why did the party offer to carry Fido out; if LESS let the FM be carried out on the mule? Did the party make him go back after the fighter or send an assassin after him? He is quite an interesting character.

JEFF MAY: A priest can't have a magician's bonus in EPT, but the magician doesn't get the Priest's fighting bonus either.//Revivify is a real bear. I'd like to see your charts. I can give you some of the changes Joanne Burger used for her EPT game. She beefed up the magician. They can now fight with a spear. Priests may use a sling at 2nd level, Bolas at 5th. Warriors get an opportunity to pick up a

I WOULD HAVE MADE A GREAT PLATINUM DRAGON #7
By Bill Seligman

As you will instantly notice, this ~~zine~~ is not typed in Lee's lovely ten-pitched selectric type, but my ugly 10-pitched Sears Royale type. If these stencils work out for A&E, however, you will not see them in Royale anymore but in 12-pitched Selectric, via a few borrowed keystrokes at my father's Selectric.

I will be gaining access to the aforementioned Selectric by returning home from college. So here me all and sundry: my address as of May 16th, 1977 is 667 Rugby Rd. Brooklyn, N.Y. 11230. Direct all correspondence, death threats, and obscene limericks to that address.

Comments on #21:

Ben Grossman: Teleporting and Telepathic Doppelgangers? You mean there are any other kind?

Arnie Katz: It appears that we two are the only A&E contributors from Brooklyn. Hi, neighbor! According to that great and unknown philosopher Victor Goldberg, playing your first game of D&D is like somewhere between losing your virginity and being skinned alive and rubbed with salt. As for identifying monsters and magic: for the standard D&D monster, I usually assume that though the players are unexperienced, they have heard enough tall tavern tales from hard-core adventurers to identify anything that they are likely to meet; that is, they'll know the name of the creature, but what kind of abilities they have (the creatures, not the players) the players will have to find out the hard way. If you are in the habit of creating your own creatures -- bravo! Describe the creature, and let the players give a name convenient to them. This can really add life to a campaign.

As for magic items: intelligent magic items, assuming the players can communicate with them, will normally give the player the run-down on it's abilities, unless it has both a high ego and a reason not to tell the player of them. For the rest -- let the players experiment. Normally my players point whatever-it-is at something(ones) and say, "Do your thing." This will not work if the item is a Detect whatever and there is no whatever around. And a mage can do the Conjure bit over any non-weapon to see if anything comes out. Armor+1s, Shields-7, and so on cannot reasonably be determined by the players.

You can also allow the players to go to a professional magic-item analyser. The cost and reliability of such a personage is up to you. A technique my players developed is to use a Locate Object wand and successively try to Detect a Sword+1, Sword+2, Sword+3, etc., but I eventually disallowed this.

Example time: Just yesterday, when my players finally offed a Beholder, they discovered that it's treasure was not as easy as usual to acquire, as there was something else guarding the treasure aside from the Beholder. I privately called them Gulpers, but one of my players saw the Vincent Price special on plant Death Traps and christened them Bladderwort Boxes. And so they stay.

BLADDERWORT BOXES: AC:-8, HD:10 (D20s) Move:none
Damage done: only to the player's ego. Treasure: whatever the

treasure would otherwise be considering the other occupants of the room/lair where they are found. Bladderwort boxes are, from the outside, indistinguishable from ordinary boxes, i.e. they look like wooden treasure chests with metal reinforcement. The high armor class and hit dice usually means that if the player says "I hack the box open" he will usually chip his sword before he chips the Bladderwort box.

Thieves, assassins, etc. may try to use their prowess to open the box. They will find no traps and no locks on the box, but no even 18(00) strength Paladins with Holy Swords+10 can lift the "lid" of the BB. When anyone attempts to open or examine the BB there is a 15% chance that the BB will "gulp", i.e. it's strong lips will spring out from what looks like the lid, enclosing whatever individual is nearest the box. The lips are highly flexible, and can enclose anything whose longest dimension does not exceed twenty feet or so. After about a twentieth of a second, the lips will withdraw, leaving the person totally unharmed, but having drawn every single magical item or anything that a Detect Magic would register. This will occur no matter how tightly the player is holding any of the items, even if he has Cloud Giant strength.

The lips will move so quickly that no person with any kind of haste or otherwise can reach in and grab anything from the box, not even the one who is being "gulped". If via teleport, passwall, etc. someone should enter the BB, if he stays any longer than 1.5 seconds the inside walls of the BB shall close in on him, poison gas emitted, and thousands of little tiny needles inject fast-acting nerve poison in him that will result in death in about 2 more seconds. Even if the creature is innately immune to such attacks, such as an Iron Golem which would have been gulped by the BB in any case, it will eventually be killed by a slower-acting Death Spell which the BB constantly emits internally. It takes about two minutes to have it's final effect. Saving throws are applicable here, but they must be made every two minutes.

Well, then, how the hell do you get the treasure out of the darned thing??!!? Surely I haven't exhausted every possibility with my description here; either the player's or the GM's careful thought should come up with something. For example, my players teleported a Decanter of Endless Water inside one of them. After about an hour, the poor BB exploded, killing itself and spilling gallons of water and quite a few magical items, most of them from my players, on the floor.

When a BB has 15 magic items within it, it will explode, after having changed the magic items into seeds, which look like Spheres of Annihilation. They will drift until they come to some suitable spot, where they will plant themselves and send powerful roots into the ground, even if it be solid dungeon flooring. In two days they will become the mature box form. The roots are so strong that not even Kunta Kinte could move the boxes from where they plant them selves.

Complicated beasties, aren't they? But then, the best beasties are.

And if you're wondering about all the raised and lowered letters, I told you how bad the Sears Royale is.

Cary Martin: and everybody else, for that matter: if you think that everybody who wants your spells is going to tell you about it and pay you, you are sorely mistaken. None of my players read

but it would be very, very nice if one could keep one's issues of THE DRAGON and THE STRATEGIC REVIEW in the same box as the rules. As a matter of fact, it's already reached the impossibility stage with the present box. Take one of your D&D boxes, and place in it CHAINMAIL, SWORD & SPELLS, DUNGEONS & DRAGONS (no cheating, all three books now), GREYHAWK, BLACKMOOR, ELDRITCH WIZARDRY, GODS, DEMI-GODS, AND HEROES, and Paul Jaquays DUNGEONEER, which one of my players has just noticed is just the right size to fit in the D&D box. (Thanks, Paul. In exchange for the plug, could you make the address change for my sub to THE DUNGEONEER without my having to send you a separate letter about it?)

The box will not fit very well, will it? It would make me very happy if you would market just the box separately, but enlarged to hold all the extra rules. To think I once kept my dice in the same box! By the by, the xeroxing problem with D&D sets is vampint at Cornell. (Those of you whose dictionary doesn't include the definition of vampint should ask for their money back.) Fully 70% of the D&D sets come from the Xerox Corporation. I'm not loaning my set to anyone, but that doesn't prevent anybody else from doing so. Any ideas on what to do about it? See my first piece of advice.

Thirdly, could you make the new rules have a fewer set of cross-references. For example, first I read in Blackmoor that Assassins have the same saving throw as thieves. Then I have to go to Greyhawk to see that Thieves save as magic-users. Then I have to go to Men & Magic to see what the saving throws are. The same thing goes for the original material: first I read the description of a wight, then I have to go back to where it's armor class and hit dice are given in the first two pages of Volume II, then I have to go to Greyhawk to see what damage it does, and then I have to go to Men & Magic to see how many experience points the player has left. By this time both myself and the players have gone to sleep.

Peggy Gemignani: The current line-up as Stewart Levin and I have worked out is:

Lee Gold - General Cartwright
Glenn Blacow - Lieutenant Brannigan
Lew Wolkoff - Benny Southstreet
Adelaide - Kay Jones
Nathan Detroit - Stewart Levin
Sarah Brown - Margaret Gemignani
Bill Seligman - Sky Masterson
Charlie Luce - Big Jule (Big Luce)

Since no one else has asked for them, Stew and I have given ourselves the lead male parts. If anybody does not like their part, or thinks that somebody is miscast, by all means write a letter to Stew or me. It should be pointed out that if this play is any good at all, one day someone is going to say, "well, all the people in GMS and DMS are here at Gencon XX. Let's put on the play with the real people starring in their own parts." So if you can't sing, "If you see a guy, with that glint in his eye, you can bet he's becoming a GM" with a straight face, let me know. (For those who care, I can sing about as well as Marlon Brando -- with cotton stuffed in his cheeks. Whether Stew can sing like Sinatra remains to be seen.) Oh, and in case you hadn't heard, Stewart Levin is collaborating with me on this.

If you don't want the lead part Peggy, let me know.

Paul Jaquays: Dropped her plate in her lap, eh? Why not give me her full name, and when she sees it in the next satire, who knows what will happen? Watch out for flying meat loaf. You will mentioned extensively in my two-part satire in A&E #22-23. In fact, almost all the major contributors will. I'll get a chance to sharpen my sword on Glenn again. By the way, Glenn, don't roast me out about the satire this issue until you see this two-parter. Then, if you send me the money, I'll send you 8 x 10 glossies of myself for you to wear up and/or throw darts at.

Alternatively, if you're going to ORIGINS #77, you can run in my dungeon and then give an expedition report that they'll never forget. Or I can visit Edwyr and see if I can last five seconds. Wasn't this supposed to be a comment to Paul Jaquays?

Bill Paley: A Comfy Chair. I've just noticed something. In A&E we have Bill Taylor, Bill Herdle, Bill Paley, and Bill Seligman. In TWH they have Mark Norton, Mark Swanson, Mark Keller, and Mark Kramer. The funny thing is, my brother's name is Marc. In TWH they can do nothing, but for A&E, how about Billy Taylor, Willaim Herdle, Will Paley, and Bill Seligman? That way we don't get confused. Or even better, how about Bruce Taylor, Bruce Herdle, Bruce Paley, and Bruce Seligman. That would totally eliminate any confusion.

Jim Thomas: O.K., if Charlie Luce comments on Comfy Chairs, I'll respond. Get to it Luce, mustn't dissappoint the marks.

WARNING TO ALL: Do not, repeat do not, buy THE SWORD OF SHANNARA. The book is not bad; Terry Brooks put together a nice D&D-type adventure, heavily based on LOTR. I'm sure that Terry Broooks is a D&Der; any book that has Elves, Half-elves, Thieves, Trolls, Cave Trolls, Dwarves, Gnomes, Druids, MHPs, Rangers, Fighters, and finally Men could have been conceived of independently of D&D, but I doubt it. However, the book is not worth \$6.95. There are two main reasons for the high cost of the book: it is printed in very large type (and then they try to appeal to the LOTR fans, most of whom are more literate than six-year-olds whom the large print would be suited for) which probably doubles if not more the number of pages. Also the book has very nice Hildebrant illustrations, all but one in black & white. The color one is a fold-out in the center of the book, and is as well done as the centerfold of the 76 Tolkien calendar. So get your library to buy the book and then borrow it. But do not shell out seven bucks like I did. It is not worth it.

(Don't expect more originality than you see in a D&D expedition write-up. In one scene, Allanon, the great Druid, battles a winged creature of evil on a bridge over a fiery chasm. Sound familiar? While they both fall, Allanon rescues himself by a more realistic means, he grabs onto a metal bar projecting from the side of the chasm.. No, I haven't spoiled the book for you, merely deprived you out of 40 of the 726 pages of suspense.)

Please excuse the large paragraphs; I got so used to 12-pitch spacing in typing my contribution for Lee to type that I have become long fingered. (As opposed to long-winded, which I also am.) Since Glenn will be aced this issue, I am not going to make the second satire contraversial, but merely funny, I hope. So fasten

your seat belts, say good-bye to your wife and kids, and pray the pseudo-monolith doesn't come before you finish --

Another exciting episode of STARGATE

THE JACK WEB

"Space. The final frontier. The Milky Way Galaxy is 25 kiloparsecs by 4 kiloparsecs, which is 90,000 light-years by 14,400 light-years, which is 530,000,000,000,000,000 miles by 85,000,000,000,000,000 miles, which is 33,000,000,000,000,000,000 inches by 5,500,000,000,000,000,000,000, which makes a grand total of 5,000 cubic inches. That's a lot of space -- five million decillion decillion cubic inches. For those of you in England, that's only 5 decillion decillion. It's still a lot of cubic inches. Somebody has got to watch all those cubic inches. That's my job. I carry a badge.

Dum de dum dum.

Dum de dum dum DUM.

If you believe the story you're about to read is true, then I've got some swampland in Florida, Spanish Prisoners, and a nice bridge in my home town that you might be interested in.

It was Stardate 5693.4. I, 714, and my partner, 213, got a 6-2-and-even from sector 2001. Agents 99 and 86 contacted us on their telephones, cleverly disguised as pedal extremity coverings. 86 told us of the 6-2-and-even in 2001 to myself and 213. We told him 10-4. Poor 86. Little did he know his days were numbered.

We rushed to 2001 to find the perpetrator, number (I interrupt this satire to bring you an important omission. Neither in THE STAR TREK CONCORDANCE nor THE STAR FLEET TECHNICAL MANUAL does it give the serial number for the Defiant. Somebody should do something, it ruined the rustic mood of my satire!), was being defiant. Agent 86 wasn't very smart; they dropped down a telephone booth. It was too late. We read the defiant ones their rights. They responded with their lefts. We had no choice but to set up a warp space interphase to cause them to go insane and kill each other, and returned to base, thinking the case was wrapped up.

"Captain's Log, Stardate 5693.4. The TSR INCORPORATED has been ordered to search for the TSR THIS, which was lost last Friday. Supplemental note, and apologies because I know there aren't going to be any more supplements: I highly resent being forced into a show being directed by a stoic excuse for a spider's home. Give me chromosomal constituents any time."

Scrubby interrupted Cast's introspection. "Captain, the armor + 3 vs. Vacuum is ready. We can board the THIS whenever you desire."

"Always board games. When will the ampersand games come back?"

"Damian Thorne," muttered Solo, "maybe that sort of thing was funny the first satire, but it's beginning to wear thin. This interphase is beginning to warp Cast's brain."

"Say, Scruby," said Cast, "you know what I'd do if I had 40 GP?"

"No, what?"

"Buy a forty gold piece candy bar."

Solo grumbled, "Thorne! I hope that's the last. You can't get much worse than that."

Fortunately for Solo's sanity, he didn't hear Cast's "Just wait and see." Cherenkov caught it, however.

Dressed snugly and stunningly in their Armor + 3 vs. Vacuum, Cast, Scruby, McEwan, and Cherenkov teleported aboard the THIS. There they found all the crew pummelled to death. Even the Captain of the THIS lay beaten in his green overstuffed chair, still clutching his latest A&E. "Poor man," said Scruby, "he never got to this satire."

Suddenly McEwan's Clairvoyance beeped to the Captain, "Jack, my hand just went through two of the walls and a water cooler. I suspect the Captain's ship doesn't stand up to the Michigan building code. ~~Everybody~~ is dead here, I suggest we leave at once."

They all rendezvoused at the bridge. "Captain," said Hinchy over the Clairaudience, "I've only got three teleports handy. One of you has got to wait until I recharge my spell points. Whoever remains, well, I think Seligman's going to really take care of him."

Scruby said, "Captain, I think I'd better stay. I have the feeling that Seligman has a sort of ego image in me, and he might not hurt me as much as he would hurt you."

Cast quipped, "Well, you're not the "Hurt of His Hurt" but the "Heart of His Heart"."

"Hinchy, beam us aboard, the Captain has agreed to wait!" screamed Scruby. For after that bad one, Scrub, had glanced out of the THIS's viewscreen. After the men had beamed aboard, Cast also looked at the viewscreen, for nothing better to do. He muttered, "If I've nothing better to do, then I've got nothing better to do, which means I'm a nice guy, although I'll never be on LOST IN SPACE." He stopped when he saw the triangular prism almost triple its speed toward him as he punned his last.

"No, I haven't," shouted Cast at the last moment, "for aren't you going to pun-ish me?" The monolith quickly absorbed the entire THIS to make sure he got Cast.

Back aboard ship, Hinchy was indignant. "Why'd you jossle my elbow, Scruby, you made me miscalculate. Now the Captain may be lost forever."

"What a calamity. Perhaps I'll report this to the Gamesmaster in a few years, if I can find the time. But now, the ship is mine, mine, mine, MINE MINE ALL MINE FOREVER AND EVER AND EVER AND EVER AND EVER AND EVER..." Mercifully, Seligman stopped typing his sentence.

We thought the case was over, but we were wrong. We recieved information that M had called Q while reading a book by J that Dr. A had seen NCC-1701 at the scene of the 6-2-and-even in sector 2001 which led them to call 714 and 215 to mind their Ps and Qs. Quickly we went back to the center of the action. We saw a UFO do the KO to the sister ship of NCC-1701 in 2001 by 5693.5, and then 86ed. We made like 60 to NCC-1701 before they could give us a 10-4 and 86 themselves.

"AND EVER AND VVER AND EVER. . ." continued Scruby as he sat in the Captain's chair. Suddenly the viewscreen clicked on. A huge shield shaped device with a large "714" accross the bottom of it. "NCC-1701, I am the founder of a foundation dedcated to Friday and the fair state of it's foibles which are fancy. Thus I am the Fancy Friday Foible Foundation's founding father, or FFFFFFF. Can you do better?"

Scruby mused, "Let's see, I'm speculative, my last name is Scruby, I don't have a sword, because I am a sorcerer, I am unassuming and simple, and of course I'm serious. So I'm the Simple, Serious, Speculative Swordless Sorcerer Surnamed Scruby, which is SSSSSSS, so I did one better than you. What do you want with us?"

"You are tresspassing on the cubic inches of the FFFF. If you do not leave immediately."

"I'm sorry, but we have to stay here to make sure the pseudo-monolith really did take care of our Captain Cast. Give us about 45678 seconds to make sure, then we'll leave."

"Very well, but you know, there are a lot of seconds that I've got to put into this job. I work for nine galactic revolutions. That's 18,000,000 years, which is 6,570,000,000 days, which is 157,680,000,000 hours, which is 9,460,800,000,000 minutes, which is 567,648,000,000,000 seconds, which is 587,648,000,000,000,000 microseconds, which is .." Solo cut the viewscreen off.

"What's next on the script," Solo inquired. Replied Cherenkov, "I think I'm supposed to go mad. Tell me a joke, will you?"

"Why," asked Solo.

"How can I be mad when I'm laughing?"

Scruby quickly used his Vulcan Death Grippe. "That joke proved him mad for sure." They locked him up and had his key for lunch.

Noticing how nauseated the reader was decided that if he didn't take quick action, he would get no comments reading 'Best satire yet'. Thus Seligman thought and thought and thought. Finally he could come to only one conclusion, that he had written himself into a corner. Recalling BLACOW AND CIRCUSES, he realized that he would have to end the satire as quickly as possible.

45678 seconds passed, but nothing happened. Then the FFFFFFF came back on the screen. "Your time is up. If you don't surrendur now we will cause all of you to become violently insane."

"Impossible. We are brave and good and sane and true,
Since we are the INCORPARATED crew,
We've been out beyond Uranus,
Nothing exists that can contain us,
But without Seligman we'd know not what we'd do."

"A rotten limerick. For that, you get this!" Before each ember of the crew stood an image of Captain Cast. "Knock, knock," said the image. "Who's there?" responded the crew. "Sam and Janet." "Sam and Janet who?" "Sam and Janet evening, you will meet a stranger in the night, exchanging glances. . . ."

"Forget it, FFFFFF. We've been exposed to Cast's rotten jokes before."

"Then we'll have to get nasty. Ready, 213?"

"O.K. 714; set to do the 576 on NCC-1701 to KO and 86 'em."

"Mr. Scruby, what in Palain's Seven Hells are they doing?"

"They're placing some sort of energy web about us ... I think it is a -- a -- a- DRAGNET!!!"

Dum de dum dum.

Dum de dum dum DUM.

"Look, in the viewscreen, it's Jack! They've brought him back to torment us!"

"Quick, warp factor 3.1415926538. Try to escape the DRAGNET and ram Cast to bits!" The INCORPARATED's engines howled. The nacelles growled. The shields Yowled. The computer went, "Meow meow meow meow meow . . ." The INCORPARATED broke free. And Captain Cast stood on the bridge. "Captain, now did you get back?"

"Seligman needs me for the next issue, when he'll be giving a satirical discourse on free will and . . ."

As we

CUT TO

a shot of the INCORPARATED going into hyperdrive

As we

FADE OUT

. . . determinism. In actuality it will be an interesting look on how we contributors to A&E comment to one another. It should be much, much funnier than the above. But you have a much better one this issue, so I shan't pity you. This satire was not as good because I wasn't really insulting anybody. But next week, if anybody makes it unscathed . . . Don't worry, I'm not out to offend you all. I merely try to make this 'zine so interesting that you'll read all the other things I have to say.

Until you meet a Platinum Dragon,
Bill Seligman

May has descended upon me here out on the moors, bringing somewhat sunny weather, and a desire for a rest. I have decided to wait until next month to finish up the adventures of that furry felon Hoka of mine, Viscious. The sequel will be entitled, "You Think Your Thor?" That is, if I get good response from the first part. Granted this column is a lot of ego boo (sorry Ken), but I don't want to spend hours composing something that no one will read, so if you like anything, please let me know, even if you don't like anything.

Now that that is temporarily out of the way, and since I have basically no comments (printable ones anyway), I will get on to the business at hand, a new CHARACTER CLASS. I have within the last month finished reading SALEMS LOT, and I keep thinking how different things might have been if they had had a swift thinking person, who was trained in the art of fighting Vampires. A person who has dedicated his (or her) life to fighting undead, wherever they may be found, and so here I present, the Character Class....

THE DHAMPIRE (or VAMPIRE HUNTER)

In an earlier issue of A&E, the Dhampire as a monster was presented, going basically along the lines of the creature represented in Vampirella number 22, 'Cry of The Dhampire.' And though given as an admirable monster, it lacked a lot in becoming a player character so I dug into my Vampire source books (a little under a shelf full) and found out what Vampire history has to say about Dhampires. Here it is;

A Dhampire was the child of either a Vampire and a mortal, or the child of a woman who during her pregnancy with that child, was tormented by a Vampire. Basically, that is it. In terms of using a Dhampire as a player character, I recommend the following.

A Dhampire can never be Evil, (in terms of determining alignment). They have abilities gained from both their human and Vampire heritage. They do NOT lose life levels, because they do not really possess them per se; they do however drain lifelevels from undead, and they regenerate one hit of damage every turn. This does not apply to fire or acid damage, it does regenerate poison.

Dhampires do not fear the sun, nor the host, nor the cross, or for that matter, any holy symbol, for they are not proper undead. In daylight they fight at a -3, but they can see in the dark, and they have slightly heightened senses, so for listening, refer to the equivalent level thief, in discovering their listening ability.

They turn and dispell like a Cleric +1, (a 1st level Dhampire turns and dispells like a 2nd level Cleric.) However, should they be killed, and they are not raised in three days, the incubation period which was activated with their birth, finalizes, and they rise up as Vampires (see end of column). They are then Evil, and have all they traits of Vampirism.

Dhampires can wear only leather armor, and they do not use shields. They can use Clerical scrolls and staves, they can not use potions. They get a D8 per level, up until 10th level, then they get a +2 per level. They go up in groups of four, in terms or melee,

9. Remove curse, and Cure Disease, each once a day.
10. Energy, like the Healer spell, once a day, but the Dhampire must have already drained at least one Undead life level, in order to impart the life level that day. It also incapacitates the Dhampire for 1-6 days.
11. They gain the ability to Control Weather.
12. Symbol of Light: The Dhampire becomes a blazing pillar of light, which turns all Undead, and any Evil within the 10" range. Once a day, for one turn.
13. Wall of Light: Any Evil creature, or any Undead, save vs. Death, or die. If they save, they take 10 D-10 in damage. Wall lasts for 6 turns, and the Dhampire can summon it once a day.

I believe that is about it, but knowing myself as I do, I am sure something else will pop up later on. Feel free to add anything you like, or take away anything you don't like. To get further information on Dhampires, see the above recommended VAMPIRELLA magazine, or try to get a copy of THE NATURAL HISTORY OF THE VAMPIRE, by Anthony Masters, or A DREAM OF DRACULA, by Leonard Wolf.

And now for something to fight the Dhampire, here are some of my Undead. Handle with loving care.

GHOULIDS: Alignment: Chaotic. Armor Class: 6. Hit Dice: 4. Move: 10. % in Lair: 40%. Type: E. Number Appearing: 2-16. Number of attacks: 2 Claws/1 Bite. 1-6 per claw, 1-10 per bite. Dexterity: 12 + D6. Description: These are treated Ghouls, a meaner and faster version of the standard. Anyone killed by these creatures, needs a Remove Curse thrown upon them, or they too become GHOULIDS. P.S. Save vs. Paralyzation at a -2 on saving throw. Even Elves can be effected by these.

KING VAMPIRES: Alignment: Chaotic. Armor Class: 0. Hit Dice: 10. Move: 14/20. % in Lair: 10%. Type: F. Number Appearing: 2-8. Number of attacks: Two Claws or hands/1 Bite. 5-30 per claw, 2-20 per bite, plus energy drain. Dexterity: 14 + D4. Description: These Vampires have all the powers and attributes granted their weaker cousins, they have Fire Giant strength, as well as the ability to control weather, and cast a 10 foot radius Darkness about themselves, adding +4 to their armor class. They drain 4 life levels (two if save vs. Magic), and they are smart, and highly intelligent. They do not necessarily rest in coffins during the day, but they must stay out of sunlight. During the day, they have no abilities other than mere human, they gain their powers during night. In their lair, they always have a magic weapon in their treasure. Their charm is +4, rather than +2. They can be hit with silver, or weapons of +3 or better. If lowered to 0 hits, they usually waft out through a crack, or escape, reforming somewhere relatively safe. They usually command from 3-18 GHOULIDS (60% chance).

That is about all for now, hopefully I will have the rest of my tale for you, and address all responses to me, care of your friendly neighborhood carrier bat. May Allfather be with you.

like a Cleric. They can use any weapon they desire, but they gain a special against undead, when fighting with their hands. Knowing Undead physiology like they do, they can deliver a hand blow that does 1-6 points in damage, and drains lifelevels from undead; one level per every two of the Dhampire's (a fourth level Dhampire drains two lifelevels, and if you play giving a saving throw against life level drain, they save vs. Magic). Also, by fighting undead this way, Undead that normally regenerate, do not regenerate damage given this way. And a Dhampire does not need silver or magic to hit undead types that normally need silver or magic, this includes when using weapons, though the life level drain and the non-regeneration does not apply.

To be a Dhampire, one must have a Wisdom of 15+ (this is their prime requisite), Strength of 15 or better, Dexterity of 13 or better, and a constitution of 13 or better. Dhampires are only human, not even half-elves can be Dhampires, the blood mixtures do not hold correctly.

Please note however, Dhampires are not DEMON FIGHTERS, they are not fanatical like their more tempermental counterpart, though they often work in teams, a Dhampire being able to somewhat see in a Demon Darkness. A final note, Dhampires will not usually use their hand damage against non-undead (or non-Demonic) entities.

Level	Hit Dice	Experience Points	Special Abilities.
1	1	0	1
2	2	3000	2,3
3	3	6000	4
4	4	12000	5,6
5	5	24000	7,8
6	6	48000	9
7	7	100000	10
8	8	200000	11
9	9	350000	12
10	10	700000	13
11	+2	+100000	

SPECIAL ABILITIES.

1. Dhampires get a +3 in fighting Vampires, +2 other undead, and +1 when fighting Demons and Lycanthropes.
2. They become immune to the rotting or paralyzation effects of some undead, such as Ghouls and Mummies.
3. Immune to Undead Charm and Suggestion.
4. Detect and track undead, 6", +2" per level.
5. Can Shapechange (no Constitution roll needed) once a day into a Falcon, AC 4, (three attacks, claws 1-3, and bite 1-6.) For five turns. And Shapechange into Leopard once a day, AC 4, (three attacks, two claws 1-3, one bite 1-8). For five turns. Add either five turns or one time more, for each succeeding level attained.
6. Can turn animals surviving Undead (same dice rolled as particular Undead Commander).
7. Protection Evil, 10' radius, once a day, +1 more per level attained.
8. Continual light (Clerical). Once a day, one more per every two levels attained (Dhampires do not fight at -3 in Continual Light).

HOOF AND MOUTH #7

-OR-

--THE TRANS SPATIAL ANARCHY WRITHES AGAIN--

Translated by the Society for Creative Anachy (located at 11926 $\frac{1}{2}$, North Hollywood, Ca., 91607) from the collated notes of Cary Martin. This zine intended for Alarums and Excursions #22.

Spells for sale

ELECTRO-JAVELIN: This spell conjures a glowing javelin that only the caster may handle. The javelin may be throw up to 10", and it hits at +1. Upon impact (or touch by someone other than the caster) the javelin converts to energy (without doing any impact/penetration damage) and does 4-40 points of damage (electrical; save for half). If it has not been thrown by the end of the tenth melee round after conjuring it, the javelin vanishes harmlessly. The javelin appears in the hand of the caster, and can never harm the caster. Non-permenizable. 60k Au. Researched by Esselar, neutral MU13.

PILLAR OF FIRE: This spell is dependant on the prevailing weather. If the sun is visible to the unaided eye, the druid can call down a fireball of 8-dice + the level of the druid in dice, with a radius of 2.5". This spell is ~~xx~~ usable outdoors only, and only once every ten minutes. The fireball descends in a perpendicular path to the ground and can strike airborne targets as well as those on the grounds. Range: 36". 16k Au. Researched by Ethannan of hte Green Silences, neutral D7.

SNORT: This spell conjures up one teaspoons' worth of 90% pure cocaine. The coke will appear wherever the caster designates within 20 feet. Duration: LVL + D6 turns or until snorted. 04k Au. Researched by Ellessia, neutral MU7.

5:02 EXPRESS: This spell will conjure a moving wall of force that impacts upon its target for 1D6 per level the caster has attained. In addition, a ghostlike image of a locomotive and coal car (with wistle blowing) appears on a ghostlike set of tracks 10-50 feet (casters choice) from the target (on any angle or altitude desired). The image is immaterial and will appear regardless of what may already be there. The area of impact is 10 feet wide by H (where H = the height of the ceiling minus 06 real inches to a max. of 15 feet), and the train is always 01 foot shorter than the ceiling. The train will rush toward the target and vanish after impact. If the target is not secured strongly to the floor it will be moved back 2-20 feet. The impact of the train and the wall of force is simultaneous. Range (to front of train): 15". 45k Au. Reseached by Erramos, neutral MU11.

*FIREBOMBS*FIREBOMBS*FIREBOMBS*FIREBOMBS*FIREBOMBS*

Saul: I like the blademaster class. But could you provide information as to thier smithing abilities? The H.D. you give them are a bit excessive; I would suggest using standard Ranger H.D. The second strike column needs clarification. What are the neccessary requisites?

Fang: Surgarpie was not female.

May: Any DM that allows someone to shoot a missile and get a strike in the same melee round deserves only turkeys and cheats. Just because virtually anything is let into the Castle Anthrax does not mean that it will ever get out. Characters like that tend to be brash, loud, and careless; and thier players are usually fools or worse. Such carryiing-on are not survival factors in my dungeon/overland.

Paley: Hooray for the Priests of Priapus!!!!!!

Sullivan: Someone should nail that hoka into his cask and drop him overboard. Better yet, tie him up with Kask and drop them both overboard.

Pick: Your samurai class is somewhat overpowered (and over complicated). The way I designed ninja and samurai was to fit in with the already existing monk class.

Lloyd: A 35% chance of breaking a two-handed sword, eh? Sounds like your world is filled with Norsemen trying to get to Valhalla early. How long have the legions been gone, anyway?

Critter Corral

HELL HORSE: Chaotic/Evil. AC 04 modified by dexterity. This is a coal black horse with glowing green eyes. It moves at 20" and is extremely agile. It fires an eye ray (save vs wands) that hits as AC 09 modified by dexterity and does 1-6/H.D. Str. 12+D6, Int. 3D6, Dex. 14+D6, Con. 10+D8. Hooves: 1-6, bite: 1-4. 2-5 appear. Treasure type D.

TYICHAR: Chaotic/Evil (Demonic). AC 02 modified by dexterity. This large (7', 450 lbs.) rather ape-like beast has a peculiar hatred toward elves, and will always attempt to turn any and all nearby elves into large slippery puddles as soon as possible. They are immune to charms and holds from elves and half elves, and are 70% resistant to all other forms of magic (swords, spells, etc.). They strike for a basic +1 vs. elves, with an additional +1 for every class the elf operates in (half elves that are single-class are cosidered human, multi-class half elves are considered full elves). It usually uses a stone club (1-10, basic enchantment +0, chaotic) but has been known to favor two handed great axes. Str. Hill Giant, Int. 3D4, Con. 14+D4, Dex. 14+D6. 10 H.D. 1-4 appear. Treasure type I.

A PAGE FROM THE VERDIGRIS TESTAMENT
12 May 77

by Steve Marsh
7488 Hamilton,
Edwards, CA 93523

I am starting a PBM campaign for up to ten entrants. All it requires is that the participants send me a SASE or a stamp with their moves. In return, they get copies of the Verdigris Testament with their moves on the back. Since the repro is free (and the quality poor), I don't have the gall to charge anyone for it, but then copies go only to players.

Anything can be entered (any class, any level, any artifacts) as long as it's clearly described at the door. Meaning, if I haven't heard of it, you have to tell me in advance how it works (which is only fair). If you don't have any characters, you'd like to enter, I can provide you with one of mine, roll one up, or give you a clone off a dead player.

I've been in gaming since 1974, generally let players figure their own experient points, and am very willing to let a 900th level MU on my first level. What he would find worth his time I have yet to imagine. IN other people's dungeons, I like to set on the low levels and shoot it out with the things that come after me. It's more of a challenge and when you've decided you've had enough, you can leave quicker.

Unusual features include the opportunity to be a member of a technic society, Philosophers, mystics and lightwalkers included as classes (with the final version of the Mycenean Thought Crafters coming along soon) and a willingness to allow players to trade information without getting hyper about it. In the dungeons, the treasure comes from the D&D tables; outdoors it's from the GH, and for maps it is drawn from the Cupric Syllabus. There are two categories of dungeons, polite (for the newcomers) and gory old messes (for the old hands) that you have to request to get in. Some of the ~~monsters~~ treasure is what some have called "gross", but then my 7th-9th level monsters are a touch fearsome too. The kill rate runs between 1% and 95% depending where you go. Unless you ask otherwise, you are started in the 5% areas and need to work your way into danger (if you desire-- of course, that's where the money is).

The Quick Quincy Gazette is recommended (highly) especially the back issues and since subscriptions are cheap. The dragon won't kill you, but it may not help much either. And of course a plug for A&E which was a pleasant surprise.

You may have as many characters as you want, but each player is limited to one party (except for small exceptions). The reason is that I'm desirous of only running 16 parties (including my own & FTF). You and a friend, however, can enter players in each other's expeditions. You can even enter several of your own in one expedition.

When entering, please include whether you prefer to use a critical hit or a straight d&D combat, whether you plan to progress on the generous SFB0Y charts vs. Balrogs with 10 attacks per m-p or the GHawk charts where a hero can often trash a Balrog (I've seen it done. Balrog hits every other m-p; the hero hits about twice per m-p). (Balrog gets 1 swing/m-p; hero 4; tell me who wins.)

THE CASTLEMERE GAZETTE

by Jon Pickens, 16435 Valley Trail, Mishawaka, Ind 46544

LEE GOLD:

Thanks for putting in "Crottled Greeps" last issue. I got a big kick out of it!

MARGARET GEMIGNANI (Many Worlds, A&E #21)

Thank you for the compliment on the Bard. Incidentally, I'm experimenting with allowing non-magical chain armor, since the AC 7 has not been faring too well.

Your second comment shows your skill as an Alchemist. You turned my trial balloon into lead (*sigh*).

MICHAEL McCAUSLAND (Ten Leagues...):

Neat dialogue. Will we be seeing more of Jeeves?

KAY JONES (Kirel's Mirror):

Excellent convention report and I'm anxiously awaiting a follow-up. Your recipe inspired the following doggeral (hope you don't mind):

"From the zenith of the sun,
Swirl thrice, and simmer well 'til done
When light is strangled by the peaks
And Darkness from the mountain sneaks." (cackle, cackle)

TERRY GRAIN, (Neatherearth Chronicles #1):

Liked your treatment of doors and adopted it immediately. You may be interested in the following local modifications:

Demolishing time required (door figures assume proper tools: picks, mauls, etc)

Lock	turns	Door	Turns
High Quality	1½	Wood Door	3
Medium Grade	1	Reinf Door	5
Cheapo Locks	½	Stone/Iron	10

Also, I allow wooden doors a chance of burning. This requires at least four flasks of oil, and the attempt takes one turn. A roll of 16 or better on a D20 indicates success and does 3 turns of damage on the door.

I have increased the chance for unlocked doors to 30% on the upper levels to favor those weak, dumb monsters that can't get through a locked door.

LEE BURWASSER (Write It Up #3): TOPPING OUT

I treat non-humans just like humans as far as topping out goes. I treat the level restriction primarily as one of hit dice (with incremental increases for each additional level earned, as per Greyhawk). The exception is magical spells (and Bard abilities). An elf will never have more spells than a L8 MU under most conditions (or 6th level Bard abilities). One local variant restricts elves to L4 spells with continuing increases per level in the number of spells available, but I don't really agree with that. If an elf earns enough experience to hit L12, he is allowed to do magical production.

I'm not sure giving extra abilities for levels is fair or practical, but I'll wait and see what develops.

KEN PICK (Ken's Character Corner #13):

Nice work on the Samuri. Normally I wouldn't even consider letting one into my campaign (which is decidedly western), but you make them sound very attractive.

On Conan of Aquilonia: This is the final book published in the celebrated Conan series. As the book in which Thoth Amon gets his well-deserved comeuppance, it is no doubt the worst book of the entire sline. To say the writing is uninspired (it reads like a poor rough draft) is generosity incarnate. Only fanatics addicted to filling out their collections (like me) would be interested. (To become a fanatic read the first four books...)

TREASURE, ETC.

Looking over the last issue, I noticed an error that ought to get me stomped on this issue. I mean the statement: "In a random dungeon set up, the average haul for parties over 80% of the time will be a measly 50GP." I was referring to the average LEVEL ONE haul. So (*sigh*), stomp away.

(For those of you who figured it out--Gee you're intelligent. For those who missed the whole show--Pleasant dreams.)

Anyhow... I have done some more thinking on the matter and have come up with some new tables. So bear with, and AWAAAYYY we go!

REVISED DUNGEON TREASURE TABLE

LEVEL	Silver*	Gold*	Gems**	Jewels*	Magic	
L1	50	25	1, 10	1, 50	5%	
L2	100	50	1, 25	1, 50	5%	*Multiply by a D6
L3	200	100	1, 50	1, 100	5%	
L4-5	500	100	1-2, 100	1-2, 250	10%	**Multiply by a D10
L6-7	1000	250	1-2, 100	1-2, 500	10%	
L8-9	1000	500	1-3, 500	1-3, 500	15%	
L10-12	2000	1000	1-3, 1000	1-3, 1000	15%	
L13-up	5000	2500	1-4, 1000	1-4, 2000	20%	

Silver is found in half the treasures

Gold is always present

Gems or Jewels are present if the first number is rolled on a D6. The second number is the value in GP. Base value is determined from Bk.II and enough pieces are present to equal the GP value.

((Increasing gem base value by die roll, if used, should be done only for the largest assigned value, or to one group of gems.))

Certain things are immediately obvious:

- 1) More Treasure. On level one, instead of a 1.7K average with 50 GP 80% of the time, players will get about 90 GP 70% of the time, with an average of 0.135 K GP.
- 2) Non-Gross Gems and Jewels. Value now more closely linked to level. With the emphasis on total value rather than "X number of pieces", DMs are freed to be more creative with their troves.
- 3) Reduction of "junk" silver.
- 4) L2 treasure increase. Treasure table now matches the monster encounter tables, eliminating the layer tactic of skulking around on L1 until until enough experience is gained to go for the goodies on L3.

OPTIONAL DUNGEON TABLE

A variation on the above using the outdoor letter keys to vary the treasure "mix"

Type	Silver	Gold	Gem	Jewel	Magic
A1&A2	50%	100%	+1	+1	+5% _x
A3	-	100%	+2	+2	+5%
B	50%	50%	Normal	Normal	-5%
C	100%	-	Normal	Normal	-5%
D	50%	100%	Normal	Normal	Normal
E	100%	50%	-1	-1	+5%
F	50%	100%	Normal	-1	+10%
G	-	100%	Normal	Normal	+10%
H	100%	100%	+2	+2	Normal
I	-	-	Always	Always	Normal

For Gold and Silver, the percentages are the chance of finding that type in a given treasure.

For Gems and Jewels, the modification is to the D6 roll.

The Magic percentages are adjustments to the given base.

REVISED OUTDOOR TREASURE

TYPE	1000s Silver	1000s Gold	Gem/Jew 1(1000s)	Magic
A1	30%: 1-6	35%: 2-12	55%: 2-12	40% Any 3
A2	25%: 1-4	30%: 1-6	50%: 2-16	60% 3 Magic
A3	Nil	60%: 3-13	60%: 2-16	50% 1 Map
B	30%: 1-6	30%: 1-3	30%: 1-8	10% Weapon, Armor, or Misc Weapon
C	40%: 1-10	Nil	25%: 1-6	20% Any 2
D	15%: 1-12	60%: 1-6	30%: 1-10	20% Any 2 + 1 Potion
E	30%: 1-12	25%: 1-3	10%: 1-20	30% Any 3; 1 Scroll
F	10%: 2-20	45%: 1-10	20%: 2-20 10%: 1-10	35% No Weapons Any other 3; 1 Potion and 1 Scroll
G	Nil	75%: 5-10 (D6+4 for GP)	25%: 1-4 25%: 1-6	40% Any 4 plus 1 Scroll
H	50%: 10-60	75%: 10-40	50%: 2-24	20% Any 4; 1 Potion and 1 Scroll
I	Nil	Nil	50%: 2-8 50%: 2-12	20% Any 1

Notes:

1) All the "junk" copper has been eliminated, and Gem/Jewels work the same as for the dungeon table.

2) The treasures maintain their same ranking, except H is now better than A3. The lowest treasure is Type C with an average of 2K GP. The highest is H at about 31K GP. Actually the A treasures are about 10K with most of the rest falling in the 4-3K bracket. Type H can be reduced to a more manageable 20K by Halving the GP value (I like dragons). If someone wants it, I'll put in the complete stats. The most noticeable effect of the new system is a slight reduction of most treasures and massive deflation of those particularly heavy in gems and jewels.

ON COMBAT SYSTEMS

For what it's worth, I rather like the Alternate Combat System. It is good from a gaming standpoint. The excitement generated in melee by allowing the layers to "die by inches" is far more satisfying than matching dice until someone lands a killing blow.

((DIGRESSION: My brother Jim, currently down by UCLA, reported good results with the following system: He used the same To Hit table for all creatures (it was similar to the LL "Men" column, I think), but a hit scored damage dice equal to the attacker's dice. For example, a Troll would do 6+3! Magic weapons had no hit bonus, but added 1 pip per plus to each damage die. A L4 with a flaming sword fighting the troll above would do 4+12. The system simulated reality in that you either survived unhurt, suffered bad damage, or wound up dead in a very short time.))

The realism of the Alternate Combat System, pointed out in past issues of A&E, lies not in which area of the body takes the cut, but in the more general result that a man in plate with a sword is likely to do better than one running around in a loincloth waving a dagger. The most important consideration, then, is the hit point exchange ratio. But how much damage Gnurr the Orc can expect to lay on Dwalin the Dwarf per round compared with the damage he can expect to take is only half the picture. Even if Gnurr can outpoint Dwalin two-to-one, an attack would be a poor risk if Dwalin has more than twice as many hit points as Gnurr.

So the system breaks down into the attack factors of Magic/Strength/Dexterity bonuses and weapon/creature type against the defensive factors of AC and hit points.

Each factor has an upper limit. If, for example, Magic Weapon Bonuses are increased past a certain point (I like a conservative +3), the other parameters must be altered to compensate. (I think TSR's choice to increase armor class to compensate was a poor one, since both these factors are now very close to exceeding maximum reasonable values, but the increase in the hit die size was an improvement.)

Consequently, I tend to reject such combat system modifications as reduced capabilities as hit points are lost, "tactical" approaches to individual blows, and unrestrained pluses and minuses to the combat system (like the FM dexterity option that adds more armor to the most heavily armored characters in the game). I still read such ideas with interest, though.

I am least enchanted with two aspects of the Alternate Combat System: the ease of hitting AC9 (I think a "6", 75% chance, should be the absolute minimum), and treatment of shield as a mere 5% bonus.

Therefore, the direction of my own testing is:

1. L1 hit vs plate is 16, with a 10% difference between late, chain, and leather. AC4 and 6 become combinations of armor, and AC3 replaces AC9 as the lowest class.
2. Shields are +2 and may only be used against one opponent in melee (using the Bk II 1/3 chance of hit a magic shield gave +2 for AC3&5 and +3 for AC 7&9; I chose the former in deference to the upper end of the scale).
3. Critical hits are used to simulate special hits on body areas and incidental destruction of equipment ("He missed you, but ripped open your pack, ha-ha!").
4. Weapon vs Armor class used basically to lower ACs above 8.
5. Magical weapons adding or subtracting only to damage, not hit chances. This is extremely experimental.

We'll see how it comes out.

GENCON IX TOURNAMENT:

The tournament is now nearing completion, with only minor work on the final scenario required. It looks like we've lost the party vs party combat, as the twon scenario has strict ordinances against brawling (*sigh*). Could someone out there with experience generate a little chit-chat on multi-party fighting and the principles for running such a donnybrook?

Anyhow, DM volunteers are needed. Those interested should be available for a Thursday night briefing. DMs will get into the con free and (I think) keep the copies of the rounds they ref. For further de_tails contact Bob Blake:

NEW ADDRESS: *Bob Blake, 358 E. 500 N., Valparaiso, Ind 46383*

DM QUESTIONNAIRE

The questionnaire is finished, but it is so close to my A&E deadline that I will delay it until A&E #23. I thought I would try a 100% grassroots approach, but now it seems contacting convention heads is the best route. Conventions on my list:

Flying Buffalo V	Gencon X	Michicon VI	Philcon 77
Gahanna X	GLASC II	Origins 77	

If anybody knows of any more, please send me the details. Also, it looks like the questionnaire will be in TD #8, thanks to the interest and support of Tim Kask.

SCATTERED NOTES:

1) Class 5 Armor. According to Chainmail, banded, studded, splint, and scale armor is treated as Chainmail (AC5 in D&D). Personally, I rate quilted or padded armor as AC7 and assume the arming doublet is included with chain and plate mail.

2) The Errol Flynn Option. Useable by FM, Thieves, or Baris and similar. Opponents subtract one from their attack rolls against thoses using this option for each dexterity point over 10 the character has. A natural "20" will always hit a character using this option. The user must have Light Foot encumbrance or less and limit himself to one attack during the round with no dexterity bonus in the attack.

(I don't know if I put this in before or not, but it is kind of fun to run and gives the players an alternative to clunking around in plate all the time)

This is, typewriter willing, somewhere around the 6th issue of:

LABYRINTHINE LINES

A Nick Smith Production, from 55 N. Michigan Ave., Pasadena CA 91106.

Upon reading the Tim Kask article a couple of issues back, an amazing thought struck me: few, if any, of the people who write things for A&E seem to really understand the numbers and die-rolling they deal with on an everyday basis.

Take, for example, the concept of 18(00) strength. Tim Kask referred to this as being equivalent to the strength of the strongest man in the world.

If you go so far as to actually calculate such things, you will see the problem. When rolling three 6-sided dice, the chance of rolling an 18 is one out of each 216 times. In other words, one out of every 216 people has a basi

strength of 18. Further, we roll a percentile die to refine the level of strength. The chance of rolling (00) is exactly 1 out of 100, ignoring the apparent telekinetic abilities of D&D players on the whole. In any case, the resulting numbers indicate that one out of every 21,600 persons (216×100) has a strength of 18 (00). In other words, there should be at least 5 such persons in the city of Pasadena alone. The problem is very much a matter of precision (or lack thereof) in the die-rolling system. Even leaving out about $1/3$ of the earth's current population (children not yet of measurable strengt it actually turns out that THE strongest person in the world would have to be defined as having 18 (0000000) strength. While it is p~~rob~~able that this perso is male (physical structure and training), this in no way precludes a quite respectable number of females having merely 18 (00) strength, since that is really only the top several thousand in strength. Now, here's the cute part:

A strength roll on a fighter in D&D is not, and cannot be considered, a direct measure of brute strength. Why? Because brute strength is not the only consideration when measuring a fighter. 'Strength' should be considered a mixture of brute strength and basic aptitudes for the combat arts, just as 'intelligence' is both smarts and magical leanings, and 'wisdom' the faith, piety, and calling of a cleric in addition to common sense. In other words, although using 'strength' as a measurement of brute strength is a fairly good and necessary simplification, it is neither precise nor accurate. Skill does play a major part in the activities needed to be a D&D adventurer.

When this las~~t~~ idea~~s~~ taken into account, we see that a fighting ability of 18 on a 3-18 scale is not quite so im~~pr~~obable as all that. In fact, one of our local female players pointed out to me that in a patriarchal medieval society, for a woman to be an adventurer of any class, she would have to be reasonably good in her field to gain acceptance from her male peers. In terms of player-characters, this means that, the higher the characteristics of the character, the greater chance that it should or could be female. (While Lee's idea of checking strength vs constitut~~io~~n to determine sex is not bad, what happens in case of a tie?) Of course, if any of you play in a matriarchal world, there's no telling what that does to things.

CAVEAT EMPTOR TIME:

First, there is the matter of TK Graphics, mentioned in Issue 21 as a source of various fantasy and mythology books. They are indeed a source, but they aren't much on delivering. There are books listed in their newest catalogue that haven't been getting shipped to people who order them, and no explanations have been forthcoming. Local orders made last November still haven't arrived, at least in part. I strongly recommend against ordering from them, unless you have money to burn.

Second, the Arduin Grimoire, while very good in spots, may not be worth the current price for most of you. It is part 1 of at least a two-part book for referees, and much of it is useless without the second part. Also, while there are dozens of tables wh~~ic~~h work individually, they do not always work in combination. Overall good quality, just maybe not worth the price(\$9 and u

