

THE LOADS OF CHAOS



#6

October ~ November

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DEADLINE FOR ISSUE NUMBER 7: 10 December for zines not needing to be printed, 1 December for zines not needing to be typed, 20 November for zines needing to be typed. Zines arriving after deadlines may or may not be included in #7 (depending upon how nice the printer/publisher is feeling at the time).

TABLE OF CONTENTS FOR ISSUE NUMBER SIX.

As of 10 October 1978

Cover (<u>StarSoldier & Mage</u>)	BY KEN PICK	--
Letter	By Ed Simbalist	6
The Myriad Universes	By Peggy Gemignani	2
News from Mania	by Jordan Brown	8
Archilowe	by Lee Gold	3
Dismal Lich #2	by Mike Gunderloy	6
Ye News from Nexus	by Ken Pick	3
According to Plan	by Charlie Luce	4
Archilowe (pt II)	by Lee Gold	1
The Dirty Tricks List	by Mike Gunderloy & Assoc.	28
The Wyvern's Words #1	by Duncan Kuhns	8
What Do You Do...	by Kay Shapero	10
Operation: Chaos #23	by Nicolai Shapero	2 $\frac{1}{2}$
Magazines of interest to FRP gamers (list)		$\frac{1}{2}$
		82

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EDITORIAL COMMENT: I, Niall Shapero, intend to edit this magazine. I do not intend to serve as merely an overall collator. I will not allow fan feuds in this magazine. Zines containing rude or ill mannered comments may be retyped; those containing nothing else of interest will be rejected. Constructive criticism is encouraged, but ONE-TRUE-WAY-ism will be dealt with severely.

SPECIAL THANKS THIS ISSUE TO KEN ROWAND AND MIKE GUNDERLOY (COLLATION), KAY SHAPERO (TYPING) AND JORDAN BROWN (PRINTING ASSISTANCE).

Letter from Ed Simbalist

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PRO-RATING C&S CHARACTERS

Some players have voiced the complaint that characters have a long hard fight to obtain some experience and skills. This is especially true of Magick Users. However, there is a way out of the hole: PRO-RATE YOUR CHARACTERS.

C&S character determination includes rolling up the age of your character, with an age spread of 13 to 22 for the entry age. By taking 13 as the base age, one can compute the experience gained by an older character prior to entering a campaign. For example, any character may receive experience points equal to the number of days times his experience level plus or minus his astrological bonus/penalty for a particular class of activity. In other words, a level one character receives 365 experience points simply for living a year. The base amount can be augmented.

Suppose a character is 17 years of age. He has had 17 - 13 or 4 years in which to develop his skills, gain knowledge, and simply to grow in experience with life. I think you meant 4 years --NCS/.

Fighters can compute basic experience and also may use Wes Ives' Battle Algorithm (in Swords & Sorcerers) or the Viking Raid Algorithm (Swords & Sorcerers) to determine how much experience they have won prior to entering the campaign. These algorithms are fast, simple, pencil and paper systems and permit a moderate amount of advancement while posing some risks to a character at the same time. A perceptive GM can also stipulate special events ("first in the breach" etc.) to further augment a character's chance for experience and also to provide some factual background upon which a character can begin to build his personal history and character. The number of times a character would become involved in skirmishes, battles, tourneys, etc, would depend upon the nature of affairs in the particular campaign world, as interpreted by the GM. Thus our 17-year-old could be a blooded veteran when he enters the campaign as a player operated character.

Magick Users can compute their basic experience plus the spell research and enchantments that would have been possible prior to the entering of the game proper. It would be assumed that our 17-year-old had been apprenticed at 13 to a master magician. It may also be assumed that his Master will allow him limited quantities of materials for enchantment purposes, but materials of value would have to be purchased out of his 5 GP/day "wages" plus any moneys obtained from his family. In short, given some expertise and some player skill in the choice of learning and enchantment strategies, a Mage can enter the campaign at a modest but significant experience level and Magick level. He will be armed with a number of mastered spells and probably a focus and/or several simple magical devices.

Clerics will follow much the same procedure as Magick Users.

Characters engaged in business pursuits (Merchants, etc.) can compute experience points by using the economic systems in the Sourcebook. Experience may be gained at the rate of 1 experience point per GP earned, plus astrological bonuses and basic daily experience.

Thieves present a bit of a problem. Pro-rating can be done by rolling on the Thief's Income Tables in C&S. An average Week's activities can be determined

as outlined in C&S, then the result multiplied by 52 to obtain a year's activity. Assassins may be assigned a victim on rolling a D6, with 1 or 2 meaning a victim is obtained in the week. Roll 10 weeks of activity and total the experience earned, then multiply x 5 for the year. Also use the Thieves' system to determine loot obtained. Further, because really large totals of money are, in fact, hard to obtain, allow Thieves a 20% experience bonus for each GP earned per experience level of the Thief. This bonus can also be applied in character play.

By pro-rating characters, players have the chance of possessing several fairly effective and competent characters from the start. Indeed, one might pray for older characters because they have somewhat increased abilities. In an adventure, the mix of higher and lower characters is automatically ensured.

LEARNING A NEW SPELL

We regard Mages as being potentially the most powerful of all player-character types. We also feel that the "easy" acquisition of power can sometimes lead to sloppy play. Power should never be taken for granted. When a player has to WORK for his character's powers, we feel, the result is superior play.

We therefore developed a system of learning magical spells and performing enchantments which requires the expenditure of time and thought. We believe that it is a gross simplification to have Mages acquire spells through the slaying of monsters and the acquisition of gold. There are other ways to acquire "experience", and for a Mage such experience (and the attendant Power) comes through the practice of the Arcane Arts. Experience is a reflection of a person's activities, and experience with Magick must therefore necessitate working with Magick. Magick, like any field of human knowledge, is a discipline. It never comes easily.

To those who object to our approach to the acquisition of magical power and demand a simpler approach like that of D&D, I can only answer that it is a matter of player taste. For my part, I have always regarded the Mages as the Thinkers in the fantasy world, and the thinkers would perhaps appreciate an approach whereby they could exercise their judgement to develop the best strategies to get to the goals they set for their characters. Secondly, the scope of C&S far exceeds the dungeon-oriented purview of D&D. C&S is properly seen as a total campaign game. In such a context, Mages necessarily require a wider range of possibilities for action and advancement in experience and power than by mere "dungeon-crawling".

To assist players in the rather difficult but hardly insurmountable task of learning a new spell or enchanting materials, I shall endeavor to lead you through the procedure, step by step. The Mage I have chosen is an Enchanter with IQ 17 and Bardic Voice 18+. He is a neutral Scorpio with an astrological Bonus of +10%. He has a Concentration Level of 3.5, PF 1, and MCL 1. His Fatigue Level is 5. Call him Arrius. He is neutrally aligned.

Arrius is an Apprentice Mage, and his Master has chosen as his first spell the Command: Awaken".

"Awaken" is a BMR 1 spell at Casting Level 1, hardly a "difficult" spell. It will require much of Arrius' time and attention, however, for he is a Mage of the lowest order. In between his duties he will be able to devote time to mastering the spell, and since meditation and fasting can be carried out simultaneously with his routine duties around the tower, Arrius will not be blocked from his goal. Indeed, one of his duties is to master the spell, for his Mage clearly feels that such mastery is needful.

1. Arrius spends 3 days studying the spell (C&S, p. 69, col. 1), whereupon he

begins to prepare himself for his first attempt to master the enchantment. He will attend Mass (Rites of the Church), seek the Benediction of his priest and then set himself to a rigorous program of Meditation and simultaneous Fasting:

Base % for MKL 1 Mage at Concentration Level 3.5 on a BMR 1 spell on the Magick Resistance Table (C&S, p. 69, col. 1) =	25%
Meditation for 34 days = MKL 1 x 34 =	34%
Fasting simultaneously = (34 - 3) x 1 =	31%
Rites of the Church =	5%
Benediction =	5%
	<u>100%</u>

2. With a 100% chance of success, the BMR of the spell automatically falls to BMR 0 (C&S, p. 69, col. 1). Arrius now has the task before him of permanently enhancing his chances to cast the spell successfully to 100% at BMR 0. For each time he is successful, targeting will be permanently enhanced by 16%.

This is determined by:

MKL 1 provides 1 x 1%	1%	
Astrological Bonus	10%	
Success Bonus for Conc. Lvl 3.5	5%	
		Total = 16% per success

Arrius begins his meditations, etc.:

Base % for BMR 0 for MKL 1 Mage at Conc. Lvl. 3.5 =	25%
Bonus % for success with previous spell casting =	5%
Meditation for 30 days = 1 x 30 =	30%
Fasting simultaneously for 30 days = (30 - 3) x 1 =	27%
Rites of the Church =	5%
Benediction =	5%
	<u>97%</u>

3. Assuming that Arrius was successful, casting is enhanced by 16% and he now possesses an additional 16% chance of being basically successful with the spell.

Base % for BMR 0 at 16% = 25 + 16 =	41%
Bonus for success with previous casting =	5%
Meditation for 22 days = 1 x 22 =	22%
Fasting simultaneously for 22 days = (22 - 3) x 1 =	19%
Rites of the Church =	5%
Benediction =	5%
	<u>97%</u>

4. Again assuming a success, Arrius enhances his chances by an additional 16%. Note also that he took 8 days less on the 3rd casting to attain the same 97% chance as in the 2nd casting. Expertise breeds speed. Arrius now has a 32% advantage in casting the spell:

Base % for BMR 0 at 32% = 25 + 32 =	57%
Bonus for success with previous casting =	5%
Meditation for 16 days = 1 x 16 =	16%
Fasting simultaneously for 16 days = (16 - 3) x 1 =	13%
Rites of the Church =	5%
Benediction =	5%
	<u>101%</u>

5. Arrius took 6 days less than in his 4th casting and obtained a perfect chance of success. He now has a 48% advantage with the spell:

Base % for BMR 0 at 48% = 25 + 48 =	73%
Bonus for success with previous casting =	5%
Meditation for 8 days = 1 x 8 =	8%

Fasting simultaneously for 8 days = $(8-3) \times 1 =$
 Rites of the Church =
 Benediction =

5%
 5%
 5%
 101%

6. Taking a whole week less than in his 5th casting, Arrius was successful and has a 64% advantage:

Base % for BMR 0 at 64% (plus prev. success bonus) = $25 + 64 + 5 =$ 94%
 Rites of the Church = 5%
 Benediction = 5%
 104%

Note: Arrius did not even have to Meditate or Fast. He simply went to church, heard Mass and received the Priest's blessing, went home and cast his spell!

7. The BMR 0 spell is now at 80%. Enhancing success at 16% per successful casting requires two more castings. Since the 7th attempt will be at Base $25 + 80 = 105\%$, Arrius then engages in a flurry of practice sessions and completes his casting on the same day as #6.

I CANNOT comprehend the complaint of one contributor to Alarums & Excursions that his Mage has to spend TWO YEARS to learn a spell. Arrius, who is a good but hardly a superb example of a Mage was able to master his first spell in a total of $3 + 34 + 30 + 22 + 16 + 8 + 1 = 114$ DAYS! Not taking into account any possible increases in experience, etc., which might affect Arrius' time with future spells, in two years--without taking risks and casting his practice spells at low chances for success-- he would ~~not~~ master less than 6 spells! I can only assume that an incorrect application of the learning procedure occurred, and thus I present this example as a model for players to use when planning out their learning strategies.

Clearly, being on the right side of the religious authorities (Chaotics are not necessarily excluded so long as they go to Confession or, alternately, they may belong to Covens, etc.), as up to 10% casting bonuses are obtained for religious activity. A bit of help from one's Gods is always useful.

Further, a Mage CAN take chances. For example, Arrius might have spent only 15 days Meditating and Fasting on his first casting. That would have reduced his chances of success in #1 to only 73%, but a gambler sometimes proves to be successful. With a 3 in 4 chance, amny players might take the risk to shorten the enchantment time. I, personally, regard an 80% chance as a good one and rarely fail. However, I tend to wait for such gambles until I reach BMR 0 and run no risk of raising the BMR with a failure.

A final point. Once a character has his spell at BMR 0, he can attempt to cast it for real (as opposed to mere practice) at the % chance of success he currently possesses. For instance, in #5, Arrius could cast "Awaken" with a 78% chance of success. Simply roll his chance for success, and if he is, then target the sleeping character(s) to find the results. The success would also have the welcome effect of increasing his permanent enhancement to 94%, the same as if he had been practicing the spell.

If Arrius had been a higher level Mage, the time to learn the spell would be drastically reduced, as each MKL provides a multiplier which has significant effect, while Base %ages and Bonuses for success are higher. For instance, to take just the first spell to reduce the "Awaken" BMR from 1 to 0, if Arrius had been at MKL 5 and concentration level 20 (200,000 experience factors), the result would have been:

Base % for MKL 5 at Concentration Level 20 on a BMR 1 spell=	30%
Meditation for 8 days = $5 \times 8 =$	40%
Fasting simultaneously for 8 days = $(8-3) \times 5 =$	25%
	<u>95%</u>

A Rite or a Benediction would raise the chance to 100%. The time spent is 26 days less than for a MKL 1 at Conc. Lvl. 3.5. Clearly, experience and the ability to master spells quickly go hand-in-hand.

As for Arrius' experience, he obtains a considerable amount for the investment:

Days spent as a Mage = $1 \times 114 =$	114
Learning New Spell = $1 \text{ (exper. level)} \times 21 \times 5 =$	105
$= 50 \text{ for spell of EMR 1} =$	50
Casting Unlearned Spells = $8 \times 15 \times 1 \text{ (1 Fatigue Pt. av. per spell)} =$	120
$3 \times 15 \times 3 \text{ (3 Fatigue Pts./Fasting over 20 days)} =$	135
Meditation for 113 days =	113
Fasting for 113 days = $113 - 15 =$	<u>98</u>
	735

Because Arrius is a neutral Scorpio, he enjoys a +10% bonus on experience with Magick, so he has earned a total of $735 \times 1.10 = 809$ experience points.

ENCHANTING MATERIALS

Materials may be enchanted in the same fashion as spells are learned, except that there is no bonus for success added until the BMR of the material is reduced to zero. Once BMR 0 is reached the resistance is reduced in exactly the same way as outlined in steps 2 to 8 above for learning spells.

There appears to be some confusion as to how many different materials may be enchanted at the same time. I draw everyone's attention to the fact that the quantity of material, not the numbers of different materials, is at issue. When materials are at several different BMRs, I suggest reducing the higher ones to that of the material with a lower BMR, then simultaneously enchanting the materials together to reduce their BMRs. For instance, Arrius would be able to enchant 1 Dr. of materials per day at 20% fatigue loss. The materials (all at the same BMR) could include, as an example:

1/10 Dr. Almonds	(BMR 4)	One enchantment spell will serve to enchant all of the materials in this list, as the enchantment could be considered to be a "field" effect. The fatigue loss is 20% without a focus, 10% with a focus.
1/20 Dr. Lime	(BMR 4)	
4/10 Dr. Horn	(BMR 4)	
2/20 Dr. Foxglove	(BMR 4)	
3/10 Dr. Bismuth	(BMR 4)	
1/20 Dr. Tansy	(BMR 4)	

1 Dr.

There is no question but that the enchanting of Devices of Power--including the Mage's Focus can be a lengthy procedure. At the same time, it is only fitting that devices of great Power should require considerable investment of time because of the benefits such devices can bestow. Magick is not particularly commonplace in legend and fantasy fiction, and just because some games encourage a proliferation of such items does not justify Magick in overabundance. Further, Mr. Gygax himself has held forth against the appearance of magical items in large quantities, and whatever our differences on other matters I agree with his stand. Magical devices alter play balance significantly. One way to limit their numbers and restore them to their true status as scarce and cherished possessions to be used with

respect and guarded jealousy, is to make them hard to come by and harder to fashion.

ASTROLOGICAL BONUSES

In my example of learning a spell, I did not include the effects of consulting an Astrologer (or any other Diviner of the Omens) upon the enhancement of spell casting. A favorable horoscope would add +5% to chances of success; unfavorable horoscopes would subtract -5%.

In the Sourcebook, Wilf Backhaus also presents the effects of one's Birth Sign upon his ability to learn Basic Magic Spells. For instance, an Aries has a natural affinity for Fire, and in learning a Create Fire he would subtract 3 BMR from the spell right from the start. In addition, full experience for the spell at the original (unaltered) BMR would be obtained once it is reduced to BMR 0 at 100%.

Wilf also permits special bonuses for employing one's Mastery of Basic Magick spells when enchanting materials. For example, when making an Essence, knowledge of a Water (Mist), and Earth (Dust), and an Air (Gas) spell will reduce the BMR of a material by 1 BMR per spell or a total of - 3 BMR, with +5% bonus on success per spell or a total of +15%. One can clearly obtain a considerable "edge" in enchantment magick through knowledge of Basic Magick.

ON REGULATION OF SPELL LEARNING

In C&S, spells are not there to be simply learned by anyone who wants one. A Master or else some source such as a Book or Scroll must be obtained to learn a spell. Books and Scrolls must be read, and reading skills come into play. Can the character read the language? If so, did he read correctly? Failure to read correctly means that misunderstanding occurred. After the character has performed his meditations, etc. to enhance his chances, roll the read correctly determination. Failure means an automatic backfire, no matter what the level of the Mage or the spell. Further, there is a 44% chance - 2% per MKL that the effect itself backfires in the area it is cast. Such a backfire requires rolling on the Spell Missed Target Table (the Mage is considered the target). Needless to say, magical laboratories have been known to blow up, etc., when destructive spells are used. Apprentices, friends, etc., also feel the consequences of error. Area effects automatically affect the Mage and anyone else in the area containing the spellforce.

When dealing with found devices, each spell must be researched as if it is an unlearned spell. Such research unlocks the secret of how to activate it and use the device. Do a read correctly determination, as outlined above. Failure may cause any spell in the device to fire off at random when the Mage attempts to activate the spell he was researching in it. Defensive enchantments (see Wilf's article in the Sourcebook, which discusses increasing the BMR of materials) must be overcome completely before the spells in a device may be researched.

Finally, since most learning occurs through consulting a Mage who teaches one a spell, it should be noted that few Mages would instruct their apprentices or students in spells that were above the pupil's current casting level. Magick was taken seriously, too seriously to allow spells of Power to fall into the hands of the inept and inexperienced. GMs should enforce a fairly strict rule about this sort of thing and regulate the indiscriminate learning of high level spells by characters unfitted to learn them at their current level. For instance, if my Enchanter Apprentice, Bertran, asked his Master, the MKL 17 Khrusteus, to teach him Command: Blind, he would be spitting teeth for a week for even thinking such an incredibly stupid and presumptuous idea! "YOU HAVEN'T MASTERED 'SLEEP'!" he would thunder, and I'd be sweeping out the tower for a month! That kind of disfavor can set back one's education.

THE MYRIAD UNIVERSES of Margaret Gemignani 3200 NE 36th St.
Ft. Lauderdale, FL 33308

A NOTE FROM THE TYPIST: This was supposed to appear in TLOC #5, and I failed to get it done in time. My apologies to all concerned--CL

Comments for Issue 4--

Suki, Excellent cover.

Nicolai, I agree on critical hits, they are for everyone, both NPC and PC. Actually, some critical hits are not always what they seem. Some DMs give characters a chance to bind up wounds and escape death.

You have a case for cold steel affecting your Death Demons. In some universes, the metals are effective differently, so that in one universe gold would be as good as steel; in another silver would make wounds that would not regenerate. Different magical vibrations would affect this too, so that if there was a change in the magical vibrations magical weapons might not work during that period and cold steel would become a nobler metal than gold or silver. You might not agree with this, but it sounds better than something like "It just doesn't work because I say it doesn't". Giving a player a justification is something I think you owe him; it helps soften many blows and makes a universe more complete.

Actually, if your universe is balanced, there is little need to beef up and then beef up some more. Most of the bad things in D&D came about, not because a dungeon was unbalanced, but because a player character was. Too many Candyland and Monty Hall types plowing through dungeons like a hot knife through butter. Its effect was to give some DMs a bad case of Death Demons. Still, the cautious player need never fear such a dungeon; he has sense, and knows that if it is not let out it will not get out. A Death Demon who was not let out never killed a single character, and a cautious player has better sense than to let one out. Stormgate does not do anything to the player characters; they do it to themselves.

I am glad to hear that you will be doing color prints.

George Cole, Peggy is OK. First level characters are acceptable pre-rolled if you trust that player enough to believe his rolls. If a player came up to you with all 18s would you believe that he did not just keep rolling till he got the character? You should limit his amount of rolling to six characters, let him keep the best two, and that is it. The player is on his honor not to try anything funny or else. Most DMs can make "or else" a thing to be feared.

D&D is the Theatre of Life; it is a maturing process. I started out playing male characters. I also agree that the DM should know both sides of the table, player's and DM's.

As Nicolai said, for every action there is a reaction. Everything has something that preys on it. If you have a complete world, the holes and wildernesses take care of themselves. There is no such thing as a gilded hole except in Candyland. Most holes are not lined with gold but with blood, sweat, and tears.

Steve Marsh, Congratulations on being the only person to appear in all three APAs, TWH, A&E, and TLOC. Yes, your material makes sense to me.

Ken Pick, good armor material, it explains AC 7-3 nicely; also, good castle material.

Jordan Brown, a Warrior Priest gets Clerical spells at second level, and gets MU spells when he makes his staff at sixth level, at a 2 for 1 trade; he gets one third level MU spell for two second level Clerical spells and so on, and he needs his staff to throw MU spells. A Warrior Priest can be a Lawful Assassin.

Actually, saving throw vs. Death is too widely used for your monsters. 1 or 2 life levels does not kill high level characters. Nobody likes high risk for low pay.

James Herold, Engineers look good for campaigns and wildernesses but I don't know about dungeons.

Charlie Luce, I actually agree with you about demons but what do I know? Wisdom and strength 13+ for Shamans, they do some heavy fighting. EP can be on Fighting Man table and the same with 120% for Warrior Priests, it is worth it in the long run. The class has been playtested on Fantogorn.

Hold Persons take out one usually, suggestion takes out more than one. /Actually my experience has been the other way around--G/

Kay Jones Shapero, I hope Barry's nixies are doing better than the one Lee and I met during Boskone, the one who got involved with the baby Vatch. Do you remember that, Lee? How could you forget it, that was pretty bad. That was in Glenn Blacow's Edwyr and the bad part was the player's fault, not Gelm's.

Nicolai probably thinks I should get Wisdom for myself, but it is a very handy spell. I am glad my people got it.

Thanks for the Arduin Index.

That's all for this time.

Till next time,

Peggy

=====

NEWS FROM MANIA

The third of unknown number of
contributions to The Lords of Chaos
(X=total number; $2 \leq X \leq X+1$)

Conjured at odd intervals by Jordan Brown
Mailing Address: 600 Giralda Dr. Los Altos
CA 94022. Phone: (415)948-5994, call
anytime if I'm home and it's interesting.
(7pm-1am gives you the best probability.)

Hi All! Well, after missing lastish, I'm back. No
longer in HS, now working fulltime programming. (guess
how I got enough money to pub the following pages...)
Lessee...anything important to say?...Yes, but I'll
leave it until after the comments...so, without further
delay, here are the

* * COMMENTS * *

On TLOC #4:

NCS: In re demons/love & madness: You, sir, are truly
insane. Let me guess how you determined the armor class on
the demons of L&M: $(D8+1) + (D10)$. Right?

Self: Those monsters don't really represent an accurate
sampling from your universe, do they? ((correct -- I think
in all the time I've been DMing, only 6 people have lost
levels, and nobody has been permanently killed)) In case
you couldn't figure it out, Giant Pigeon, Grossouts, and
Magic Eaters are basically jokes. The rest are serious,
tho I consider Hell snakes and V-Balrogs to be a little
mean. (The one party that ran into 4 V-Balrogs agrees...
the fighter that combines the best features of Nicolai's
Chak and Alarg (sp?) rolled into one, with a few more hit
points and a higher strength lost 3 levels...he made his
save...)

NCS: WHERE DO YOU THINK 9850-9899 CAME FROM???

Charlie One-eye: I give up, where do I play? Don't
bother analyzing the dragon stuff, I know it isn't
balanced. Those EPs are the ages (years) from my dragon
tables, multiplied by 10K ep. Wait 'till nextish...

Kay: Actually, I prefer Gross Giants...to roll damage,
collect all the dice available, roll, and total.

Peggy Gemignani: Story? What story?

On TLOC #5:

ARF: Neat cover!!!

NCS: in re dragons: wait 'till nextish...

Kay: all the gems I could possibly want...and then some
...and more...and then some...and more...YOU'RE CRAZY!

John Sullivan: is 1.2 X FTR really enough? ...cont next

(Sullivan cont) I'm not sure Balrogs are demons; do you really take EW seriously? Besides, Hargrave created them...

Steve Marsh: No Mad Dogs, nor any Englishmen...sorry.

Jack Harness: OK...If you say so...

Mike Gunderloy: Well, here's the enchanting table...

*** more important stuff***

Well, I've been on 4 expiditions, changed sex twice, species once, gotten to 2nd level and back to 1st, taken 3 pts damage, and had loads of fun. I am now a male gryphon (non-conformist spelling, Charlie) or if you prefer, griffin or griffon; for a while I was a female human. Got to 2nd in StormGate. Back to first when I changed species. Now a member of Branniton pride. Am having fun. Have rolled two 00's on reaction rolls to gryphon form out of about 3 rolls. Maybe I'll write the expiditions up sometime...who knows...

In regards the next 6 pages: This is an Enchanting system that Bill Bryg and I worked up for use in our universes, and decided to inflict on the rest of the ~~multiverse~~ just to confuse everyone. It includes almost everything and is ~~perfect~~ fairly reasonable. It is, however, open to suggestions; anyone who has dealt with computers and text editors know how easy modifications are. I have a copy on the system at work, and Bill has his own on a system at Stanford. (His has a lot more text & explanation, and is correspondingly longer. If you want a copy, write to me & I'll see what I can do to get you one.) Anyhow, it's certainly better than any others I've seen...(this isn't saying much; I've seen the judges guild one & that's all.)

NEXT ISSUE: either experience tables for almost all the creatures in existence, or a few samples and a listing of the program. If you see about 40 pages all the same color, I probably spent several hours of computer time & went through the entire book. Depends on how much time I feel like spending... No matter what, tho, it will include EP tables for all the equine species, for people who use Nicolai's ~~horse determination~~ Reincarnation table,

Lessee...what to say, what to say... Kay: WHAT DO YOU WANT FOR YOUR BIRTHDAY???? Nicolai: sorry this is so late...

If I'm lucky (and Nicolai is unlucky), nextish will be all mimeo and no offset. The offset is a little too expensive, especially if I'm going to put in 40 pages...

An Idea to Consider: what do you think would happen if the President, or similar personage, was giving a speech, and someone walked up, pointed a little stick at him, he disappears, the "attacker" taps himself on the head with the stick and he disappears, too. What would the reaction be? (MU 12 w/spell-storing wand; disintegrate & teleport.)

BYE!

Manufacturing Rules

D&D Manufacturing

These are rules for manufacture of magical items by 11+ level magic users, 9+ level clerics, and possibly other character classes to be considered on an individual basis.

Note: Though it may not be stated in any of the following sections except the one on wands/staves, an MU may not, under any circumstances, make a device that uses a spell which the MU is not capable of casting.

Terminology / Abbreviations:

MU = Magic user

CL = Cleric

LVL = Level

nDx = Roll n x-sided dice

K = Thousand

DX = Percentile (Decimal) dice

(A ** B) = A raised to the power of B

(A * B) = A times B

POWER = Dice of damage, or (LEVEL)*2, whichever is higher. If the spell does not do dice-damage, use (LEVEL)*2. For instance, a 'standard' (6D6) cold wand has a power of 6. A polymorph wand has a power of 8. A disintegrate wand has a power of 12.

SPELL POINTS = Spell Points as per StormGate house rules. (TLOC 2)

And now, on to the rules:

First, something that is common to all enchanting: Failure.

Any time any enchanting is done, there is a chance of blowing it. The percent chance is equal to $24 - (\text{MU LVL})\%$, or 1%, whichever is higher. A failed enchantment typically ruins the item. Ask your DM for ideas.

WEAPONS

(Applicable to MU's only)

Steps in enchanting a magical weapon:

- 1) Acquire a normal weapon
- 2) Determine weapon alignment on following table:

MU Align.	%Lawful	%Neutral	%Chaotic	%Amoral
Lawful	50%	30%	10%	10%
Neutral	20%	50%	20%	10%
Chaotic	10%	30%	50%	10%

- 3) Invest 2K gold and 2 months time
- 4) Roll D12 for intelligence
- 5) If intelligence > 6, roll D12 for ego
- 6) If int. or ego > MU LVL, weapon has failed to go up a plus.
If int. > MU LVL, set int. = MU LVL. Go to step 9.
If ego > MU LVL, set ego = MU LVL. Go to step 9.
- 7) Roll DX for failure.
If you failed, deduct 1 from weapon's plus to hit and plus to damage.
If you succeeded, add 1 to weapon's plus to hit and plus to damage.
- 8) If you wish to attempt to enchant further, go to step 3 except add the new D12 rolls to the current int. and ego.

Manufacturing Rules

If you do not wish to enchant further, go to step 9

- 9) If you wish, you may reduce int. and ego to 0 (amoral, cannot be enchanted further) by the expenditure of $((\text{EGO})/(\text{MU LVL}) * (\text{ORIGINAL COST}))$ K gold pieces and months.
- 10) You may now add powers to the weapon. The number and complexity of the powers is limited by the weapon's intelligence according to the following table:

Int	Spell Levels		
	1st	2nd-5th	6th-9th
1-6	-	-	-
7-8	1	-	-
9-10	2	-	-
11	3	-	-
12	3	1	-
13-14	4	1	-
15-16	5	2	1
17	6	2	1
18	6	3	1
19	7	3	1
20	7	3	2
21-22	8	4	2

And so on, adding 1 to the 1st level column every odd intelligence point, 1 to the 2nd-5th column every third (12, 15, 18, 21, 24, ...), and 1 to the 6th-9th column every fifth (15, 20, 25, 30, ...)

The cost of enchanting the powers onto the weapon is a function of the level of spell:

$\text{COST} = (\text{SPELL POINTS}) * 100 \text{ Gold Pieces}$

$\text{TIME} = (\text{SPELL POINTS}) \text{ Months}$

The weapon is then limited to using a total of $((\text{Int} + \text{Ego}) * 2 * (\text{Plus}))$ spell points per day. So, a weapon with an intelligence of 12 and an ego of 1 that is +1 would be able to teleport only once per day. However, the same weapon would be able to do some 26 Detect Magic's in one day. A weapon with I=12, E=12 that is +5 would be able to teleport 9 times per day and still have 15 spell points left for other things.

Missions:

An 18th LVL magic user may, after enchanting a weapon, add a mission. A mission may be against any character class, any race, or any alignment. It may be any spell that the MU may cast, and will be fired at the target hit if it is the type the mission is against.

The cost to enchant a mission is $(\text{POWER}) * 2 \text{ K gold}$, and the time required is $(\text{SPELL POINTS}) \text{ months}$.

The intelligence and ego of the weapon are automatically set to the MU's level when it is given a mission.

A cleric of any level may work with the MU and supply the spell. Both spend the given amount of time, but the cost in gold is the same as the MU working alone.

Manufacturing Rules ARMOR / SHIELD

(Applicable to MU's only)

Armor and shields may theoretically be enchanted to any plus. However, as you can see from the following table, +3 is the practical maximum. Mithril and Adamantite are naturally +1 and +2 respectively, so they are usually enchanted to +4 and +5. This is how they are usually found.

The incremental cost for enchanting armor/shield doubles with each succeeding plus, as follows:

From	To	Armor	Shield
Normal	+1	2 months + 2K gold	2 months + 1K gold
+1	+2	4 months + 4K gold	4 months + 2K gold
+2	+3	8 months + 8K gold	8 months + 4K gold

Protection devices (rings, cloaks, etc.) cost twice as much as armor twice as long to make as armor of the same plus. Devices that add to one's saving throw cost as armor of the given plus. Thus, if you use 750 pieces of adamantite, and spend 28k gold and 28 months, you can make armor of +5 on AC and +3 on saving throws. (Armor of protection +3, made of adamantite.)

WANDS / STAVES

Mages and clerics may enchant wands and staves for any spell that they are able to cast. (They must know the spell in question.) The cost and time required are dependent on the level of spell, the number of charges, and the 'Power' of the spell. (There are 3-die fireballs and there are 20-die fireballs.) Also, if the device is to be usable by characters of a class different from the maker, the cost is increased.

The basic cost for a wand, or any device that functions similarly is given by these formulae:

TIME = $(60 + (7 * (LEVEL ** 2)) + (1/10 * POWER * (# CHARGES)))$ days

COST = $(1 + (LEVEL ** 2))$ K gold

Maximum Energy (POWER * CHARGES) = 1000

Where LEVEL is the level of the spell as per GREYHAWK or DM decree.

There are a few modifiers:

- 1) If the device is to be usable by any character class, the time and cost are doubled.
- 2) If the device is to be rechargeable, the time and cost are doubled. All that needs to be done to recharge such a device is to cast the spell into it once per charge to be replaced.
- 3) The device's saving throw versus destruction is equal to $17 - (LEVEL OF SPELL)$. This may be decreased by 1 by doubling the amount of gold spent. This may be done more than once, so that to reduce the device's saving throw by 3 costs eight times as much as normal.
- 4) If you want the device to be able to hold more total energy, you may spend 50% more gold and time to increase the total energy allowed by

Manufacturing Rules

1000 dice. This may be done more than once, but the cost is cumulative. For example, if you increase the total to 3000, you will end up spending 2.25 times as much time and gold as you would have normally.

- 5) If the device is to hold more than one spell: anywhere that you would use $(\text{LEVEL} ** 2)$, use instead the sum of (the highest level squared) and $(1/2 * (\text{the sum of the squares of the levels of the rest of the spells}))$. The power cost is that for the spell with the highest power cost. For instance, a 'standard' Staff of Power costs as follows:

Spell	Level	Level**2	Add
Telekinesis	5	25	25
Cold Cone	3	9	4.5
Fire Ball	3	9	4.5
Lightning Bolt	3	9	4.5
Striking	1	1	.5
Continual light	2	4	2

Total: 41

$$\text{TIME} = (60 + (7 * (41)) + (1/10 * 10 * (200))) = 547 \text{ days}$$

Total $\xrightarrow{\quad}$ $\xrightarrow{\quad}$ Power

$$\text{COST} = (1 + (41)) = 42\text{K gold}$$

Total $\xrightarrow{\quad}$

However, since a standard Staff of Power has 200 charges * power 10 = total energy 2000 dice, modifier 4 above must be used. So:

$$\text{TIME} = (547 \text{ days}) * (1.5) = 820.5 = (\text{round up}) 821 \text{ days}$$

$$\text{COST} = (42\text{K gold}) * (1.5) = 63 \text{ K gold}$$

So, a Staff of Power costs 63K gold and takes 821 days, or 2 years, 3 months, and 1 day.

Note: The above modifiers are in no particular order, and are all cumulative; since multiplication is associative it makes no difference in what order they are applied. For instance, to make a device both usable by anyone and rechargeable, the cost and time are multiplied by 4.

OTHER STUFF

To be precise, anything that can be defined as casting a spell at a given interval and is not limited by charges. For instance, a ring of Infravision can be said to cast 'Infravision' at the wearer once every 24 hours.

The formulae for determining time and cost are:

$$\text{TIME} = (\text{SPELL POINTS}) / ((\text{INTERVAL}) ** .25) \text{ years}$$

$$\text{COST} = (\text{TIME IN YEARS}) * 10\text{K gold}$$

Where INTERVAL is the interval between spell casts in melee turns. This is usually equal to the duration of the spell in melee turns, but in the case of something that will fire once every day or once every 10 minutes or some such, it refers to the minimum interval between uses. One way to look at this is that this is the 'recharge' time.

Manufacturing Rules

If the enchanting MU is capable of casting 'Permanent', the above times are quartered and the costs halved for spells cast continuously on the wearer.

Note: For you non-mathematical types (if any) without calculators capable of anything more complicated than square root, taking something to the .25th power is exactly equivalent to taking the square root twice.

SCROLLS

Scrolls cost 100 gold and take 1 week per spell per level. (Same as in BK. I)

To make a scroll that can be read by any character able to read, double the time and cost.

Protection scrolls are considered to be of the following levels and types:

Spell	Type	Level
P/Lycanthropes	MU	4
P/Undead	CL	5
P/Elementals	MU	5
P/Magic	MU	8

POTIONS

Potions cost as scrolls usable by any character class.

Duration of all potions is 6 turns plus D6 turns. To make potions with longer durations, mix with 'Extension' potions.

To make permanent potions, mix with either an 8-th LVL permanent potion which does count against the Permanent spell count (1 body, 1 mind) or a 9-th LVL permanent potion which does not.

ONE-SHOTS

For instance, Necklace of Missiles beads, auto-crit arrows, Arrows of slaying, etc.

These cost 100 gold and take 1 week per die of power per item.

COMBINATIONS

A device may be enchanted to do more than one of the above functions; however, the work must progress serially and the total time and cost is equal to the total required to make a device of each function. For instance, it is possible to make a +3+3 two-handed sword that has (in addition to its other powers) the powers and characteristics of a lightning wand. This would cost as much as, and take as much time as, making a +3+3 two-hander and making a lightning wand usable by anyone.

EXAMPLES

Here are some typical devices and their costs:

Manufacturing Rules

Device	Cost + Time	Cost + Time(16+ LVL MU)
Device of AC 4	97 days + 2.7k	24 days + 1.3k
Device of AC 2	2.4 years + 24k	218 days + 12k
Device of Hill Gnt. str.	3.8 years + 38k	351 days + 19k
Device of Storm Gnt. str.		4.9 years + 97k
Device of Hardening I	4.25 years + 42.5 k	387 days + 21k
Device of Hardening V		3.4 years + 69k
Device of Infravision	300 days + 8.2k	75 days + 4.1k
Device of Esp	248 days + 6.8k	62 days + 3.4k
Device of Flight*	1.5 years + 15k	133 days + 7.3k
Device of AM Shell	6.1 years + 61k	1.5 years + 31k
Device of Teleport**	25 years + 250k	
Device of Disintegrate**	36 years + 360k	
Device of Teleport 1/day	2.3 years + 23k	
6D6 Cold Wand (100 chg)	183 days + 10k	
Staff of Power (200 chg)	821 days + 63k	
11D6 Lightning Wand (20)	290 days + 20k	
rechargeable		

* Figures given are for 11th LVL MU; for higher levels the cost is marginally lower because duration goes up with level.

** Once per melee turn.

LEVELS OF SPELLS

Here are the levels and types that your authors use for various spells:

Spell	Level	Type	Notes
Giant strength			
Ogre	3	MU	Duration 2 hours
Thru	:		
Storm	9	MU	Ditto
Cold Cone	3	MU	MU's level in D6's
Hardening I - V	5-9	MU	5 to 25 points off each hit 2 hr.
Resistance *	4	MU	+2 save, -1 each die 1 hr.
Double	5	MU	+4 save, -2 each die
:	:	:	:
Sextuple	9	MU	+12 save, -6 each die (Immunity)
Mammal Control	2	MU	
Human Control	3	MU	
Telepathy	5	MU	See TLOC 1 for details
Life-blast (1 LVL)	5	Anti-CL	
(D4)	6	/	
(D8)	7	/	
Slaying	5	Anti-CL	Finger of Death
X-ray Vision	3	MU	2 turn duration
Auto-critical	6	Anti-CL	Inverse Regeneration II
Disruption	5	CL	Dispell Evil

* Fire, cold, lightning, etc. resistance. These are separate spells.

ARCHILOWE burning with a hard gemlike light more by Lee Gold drawn from THE CURIOUS LORE OF PRECIOUS STONES by George Frederick Kunz and intended as a supplement of sorts to Kay's gem list of lastish.

Gemstones were traditionally considered to ward off misfortune (though they sometimes might break after warding off a severe misfortune or turn pale and dull if their wearer was ill or had died). In C&S they are of maximum effect if enchanted (BMRO 100%) and washed with six liquids appropriate to the stone (also enchanted). Even an unenchanted stone is probably of some effect however. GMS can make their own decisions as to how much.

DMS may also choose whether the following traditional properties of gemstones were all valid or only partially valid. In my world, for instance, an Agate is +5% morale and if enchanted may help ward off Black Magic by providing an extra 1%/carat resistance.

AGATE: Marbodius held they make wearers agreeable and persuasive, Camillo Leonardo claimed they give victory and strength and avert tempests and lightning. Others held the wearer was guarded from all dangers, enabled to vanquish all obstacles and endowed with a bold heart. Agate was also supposed a cure for insomnia and thought to insure pleasant dreams. Brown or black agates with a white ring in the center were used for amulets, which were supposed to ward off the Evil Eye or else to be emblematic of the watchfulness of a guardian spirit.

ALEXANDRITE: a variety of chrysoberyl; the stone is a dark green which by night changes to red. A stone of good omen.

AMBER: Some believed amber held spirits within it. Certainly people considered amber carved into animal forms or with markings like the wearer's initials to be more efficacious.

AMETHYST: traditionally able to cure or prevent drunkenness. Leonardo claimed it controlled evil thoughts, quickened the intelligence and made men shrewd in business. It was also supposed to control the passion of love and to give success to hunters and soldiers. It also preserved the wearer from contagious diseases.

BERYL: Saxo claimed it gave help in battle or litigation and cured the wearer of laziness. It was also thought to reawaken the love of married people.

BLOODSTONE (or Heliotrope): When in sunlight, the stone would make water it was placed in turn bloodred. It could also cause thunder, lightning and tempests.

CARBUNCLE: recommended as a heart stimulant. Its wearers became angry and passionate and were warned to guard against apoplexy. Myths claimed that dragon's eyes were carbuncles.

CARNELIAN: Believed to stimulate and animate the wearer, and to protect him from injury from falling houses or walls.

CHALCEDONY: drives away phantoms and visions of the night.

CHRYSOLITE: believed to shine in the dark. If set in gold it dispelled the vague terrors of the night. If strung on an ass's hair, it protected against the wiles of evil spirits.

CHRYSOPRASE: believed to make a thief invisible if held in the mouth.

CORAL: The gem stilled tempests and enabled the wearer to traverse broad rivers in safety. It also stanchd the flow of blood, cured madness and gave wisdom. A woman's coral tends to grow pale at a certain time of the month.

DIAMOND: gave victory and endowed the wearer with strength, fortitude, and courage. Marbodius said it served to drive away nocturnal spectres when set in gold. Rueus said it enhanced the love of a husband for his wife. Cardano claimed it enhanced the safety by making the wearer more subject to fear. Its origin was the thunderbolt or lightning. It was widely believed that the diamond held talismanic power only if it were received as a gift rather than purchased.

EMERALD: This stone was the enemy of all enchantments and made magic arts of no avail. It aided the memory and eloquence, revealed the truth of lover's oaths. It was often regarded as an enemy of love and capable of breaking if worn by a lover. The light-colored stones were esteemed the best and believed to be brought from nests of griffons.

GYPSUM (fibrous gypsum is satin spar): believed to bring good fortune

HEMATITE: procured a favorable hearing of petitions and lawsuits and a protection against wounds for the warrior.

JACINTH: protected against the plague and against wounds and injuries, frequently recommended as an amulet for travelers. It also secured a cordial welcome at a hostelry visited. Finally it induced sleep at night and protected against lightning. Hildegard, Bishop of Bingen, also claimed the jacinth could be used to cast out results of magic.

JASPER: greatly reputed as a rain-maker. It may also drive away evil spirits and protect the wearer from the bites of venomous creatures

LAPIS LAZULI was a cure for melancholy and the quartern fever.

LOADSTONE will reveal if a wife is chaste. If put in the four corners of a house, it makes the inmates feel as though the house is falling.

MALACHITE was considered a talisman appropriate for children, keeping all evil spirits from a cradle. It would also protect the wearer from injury by falling, and gave warning of approaching disaster by breaking into pieces.

ONYX was believed to provoke discord, cool the ardors of love, and separate lovers.

RUBY if cast into water would cause it to boil. It also preserved the wearer's health and removed evil thoughts and reconciled disputes. A ruby would shine through any material wrapped around it. The ruby also dissipates the pestilence.

SAPPHIRE: preserves the wearer from envy and attracts divine favor. Kings wore it as a defence from harm. It was also appropriate for ecclesiastical rings. It banished fraud and enabled magicians to understand obscure oracles. It was also traditionally an antidote against poison. Necromancers and witches used it to influence spirits. The star sapphire was believed to ward off the Evil Eye.

SARD: a protection against incantations. It sharpened the wearer's wits, rendering him fearless, victorious and happy. It was believed to neutralize the onyx.

SERPENTINE: protected from the bites of venomous creatures and drew out the poison of their bites.

TURQUOISE: protected the wearer from injury by falling, especially from horseback, but also from a building or over a precipice. It also rendered horses more sure-footed.

Gemstones acquired added potency when engraved with some symbol or figure possessing a special sacredness or typifying a special quality. In the days of feudal Europe gem engraving was seldom practiced, and most gemlore revolves about finding an engraved stone rather than so engraving it. Ideally the image engraved should be appropriate in symbolism to that of the stone engraved upon. A few brief examples: (the DM can doubtless make up more of hiser own).

If a ruby or similar stone has the figure of a dragon, it makes the wearer joyous and healthy and augments his goods.//If a topaz has the figure of a falcon, helps to acquire the goodwill of kings. A sapphire with a ram or bearded man gives the power to cure and preserve from infirmities as well as to free from demons and poison. An onyx with a camel's head or two goats among myrtles has the power to convoke, assemble and constrain demons; if any wear it, he will see terrible visions in sleep. A carnelian with a richly dressed man with a beautiful image in his hand checks the flow of blood. A carnelian with a man with a sword in his hand preserves from lightning and tempest. An amethyst with a bear engraved puts demons to flight and preserves the wearer from drunkenness.

It was firmly believed that diamonds or diamond dust when swallowed would act as a poison by rupturing the intestines.

In my C&S campaign, I am treating precious stones something as follows: among the various traditional attributes, some stones have real and genuine effects. When unenchanted they give a +5% save vs. various things. When the stone is enchanted, they will give 5% plus 1%/carat save and must be targeted by the spell first before the wearer may be targeted. If successfully targeted and unable to ward off the evil sending, they lose D20% efficacy permanently. The same thing occurs if their wearer dies. A gem that is fully enchanted and washed with enchanted liquids has an efficacy of 5% plus 2%/carat and if washed with enchanted liquids within the last month may be successfully targeted past once without losing potency. (To some extent this last case depends on the appropriateness of the liquids which were chosen to form the potion for washing the gem.)

is yet another D&D zine from Mike Gunderloy, Lloyd House, Caltech 1-54, Pasadena, CA, 91126. Phone (213)-449-9294. This is Pretzel Press publication #26, TLOC zine #2, intended for TLOC #6. Transcribed.

PRETZEL PRESS:

Currently available from Pretzel Press are several items of interest to D&Ders:

THE GUNDERLOY DRAGON SYSTEM is a 7-page reprint from A&E34, telling you more than you ever wished to know about the great worms. Available for a self-addressed envelope with 28 cents postage.

THE DIRTY TRICKS LIST is a compendium of the most fiendish ideas from the minds of some of the most respected DMs of our times. The first three installments (about 15-20 pp of material) are available free upon request.

MAILING COMMENTS ON TLOC 5:

Amy Falkowitz: A very, very nice cover; made the whole APA worth the wait.

Nicolai Shapero: Hmmm, an interesting idea, linking mass rather than linear size to HP. I may well switch to this.///An interesting bit of number-crunching.

Ken Pick: On the free swing given to hasted/unslowed characters: is this limited to just an extra blow in melee (option (3) in your system) or can the hasted/unslowed character perform any of the four options he wishes (in effect getting a free round with no opposition)?

Kay Shapero: Could you please elaborate on the use of star stones and opals as bases for magic in your campaign?

John Sullivan: I like your Shaolin Monks writeup; they will be welcome in my world. (Then again, just about everything but "revised" D&D character classes is welcome in my world) (and yes, this includes BM monks and similar abominations).

Jack Harness: A wide variety of options in these rules: first FRPG rules I've seen that allowed Giant Fish PCs.///Shapechangers look like fun.

Self: My world is now, rather than being high-level or low-level, omni-level. I'll let damn near anything in, adjusting the encounters, loot, EP system and what-not to fit the party. Sure, it's not realistic but it's fun. D&D is basically slapstick; for realism play C&S.

PLANETARY INFLUENCES:

Strictly speaking, the following is only applicable in worlds which have the seven ancient planets in their solar system. However, there is always the possibility that non-standard solar systems could have seven of their heavenly bodies identified with the seven planets.

Each day of the week is ruled by one planet. These "day rulers" are as follows:

Sunday: Sun
Monday: Moon
Tuesday: Mars
Wednesday: Mercury
Thursday: Jupiter
Friday: Venus
Saturday: Saturn

The planet which rules the day, actually rules the first hour after sunrise. The other planets rule the succeeding hours of daylight in the following order:

1. Sun	4. Moon	7. Mars
2. Venus	5. Saturn	
3. Mercury	6. Jupiter	

At sunset a new progression begins. The first hour after sunset is ruled by the fifth planet after that which rules the day (e.g. Mars on Thursday) and then the other planets follow in order through the night.

Each planet is conducive to certain things. If these things are done while it is in the sky, they will work better. In D&D terms, I would say that this only applies to magic, and gives a general +1 on everything done at the right time.

Planet:

Activities:

Sun

Gaining money or the support of powerful people
Gaining or Causing Friendship or Harmony

Finding buried treasure

Moon

Raising the spirits of the dead

Operations of love and reconciliation

Seeing visions

Becoming invisible

Theft

Operations connected with water, the sea, shipping, or travel

Mercury

Obtaining knowledge

Discovering the future

Operations connected with commerce, merchandise, deceit or theft

Venus

Operations connected with love, lust, pleasure, or friendship

Mars

Killing and destroying, or causing hatred, discord, and unhappiness

Raising the spirits of the dead, especially those murdered or killed in battle

Operations connected with military matters

Jupiter

Gaining wealth, position, or friendship

Gaining good health

Becoming invisible

Saturn

Works of death, destruction, or injury

Raising souls from Hell

Obtaining knowledge

All operations connected with buildings

Possibly the +1 bonus should not be available for mere spur-of-the-moment spellcasting. It may be necessary to go through the proper ritual to harness the planet's influence. This would make the calculating of influences an important part of long-range planning without bogging down day-to-day game mechanics.

There are also a series of rings designed to attract the influences of the various planets. My ruling on these is that they make the wearer +2 on all spells influenced by the particular planet, or +4 if it is one of that planet's hours. Also, a character may own only one of these rings at full effect; if two or more are owned, they all function as -1 rather than +2, due to the planetary influences warring with each other.

These rings are of fixed composition. They may be made without magic by any jeweler, but require a flawless gem of about 10-12 carats to do so. Despite this, they will detect as faintly magic at all times, and fully magic in hours ruled by their planets.

These rings will sometimes detect as faintly good or evil during their ruling hours. Rings of Sun, Mercury, Venus and Jupiter will detect as faintly good; the others as faintly evil.

Composition of planetary rings:

Ring of the Sun: Diamond or Topaz set in Gold
 Ring of the Moon: Pearl, Crystal, or Quartz set in Silver
 Ring of Mercury: Opal or Agate set in Quicksilver amalgam
 Ring of Venus: Emerald or Turquoise set in Copper
 Ring of Mars: Ruby or any red gem set in Iron
 Ring of Jupiter: Sapphire, Amethyst, or Carnelian set in Tin
 Ring of Saturn: Onyx or Sapphire set in Lead

In my campaign there also exist enchanted ring of the planets, similar to the above, but enchanted to an additional +1, +2 or +3. These are truly magical items, and will detect as magic at all times.

ONCE MORE WITH FEELING:

Yes, just what you've been waiting for, it's another new character class: the player-character Legionnaire of Hell!

There are two ways in which a player can acquire a member of the Legions of Hell as a character. The first is by rolling "Demon" on the race table. The second is by going down to the nearest recruiting office and signing. Well, not exactly: Sometimes an NPC Demon will offer to let a character join the Legion rather than sign over his soul.

For those inducted after playing as something else, $\frac{1}{4}$ of the EP earned continues to go into the old class, and $\frac{3}{4}$ into advancing in the Legion. Legionnaires get 10x normal EP if, instead of slaying the enemy, they get him to sign over his soul: Signing a written contract, in blood, with full knowledge of what they are doing. They also get 2x normal EP for capturing intelligent types and bringing them in to their Lord for torturing.

Each member of the Legions of Hell will have a NPC lord of higher level in the hierarchy than he is himself. If the PC progresses to the same level as his Lord, he then becomes a "free agent", subject only to commands from Satan, His Lieutenants, and Demon Princes. The beginning Legionnaire of Hell is always given a small token which will teleport him back to his Lord's lair from anywhere, and which also allows the Lord to telepathically eavesdrop on the Legionnaire wherever he is at will.

Once a PC gets past the "Apprentice" and "Trainee" levels, progression is similar to that for Monks. When a Legionnaire gets the EP to go up a level, he is temporarily breveted to that level with the full powers inherent in this. He must then seek out the Demon above him in the infernal hierarchy, and challenge him to single combat. The winner retains the higher level, while the loser drops to the very bottom of the previous level.

Explanation of table: EP are given in two columns: the first applies to those born Demons, the second to those inducted. Hit Dice are given in the same way; those inducted use whichever is higher, their previous hits or their Demon hits. MR=% Magic Resistance. MU=% chance to use magic: Magic use is on a flexible basis. Demons do not choose spells in advance but can use any spells they wish as long as the total spell levels used in a day does not exceed their hit dice. G=% chance to open a "Gate", the number after the slash shows what type die to roll to determine what type of demon comes in through the gate. Type 10=Prince. Note that gating is frowned upon by the hierarchy as being a sign of weakness.

		Abilities																								
Level	EP	HD(D10)	MR	MR	G	1	2	3	4	5	6	7	8	9	Other											
0	0	-/1	Apprentice. Just recruited, spends 1D6 weeks getting indoctrinated.																							
1	I/o	-/1	Trainee. Spends 1 week of every 5 with his Lord, learning torture techniques, the care and feeding of damned souls, and so on. Other 4 of 5 weeks spent in the world, doing evil and tasks for his Lord.																							
2	N/1.5K	-/2																								
3	N/3K	-/3																								
4	A/6K	-/4																								
5	T/12K	-/5																								
6	E/18K	-/6																								
7	0/24K	4/7	25													Type 0 Demon										
8	25K/50K	7/8	50	10	10/1	2											Type 1 Demon									
9	75K/100K	9	55	20	20/2	3	2											Type 2 Demon								
10	175K/200K	10	60	30	30/4	3	2	2											Type 3 Demon							
11	275K/300K	11	65	40	40/6	3	2	2	1											Type 4 Demon						
12	375K/400K	12	70	50	50/6	3	3	2	2	1											Type 5 Demon					
13	700K	15	75	60	60/8	3	3	3	2	2	1											Type 6 Demon				
14	1700K	25	80	70	70/8	4	3	3	3	2	2	1											Type 7 Demon			
15	3200K	40	85	80	80/10	4	4	3	3	3	2	2	1											Type 8 Demon		
16	4200K	50	90	90	90/10	4	4	4	3	3	3	2	2	1											Type 9 Demon	
17	10,000K	100	95	00	00/10	6	6	6	4	4	4	3	3	3											Prince	
18	20,000K	200	-same-															Lieutenant of Satan. Must do a great evil deed and gain Satan's acceptance before attaining this level. There is not a fixed number of Lieutenants, so no combat is needed.								
up +10,000K		+100	-same-																							
.									
.									
.									
66	500,000,000	5000	Satan: Must defeat the present Satan in single combat. This is absolute top level for Demons.																							

Abilities: The first two abilities at any level are determined randomly, after which the character may begin picking them.

Number of random spells thrown: 1D3 per melee round per time the ability is taken.

Table 1 Abilities: Detect invisible, Darkness 5' r., Detect Magic, Fly, Charm Person, Pyrotechnics, Speak with Animals, Ventriloquism, Web, Snake Charm, Phantasmal Forces, Dispel Magic, Random Spells to L2, +5% MR.

Table 2 Abilities: Speak with Monsters, Fear, TK (200xHD pounds), Darkness 10' r., Dimension Door, Read Magic, Read Languages, Polymorph Self, Regenerate 1 per melee, Random spells to L4, +10% MR, Displace as Displacer Beast.

Table 3 Abilities: Speak with Plants, Darkness 20' r., Slow, ESP, Random spells to L6, blink as Blink Dog, Suggestion, Lightning Bolt, Fireball, Cold Cone, +15% MR.

Table 4 Abilities: Haste, Regenerate 2 per melee, Random spells to L8, Magic Jar, Ice Storm, +20% MR, Passwall, Animate Dead, Disease Touch, Death Spell, Plane Travel.

Table 5 Abilities: Darkness 50' r., Random Spells to L10, +25% MR, Drain 1 life level, Cloudkill, Animate Objects, Feeblemind, Immolate, Permanent Spell.

Table 6 Abilities: Regenerate 4 per melee, Random spells to L12, +30% MR, Drain 2 life levels, Limited Wish, PW--Stun, Double Haste, Aging Touch, Flames of Doom.

Table 7 Abilities: Darkness 100'r., Random spells to L14, +35% MR, Drain 3 life levels, PW--Blind, Mass Charm, Shapechange, Meteor Swarm.

Table 8 Abilities: Regenerate 8 per melee, Random spells to L16, +40% MR, Drain 4 Life levels, PW--Kill, Timestop, Call of the Hell Spawn, Delayed Blast Meteor Swarm.

Table 9 Abilities: Darkness 250' r., Regenerate 12 per melee, Random Spells to L20, +45% MR, Drain 4+1D3 life levels, Polymorph any object, Full Wish, 10 x Damage for 3 rounds per day.

HIGH-LEVEL SPELLS:

To continue the listing I began lastish, here are the 11th level spells in my world:

X Sleep 240'r.: Nails all sleepable (i.e. those which ever sleep) creatures in the area except the caster. A deep, drugged sleep. Save at -6.

P Prot/Missiles: One target. This person has only a 1% chance of being hit by missiles of any type. Range=30', Duration=2 hours.

Breathing: Casting this spell creates an "airball". When this is swallowed, one can go without breathing for one hour after a 10 minute delay.

Trigger: May be cast with any spell of L1-L6 either to turn it on or turn it off in response to any change in the environment the mage could detect (and may be cast with the appropriate detect spells). Duration=Until Triggered.

Fireball Plus: 1/3 of mage's level in D8, -50% magic resistance, -8 save.

Tracer Teleport: If cast in the next melee round after a teleport spell, will teleport the caster to the same spot as the previous spell.

Extension V: Multiplies the duration of L1-L10 spells by 4.

Ranging V: Multiplies the range of L1-L10 spells by 8.

Disintegrate Magic: As disintegrate, but only affects magical items, not anything else (including people).

Flamespit: Once cast, this spell lies in readiness until the ability is used. When the mage wishes, he can breathe a 100'x5' line of fire (similar to dragon breath) doing his level in D8 damage and with a -6 save. He can do this in addition to spellcasting in the same round.

Coldspit: As Flamespit but cold damage.

Shockspit: As Flamespit but lightning damage.

Power Word--Cleanse: Removes all dirt, corrosion, poison, acid, and slime from a 10' cube. Range=60'.

Animate Dead II: As animate Dead, but the bodies come back as 1/4 their original level and skeletons are Mark II. The animated dead get a saving throw, and if they save, they will attack the mage.

Antilife to Life: One target. Turns an antilife being into normal life. Save at +2. Range=240', Duration=Until Dispelled.

Destroy Monofilament: Destroys 10 yards of monofilament per casting. Range=60'.

P One-Way Anti-Teleport Field: As Anti-Teleport Field, but allows teleporting in only.

X Variable Timestop: As Timestop, but affects a continuous volume of up to 100,000 cubic feet. The area is shaped as the mage desires. It may be dropped any time the mage desires to do so. Range=120', Duration=1D10+1 melee rounds, 1 melee round delay.

Create Familiar: Creates a Familiar from a piece of the mage's flesh. Takes one full day to cast. (For details on Familiars, see my zine in A&E 33).

Restore Parchment: Restores any piece of parchment to full readable condition, including any spells. There must be at least 25% of the original piece of parchment present for the spell to work. 80% chance of success. Range=touch. Takes 1 hour to cast. Not usable on scrolls which have been used.

Eternity: Ages one being or item 40,000 subjective years in one melee round, but gives 4D10 subjective rounds to react first. Range=60'.

Silver Halo of Samarin: Floats above the head of the caster, protecting him completely from all attacks. The Halo is broken with 5D8 points of damage to the caster is he even considers attacking something else. Duration=1 day.

X **Magical Fog:** Creates a 10' r. area of fog about the caster. He can see through it with ease; others cannot. Within this area, his spells are doubled in effectiveness, while all other magic is subject to an automatic dispell attempt at his level. Duration=2D6 turns.

Disintegrate Ball: This spell produces an immaterial pellet which travels at speed 12 to its destination, even through solid matter. When it gets there, it expands as a spherical disintegration effect of diameter=caster's level in inches. Range=240'.

NEW MAGIC ITEMS:

Where would I be without a few new magic items?

Binding Powder: Sprinkled on an item with any moving parts, this glittering green powder will work its way into the joints in 1D6 hours, here it will act as an inverse lubricant, binding the parts immovably together. Enough for 1D10 applications.

Necklace of Sapping: Sucks all free will out of the wearer. He will follow every order that he is given in the order that they are given. Needs a full wish or better to remove.

Web of Holding: 10'x10' with tabs at the corners which will stick to any surface. Made of fine black wires, very hard to spot unless brightly backlighted. If anything alive blunders into the net, the tabs release and drop it over him, binding ever tighter. 25% chance of death, 75% stunned/trapped for 2D20 turns.

Bottomless cup of coffee: A porcelain cup with a tight-fitting, locking cover. Always full of coffee: Hot, black, and strong.

Linked Bags: A set of two large sacks. Anything placed in Bag A will teleport into Bag B. If Bag B is full, there is no effect.

Linked Bags of Holding: As above.

Trade Ring: Adds 10 hit points permanently but subtracts 1 point from a random characteristic permanently per minute worn. Example: if worn for five minutes and then removed, the character would be up 50 hits but down 5 points of random stats, perhaps 2 of Wisdom, 1 of Dexterity, and 2 of Agility.

Fever Wand: This wand produces a 60'x3" beam of light with each charge. Anyone hit must save or his body temperature will start to rise at the rate of 1 degree Fahrenheit per hour. Unless dispelled, this will eventually be fatal (I believe about 107 degrees is fatal in humans; I haven't the slightest idea what normal body temperature is for elves, dwarves, or hobbits).

Light Grenades: 3" white balls, about as fragile as eggs. When broken, produces a flash of light about as bright as a large arc light, lasting 5 seconds, probably blinding everyone without something in front of their faces.

See you all nextish,
Mike Gunderloy
Earl of the Pits

YE NEWS FROM NEXUS

Missive the fifth; a TLOC-zine by:

Ken Pick, 175 N. Poinsetta Ave., Monrovia, CA 91016

Again, greetings from the City Beyond the Edge. Some changes have happened since last TLOC: I have graduated from Cal Poly and am presently tutoring silicon-based thinking golems up in Sarn Wold (computer programming in the San Fernando Valley) for a living. Also, I am forced to go to stencilled submissions or make use of the TLOC steno pool for this and future submissions owing to the lack of cheap Xerox places in this chunk of the knowne worlds.

This ish will be Part 2 of my tal-Nexus combat system (revised), and an essay on alternatives to combat in role-playing games. My original Part 2 combat system has been totally redesigned because of a gift I received last month: an autographed copy of the rulebook of Steve Perrin's Runequest game. RQ's combat, armor and experience systems are the most realistic I have ever seen--combat is a function of the man rather than the weapon, shieldwork assumes it's true importance, and the variety of weapons and armor tallies with my SCA experience. Damage-absorbing armor simplifies combat (no variable to-hit numbers), and the types of armor and their possible combinations can describe every outfit I've seen on the SCA eric--even carpet (2-point padding or leather) and plastic (as cuirbolli). Experience is similar to Traveller--no character classes or levels, the character just acquires and improves special skills that in combination can yield any possible "subclass". Over the past month, I have been interfacing RQ into D&D to give the following combat system:

TAL-NEXUS COMBAT SYSTEM Part 2--Missiles & Melee

In tal-Nexus, all weapons, missile ranges, to-hit numbers, damage, and armor are directly from Runequest. Resulting alterations to characters and sequencing will be covered below.

Alterations to Part 1--Sequencing

Each minute is divided into five melee phases of 12 seconds each to match RQ.

Instead of Armor Class, the DM & players will inform each other in writing of their monsters/characters' Defense factor and Power Characteristic.

Conversion of Characters

New characters are created as per RQ. Imported characters/character-analogs use their original D&D stats except for Wisdom (converts to Power or is dropped and Power rerolled), and Size is either rolled or estimated. Levels for fighters are converted as follows:

A 1st-level is assumed to have 25% expertise in up to four weapons, with shields counting as weapons; this expertise counts both in attack and parry (no attack for shields), and is modified by attack and parry bonuses to a maximum of 30%. Nobles may add a fifth weapon, Mounted Lance, and certain yeomen may add either sling or longbow. For each level above 1st, add 5% expertise; for each 3 levels add 1 to Strength, Dex, Con and Power up to the maxima set in RQ p.14. Cash on hand may be spent for non-combat skills; RQ Battle Magic, D&D Magi and Clerics will be covered next issue.

Thieves convert similarly, except they may take expertise in Thievish weapons only and additionally increase their Thievish skills at the 5% per level rate above the RQ-set base.

Multiple Blows

In tal-Nexus, combat is simultaneous---I've been burned by dex-count sequencing too many times. However, Runequest's Strike Rank is adaptable to a multiple-blow system, under the assumption that in simultaneous combat relative speed has an effect on how fast a character/monster can throw blows. The following table is used:

<u>Dexterity</u>	<u>Weapon Length</u>
19-24 = 0	0 -0.4m = 0 (includes natural weapons
16-18 = 1	0.5-0.9m = 1 and shields)
13-15 = 2	1.0-1.4m = 2
9-12 = 3	1.5-1.9m = 3
6-8 = 4	2.0m+ = 4
1-5 = 5	Missile weapon = 5/shot (reload time)

Number of Blows/shots = $\frac{12}{\text{Dexterity factor} + \text{Weapon Length factor}}$

This table applies only to melee weapons and missile weapons listed in RQ as having a rate of fire of S/HR.

Except for these above changes, all else is as per Runequest. Next issue Part 3 - Magic.

THERE ARE ALTERNATIVES TO FIGHTING

So said Obi-Wan Kenobi, the legendary Jedi-master, and the statement should be well taken by any DM, GM, or whatever the FRP referee is titled. Many of us gamers never get into a life-threatening fight here in the mundane world; even in the violent world of an FRP adventurer character this alternative should exist. To me an FRP game is primarily role-playing, running characters that could exist in a world that could exist. However, I am handicapped by the combat orientation of FRP games and gamers.

FRP games developed out of wargames; from this ancestry they kept an emphasis on combat. D&D, the first of the FRP games, illustrates this most directly: Adventurers' only occupation is just to go down into gilded holes, fight monsters to the death, and grab the monsters' loot. The fighting gives them experience so they can go up levels to go down and fight tougher monsters. The surrounding world exists as R&R from this and is very poorly defined, except for monsters that the characters can go after and fight to the death and grab loot, etc. This is a combat-oriented game, and while DMs since Arneson have taken steps to create a viable world, the "gilded Hole" (as Swanson calls it) is D&D's basic appeal. I don't criticize D&D; it was written as a combat-oriented game, and has flexible enough rules to allow such varied DM philosophies as Glenn Blacow's and Wayne Shaw's. However, closing non-combat alternatives for characters will severely limit and eventually kill even a D&D campaign.

An example of this is Wayne Shaw's Land of Time/Warpworld campaign, which I recently left. Wayne is a combat-oriented DM, and his world reflected this. I was one of the first players who ran characters through Temporalana, and found this baptism of fire, blood, and magic exciting. Then, in the third year of the campaign, I found my characters' lives becoming a monotony of getting killed by monsters, survivors killing monster, deaders getting raised and everybody splitting loot. My characters were rich and magically powerful, but had no involvement with any aspect of their world except looting Big Tee. Some of them were nearing their resurrection limits, so I attempted to involve them in other non-dungeoning pursuits-- hiring out as mercenaries, vassaling themselves to local lords, even growing and dealing dope. I attempted this for six months without success--the only

adventures that resulted were going into Big Tee or striking cross-country and taking 80% casualties from monsters before reaching the nearest town. Wayne enjoys this type of game; over those six months I grew disillusioned with the monotony and finally left his campaign.

Later FRP games attempt to remedy this combat emphasis. Chivalry & Sorcery gives a surrounding feudal world with laws, lords, and income from non-adventuring careers; magi that could be pure research or professor types as well as combat spell-casters; and a whole background of customs and historical info. C&S, according to the authors, was created for the purpose of adding a non-combat dimension to a D&D-style game. Then came Traveller, an economics-oriented space-opera whose potential hasn't yet been fully explored by local gamers; and Runequest, whose skill system is more true-to-life (possible combinations include a professional linguist who can't fight worth a damn but speaks several languages and is always in demand as an interpreter). These other games are not D&D, and playing them in the combat-oriented manner of most D&D DMs will not work.

Traveller and Runequest especially can't be run highly combat-oriented. In both the weapons are as lethal as in real life, and Raises from the resulting death are either nonexistent (Traveller) or very rare (RQ). Ideally, this should give players incentive to avoid all-out fight situations and encourage GMs to find ways to put characters in jeopardy without necessarily jeopardizing their lives in the process.

For example, Traveller bombed within three months of its introduction among the Fullerton D&D group. I believe this to be because our D&D background led us to run it as if it was D&D, with heavy emphasis on fighting. Wayne Shaw was first to set up a Traveller campaign, which he ran in a similar manner to D&D. The typical life expectancy for a Free Trader crewman was less than 10 ports of call. Traveller lost popularity so quickly only one other GM, Don (the Foible) Rollins, started a campaign before the game was passe. The only two memorable games from that 90-day wonder were both from Don's campaign--one where Wayne decided to shoot it out with his free trader against the local equivalents of the Battlestars Atlantia and Galactica (and ended up losing his ship and crew), and a five-game series which included a murder whodunit and a blockade run which I plan to write up for Alarums and Excursions. A survey of the former travellers from the campaign brought the complaint that Traveller needed a way to Raise Dead. This 'zine's editor has mentioned a similar shortcoming in Runequest.

I maintain the need for Raise Dead often in a game is only a symptom, not the problem. The problem is that the GM has not provided a conflict or danger other than life-or-death. The threat of jail or indenture, loss of possessions, position or prestige--all these can provide obstacles and dangers for the character to struggle against, yet still be alternatives to fighting.

If any readers out there have comments or thoughts on this subject, please express them in TLOC. If I get a big enough response, I will elaborate on my views in a more detailed essay. Such discussion of underlying game ideas I feel to be more valuable to the hobby than any monster writeup or random-generation table.

All for this ish. From the City Beyond the Edge,

Ken Pick, DM of tal-Nexus

ACCORDING TO PLAN OF A ONE-EYED ~~MISTAKE~~ MYSTIC

A TLOC-zine by Charlie Luce

10527 Palms. Blvd

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Who is back contributing, now that all the people have decided to hold still for a while...

MYSTIC MUTTERINGS--Short comments on TLOCs #4&5:

NICOLAI: More Demons? (shudder). Where did I put that Holy Water?

GEORGE COLE: I have tried limiting by characters rather than players; up to 12 in a dungeon or 20 in the wilderness; so far, it has made a practical player limit of six, which seems to work.///What I meant by a game-balance is that there should be no game difference in a Player-character and an equivalent NPC.

KEN PICK: I did something similar to your armor system in my game:

Armor Type	Armor Class	Price(GP)
Hide	8	2
Leather	7	5
Light Scale	6	15
Chain	5	50
Plate & Chain	4	100
Plate	3	200

Your castle system will come in handy is setting up some "hard-keyed" wildernedd mapping.

JORDAN: Tsk, that comment to Mark Swanson was uncalled for. What he considers "elements" in his world is his buisness. If you want to adapt his bogie and call it a "demon", fine.

J.C.HEROLD: A very useful idea for the large-scale campaign, an area usually ignored in D&D variants.

REPLIES TO REPLIES BY NICOLAI: Wands in StormGate seem to be a case of can't live without 'em and can't live with 'em...///Handling something you can't cope with by making it expensive sounds like what Congress is trying to do with the national energy policy...

PEGGY: Don't look now, but Jordan has recently ben changed into a (you guessed it) griffin, and is joining a certain infamous pride.

KAY: Did you happen to send a few of those to Dave Hargrave? Nice.

--- Now to mutter a bit about #5 ---

ARF: Very good cover! Will we be seeing more soon?

NICOLAI: The Dragon system is indeed intresting, though you make one small error, in that you really can't balance an exotin by a simple multiplier with a fighter of the same level (for example, use your system to see how many EP an 8th level FM needs using a 5th level FM as a base).

KEN PICK: How about 3(01-75)=3, 3(76-98)=2, and 3(99-00)=1?

KAY: That gem system is nice, but I think I am going to see if I can't trim it down to two or three pages before I adopt it.

JOHN SULLIVAN: Assuming your intention to continue writing for TLOC, do you mind if I publish alternate EP tables for your Monks? I have a feeling 1.2 x FM isn't going to make it at higher levels.///Basic Blue Swords?

STEVE MARSH: I agree totally with all the accusations about you.

JACK HARNESS: How do you feel about 2D8+1D6-2?///Is this campaign of yours based in LA or Play-by-mail?

*** **

TIDBITS FOR THE DUNGEON--Various and useful magical items, for the most part non-gross:

SOME MORE SWORDS:

Sword +1, Magic Missile Throwing; throws up to 3 missiles at once, up to the sword's Intelligence in missiles per day.

Sword +1, giving Resistance (either +2 save and -1 per die damage or giving +4 save) against a certain spell of type of spell.

SCROLLS--CURSED VARIETY: Some new curses to try;

Mild Curses--Cause Disease ala BLACKMOOR.

Attacked by Monster Summoning I monster.

Med. Curses--Must save vs. DR/P in stress situations vs. Confusion.

Become unable to say anything but what you honestly think (this one can be amusing).

Become unable to touch iron without taking 1D6 damage.

Real Nasties--Dexterity becomes 3 in stress situations.

Change Alignment randomly every stress situation."

Fail all saving throws until curse removed.

MISCELLANEOUS WEAPONRY: Bows of speed are well known, but what about the Bow or weapon which increases strength while it is being used, thus allowing anyone to use it? This can be done with Dexterity as well.

ARMOR: If you allow new types of armor (such as Ken Pick and I do) you should assume that occasional enchanted suits are going to be made. +3 Hide is going to be useful for Thieves and Bards, after all.

WANDS: Some games have gotten so used to the Fighters with enchanted swords doing all the detects that it's forgotten that wands can be produced to do the same thing. If you've added new detects to the sword table the wand table should be modified too (mine, for example, has a wand that detects shifting walls and rooms, and sloping passages)

Other useful wands: Locate Object

Web

Stun Beam (12" range, single target, 3D6 minutes).

Dispel Magic (as MU 6)

Who said wands have to throw nothing but nasty damage spells?

RINGS: The Find-Mate rings are a pair of rings which can always find each other irregardless of barriers between. Often used as wedding rings, and also useful for DMs to set up scenarios with, by putting one in a treasure and one--somewhere else...

Also different are Monster Summoning rings. To roll one up, use the normal monster summoning table (IV or V is recommended). The monster you get is the one summoned. Within the ring it will regenerate one HP/hour, and it can be healed, but upon death, unless Raised within one turn, it vanishes and the ring becomes non-magical. Really interesting if the monster is a Rust Monster, especially if the wearer dies (and thus loses control).

Clerica and other Undead-Haters like Rings of Disruption, which gives weapons used by the wearer (melee, not thrown or missile) Place of Disruption power.

enough tidbits for one Issue...

###

We now pause for a commercial message (unpaid for--except by me):

If you want to try a game with a new FRP flavor, something that isn't D&D under another name, I recommend that you go out and plunk down your \$8 for RUNEQUEST (© 1978 by The Chaosium, by Steve Perrin and a host of others). The game eliminates strict character classes, artificial "levels", and presents a "realistic" game system which has proven to be a lot of fun and no more bookkeeping than the medium-to-high complexity D&D variants. While character rolling/development is a lengthier process than the D&D character, it is still only around 25-30 minutes to do a pair of characters, far shorter than C&S. The background is just detailed enough to allow a new referee a chance to add his or her own personal flavor to the game, or it is quite possible to lift out the Combat, Magic, or Skills rules entirely to add to your own personal campaign.

Personally, I think it's the best thing to come along in FRP in the past four years. Give it a try!

And the opposite side of the coin--If you intend to go by the new ADVANCED DUNGEONS AND DRAGONS (© 1978 by TSR, by Gygax & co.), you might as well put your game away and start from scratch. There is an obvious effort to introduce difficult-to-circumvent incompatibilities with The Original Game+GREYHAWK: new Hit Dice types (fighters get D10, while monsters still get D8); new EP charts; a host of new spells, often at odds with what many DMs consider play-balance; new weapon statistics, etc. I got the thing as a gift, and in that \$10 book I saw perhaps \$2 worth of material I could use at the outside. If you've been playing more than a month, you can skip it. If not, save up your \$22.50 and buy the Original Set+GREYHAWK.

QUESTION OF THE MONTH: Is presenting spells, either for sale or as research ideas (usually to be leveled by the readers), acceptable to the editor and contributors of TLOC?

(You can answer here if you want, Nicolai)

WE'VE GOT MAGIC TO DO: Many people continue with the search for a magical system which limits the power of Mages while allowing versatility--and at the same time simplify bookkeeping. I think mine does a good job of that:

- 1) Mages are assumed to know all the spells of the levels they can cast.
- 2) The number of spells a mage can cast per day of each level of spell is the number given under Spell Ability with modifiers for Prime Requisite (Intelligence):

Intelligence Bonus

3	-1 spell from each level (1 minimum).
4-5	-1 spell on highest level and each lower level with 4 or more spells.
6-8	-1 spell on highest level and each lower level with 6 or more spells.
9-12	No Adjustment.
13-14	+1 spell on highest level.
15-16	+1 spell on highest level and for each 4 on lower levels.
17	+1 on highest level and for each 5 on lower levels.
18	+1 on highest level and for each 4 on lower levels.

- 3) If the highest spell level the caster can use is the highest possible (due to Intelligence or other factors) there is no bonus in that level of spell, though the bonus is given to the next lower level.

This system may be used for Clerics as well, with two other special cases:

- 1) 1st level Clerics with Wisdom 16+ get one 1st level spell.
- 2) 5th level Clerics get spells as 2-2-1 if Wisdom is 16+, rather than the 2-3 a Wisdom 13-15 gets.

If you think the system shortchanges low-level mages, the spell ability for 1-4th levels can be changed so:

1st	3
2nd	4
3rd	4 1
4th	4 2

and there on as normal. In addition, the system easily adapts to new Spell Ability charts (for those who don't like the originals--especially the Clerical charts).

Comments are requested.

Well, that's all I have at the moment--The One-Eyed Mystic will mutter and plan in his dismal den, and see you again in two months...

Charlie Luxe

ARCHILOVE

by Lee Gold, 2471 Oak St.

Santa Monica, CA 90405

retyped onto appropriate width stencil by Kay Shapero

After seeing Nicolai's last distn., I thought I'd come up with one more congenial to my own variety of game. I don't like to make critical hits more common on fumbles than on not-fumbles, nor to have a whole gamut of fumble charts, one for melee weapons, one for inbuilt weapons (like a manticore's tail cum darts), one for missile weapons, one for material magic (like magic missiles and webs which in my system must be aimed on to to-hit table).

What follows is a first draft attempt to create an all-purpose fumble table with some correlation of results to fumbler's DEX. Begin by rolling 1d6 dice, and modify the result as follows:

+1 per DEX point over 12

-1 per DEX point under 9

- 05 Target moved...not hit. No further results.
- 06-20 Weapon twisted out of line with target; -D4 to hit next time,
- 21-35 Stumble and recover balance; -D6 to hit next time.
- 36-39 Pull muscle slightly; miss next blow and -D4 for next D6 movement turns,
- 40 Ligament pulled slightly; miss next blow and -D8 for expedition (or one month, whichever is shorter).
- 41-50 Entangle with something on own body. * 1%
- 51-60 Collide with someone nearby; possibility of a body bash as per C&S. If no one is within 10' then treat as entanglement with something on own body.
- 61-70 Entangle Weapons with someone nearby (including self) *5% (if no one is within 10' treat as entanglement with something on own body).
- 71-80 Wild Blow at anything within weapon's standard range (including self). Randomly determine target and roll to see if hit. A 20 causes a critical.
- 81-86 Drop Weapon (or lose one blow if can't) *10%
- 87-92 Lose Balance and fall to knees; -4 to hit until recover standing position. 10% chance drop weapon. *10%
- 93-98 Slip and fall to ground (flat on face). Don't hit for D6 rounds or until recover footing. *10%
- 99+ Hurl Weapon wildly (including straight up), may hit anything within radius of 30' or range radius, whichever is greater, including self. *20% if misses. A 20 is a critical hit.

*= %age chance of weapon breaking. If Weapon breaks, it will be 40% repairable +10%/+ (if magic weapon) + 5%/Ego point. Repair cost is 1-20% of weapon's value as weapon (not as jewelry or art). Missile weapons have double standard breakage costs, but are 80% repairable; 50% of repairable missile weapon breaks are repairable on the spot in D6 melee rounds if you have the necessary spare equipment.

Note that entangling a natural weapon (a fist, a tail, whatever) with another weapon, particularly an edged one, may cause injury to the natural weapon.

[Lee - does the *% apply to natural weapons, and if so, how is such breakage treated as to "repair"? KS]

HOW TO KILL D&D CHARACTERS WITHOUT REALLY TRYING

or

THE GUNDERLOY DIRTY TRICKS LIST

is a production of Mike Gunderloy, who resides at Lloyd House, Cal Tech 1-54, Pasadena, CA, 91126. Phone 213-449-9294. This is appearing due to popular demand, and is available for an SASE, or for trade with any fanzines around, or at editorial whim. Pretzel Press publication #17.

To bother players, you can always introduce nearly invisible chests. The following system has been used in my universe with some success:

Type of Chest:	Force Needed to Open:
Mark I	Opens when given a swift kick
Mark II	Opens when bashed by a club
Mark III	Pried open by most swords
Mark IV	Opens when dropped 6' or more
Mark V	Opened by throwing down a flight of stairs
Mark VI	Opened by throwing down two flights of stairs
Mark VII	Opened by 1/2 hour of bashing with sledgehammer
Mark VIII	Opened by bashing all day
Mark IX	Opened by lucky meteor strikes
Mark X	Sneers at black holes

Also note that bolting chests to the floor of the dungeon tends to prevent players from obtaining help from NPC thieves.

To prevent a captured MU from spellcasting when he wakes up, slash his arm open, insert a chunk of cold iron, and heal the wound.

Molotov cocktails are of course bottled gasoline. Other things can be just as effective when bottled and thrown: Oil, rats, lice, butyl mercaptan (skunk gas), white phosphorus, cloudkill, a vampire that has turned to mist, and so on.

To get players who can see invisible while leaving others, use an invisible monster that is so ugly that all gazing upon its face must save or die.

There are many ways to protect your castle or stronghold. A few Anti-teleport fields, permanent prismatic walls, take a Balrog and timestop him, then poly him to a door, then permanent the spells. If dispel is thrown you have an angry balrog on your hands. Always put barracudas or the local equivalent in ones moat. Set up permanent phase doors to expedite retreat. Use magic mouth liberally as a warning system. The old standbys: catapult, boiling oil, molten lead. Permanized Rope Trick for escape. Built priest holes into the walls since you never know when someone'll want to hide. Continual Light helps keeps things from sneaking up at night. Gators in a pond under a breakaway floor can be fun. If you can cast Symbol, put some on chunks of wood to be thrown in the enemies general direction. Also, remember to line your inner sanctum with lead to stop crystal balls and X-Ray Vision. Put continual light or continual dark on your catapult stones to psyche out the attacking forces. Use arrow slits liberally - but remember to plug them when not in use so that others can't throw fireball and the like through. Land mines are useful, if

you can get any - although sometimes Delayed Blast Fireballs are just as useful. Get a pet Cleric, so you can commune about the loyalties of your men. A good way to detect invisible people is by putting strings of hanging beads in the doorway. Invisible catapult stones or siege crossbow bolts are fun. Pits in the floor with nice rugs over them are effective since often the looters will examine the rug closely for its worth and this fall to a painful death.

Since Symbol only affects those hostile to the caster, it is a useful addition to a mage's bodyguard's shield.

Another way to kill only the higher-power characters (as a rule) is to put out an invisible Mirror of Life Trapping. It will only get those who can See invisible.

If you can cast Maze, it can be useful as a place to hide from nasty monsters.

Invisible arrows are very hard to dodge.

Always have at least one hiding place on your person - a hollowed out boot heel, a false bandage over a "war wound", a false bottom in your pack, or whatever.

A project to kill high-flying creatures: get together a team of high-level mages and labourers and carve a giant Symbol of Death in the countryside.

Cast a Fear spell on a door, and then Permanize it. Those listening at or trying to open the door must save or run away.

A symbol written on a piece of paper and pinned to one's back is an effective way to guard one's rear.

Consider a group of very suicidal, crazed orcs, who use their own members as kamikaze catapult stones with flasks of oil to toss just before landing (also holding a torch, of course). Not only do sentient catapult stones hit the enemy more often (equip them with cloth wings and they can maneuver a bit), but this would be very unnerving.

If you have a portable hole, slip it halfway under a door you want to pass without risking opening it. Then crawl into the room through the hole.

A low level mage's most fearsome weapon can be a bluff. For example, use control Monster to get a skeleton as a pet, dress it in robes covered with cabalistic symbols, and use ventriloquism to make it talk: Instant Lich.

Remember, players have to live within the social structure of the world. Try legally harrasing them for such crimes as Illegal Use of Magic in the City Limits, or Disturbing the Peace. Or start wars, and either Draft the players, or nail them for Draft evasion, or Income Tax Evasion. And remember: ignorance of the law is no excuse.

...of stairs to lead to the next level. The stairs should be made of wood, or at least a material that can be set on fire. Or at least a material that can be set on fire. Or at least a material that can be set on fire. Or at least a material that can be set on fire.

Carry about 100' of string, some long, stakes with eyes in the top, and a lot of little bells on any wilderness expedition. Things can be improvised into a good perimeter alarm in a pinch.

If you have the ability to go gaseous, your treasure should be in the room down a 200' long, 1' in diameter corridor. Similarly, if you are a lycanthrope, the passage to your treasure should be lined with thousands of sharp iron knives. Or if you're a balron, keep a constant oil fire burning in the passage to your loot. Take advantage of your own invulnerabilities.

Kill a big dumb monster (giant scorpion, landwhale, etc) and take lots of chunks of its flesh. These can cause great havoc when tossed into the enemy camp along with a clone spell.

Obvious loot protected by infrared lasers criss-crossing it can kill a lot of characters.

An interstellar invasion tends to break up any plans the PCs might have for the future. You can have them drafted to go fight the invaders, or the invading ship can land in their own territory and enslave them all, or they can get caught in a crossfire between the two sides even if they do their best not to get involved.

Any magic items which are labeled (for example "this sword is re-labeled via permanent phantasmal forces before leaving the shop anywhere).

Take something which looks magical but is totally unimportant. Permanent infravision or it so it detects as magic, but it's not so it can't be commented about. Guard it heavily, and if the players ever see it, they'll go crazy trying to steal it.

If you can't open a chest in the dungeon, wizard lock it so the next guy can't either.

Teleporting Telepathic Doppelgangers can be fun.

If your players are ever parking up the accelerator, you can throw them a broad hint by mentioning the fox who was caught in a trap busily gnawing off his leg to get out.

A room with spikes in the ceiling and permanent reversed gravity inside looks safe to anyone under 7'2" from the door, but it isn't.

Remember the old dormitory trick of balancing a bucket of water on top of a door? The same thing can be very neat in a dungeon if the bucket contains acid.

Black-painted tripmines deep in the dungeon are very hard to see, and can send shored characters to the ground with a loud crash, waking all the monsters on the level.

Monsters which can go ethereal will usually try to surprise the party by walking out of solid rock at their side. Also, such monsters tend to hide their loot in sealed rooms with no doors on this plane.

A Symbol must have some finite radius of effect (otherwise how do you get people who step on it wearing shoes?). Putting one on the far side of a thin door will effect people listening to this side.

For techno universes, a laser and photocell combination can be used as a burglar detector/eliminator. Simply set up the laser falling on the photocell with a feedback circuit to keep the photocell receiving a constant amount of light by adjusting the laser's output. If anyone gets in the way of the beam, it is suddenly intensified...

How about a phlogiston-emitting substance on the floor of a dungeon? The phlogiston falls upwards and turns all torches into flames.

Symbols can also be concealed under fog, slime or illusion on the floor of a room, thus killing only those who walk across the floor.

Contact poisons have many uses. Try smearing them on the inside of armor or around the eyepiece of a telescope.

Use Continual Darkness to mess up people's vision in dungeon passages. After a while, the party will automatically dispel all such darknesses. Then put a Prismatic Wall behind one.

A Symbol at the bottom of a pit is effective, since people tend to look and see what happened to the guy who fell in.

Try a Gelatinous Cube with a Searab of Insanity inside. Or a scroll to keep people from burning the thing. (And if you didn't roll a magical scroll for the Cube's loot, then just have it say: "Suckers").

Gold Bullion with Symbols of Discord stamped on each bar is fun to hand out.

Nail all the furniture to the ceiling of a room, then tilt the gravity sideways to nail the people who make the obvious assumption.

Get a glass djinn bottle with an angry djinn (or demon!) inside and wedge it under a door that the other guy will try to open later.

How about a female Tyrannosaurus Rex sex hormone spray, and a male Rex in the next room?

A two-story room with doors on the upper story, along with a glass floor there covered with $\frac{1}{2}$ " of dirt.

Teleportal is a spell which creates two 10' square portals, and anything that enters one comes out of the other. This can be fun to screw up escape, since in a 10' square corridor, you can't detect the teleportal.

...the first thing you should do is to
...in the first place, if you're in a
...a room, a room with a door, a room
...a room with a door, a room with a door

...the first thing you should do is to
...in the first place, if you're in a

...the first thing you should do is to
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...in the first place, if you're in a

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...a production of Ken Rowland, who is currently without a home address, but who may be contacted at LASERS meetings or at Mike Gunterloff, Lloyd House, Caltech 1-54, Pasadena, CA. phone 813-443-9274. This is being typed and reproduced by Gunterloff, so address all nasty comments about layout and so on to him and all praise of the ideas to Ken. This is Pretzel Press production #22, and is intended for independent distribution.

...fill in the blank.

"Put" of straws on the floor of any lairs in your dungeon or wilderness. This provides a hiding place for snakes and spiders, treasures, and random pits and traps. It also discourages firebombing and negates Move Silently, Invisibility, and the "Secret" strike of thieves. One party that still firebombed such a room found that the wizard stuff included a fully mounted Phoenix body that was raised by the fire and attacked the party as the previous occupants of the room died. The potions, scrolls, and wand in the room became magic in the process.

AC -(FITB) traps: Use things by the bucket: Oil, Vinegar, Acid. These normally hit all targets without special protection vs. AC 11. I prefer to have someone else hold the lit torch when using oil.

Two Mk. II Doppelgangers in my world once went up against Kenneth McGregor, a 36th level split class with AC -(FITB) and equipment to match. The party's point man spotted a "polar-bugbear" (and we all know what that was) around a corner, but when they had prepared a line of defense, a "Vampire" came at them instead. K. Mc. displayed his shield which had a silver cross entwined in mistletoe and emblazoned with Continual Light. The "Vampire" said "nice shield" and continued coming. K.Mc. charged forward at light horse speed with his sword set as a lance. When he was about 5' away, the "Vampire" who was pretending to cower from the cross and light threw a spell out of a ring: Continual Dark. He dropped onto all fours, tripping the now blind K. Mc. as his buddy came around the corner with a bucket of oil and a torch and poured the oil on the prone K. Mc. (very carefully) who was then warned "Any movement and you'll learn to immolate". The first doppelganger then changed into K. Mc. in torn robes while making a battle-like clamour. About 3 rounds later, when the real K. Mc. was crawling around the corner under guard, the K.Mc. doppelganger ran, ragged and torn, back to the party and told them that he had stunned the Vampire but lost his weapon in the process. "Quick," he cried, "give me a magic weapon so that I may slay it." Three magic weapons later they caught on and almost killed him, but he escaped into the Darkness with 3HP left. K.Mc. was later ransomed for a gross magic item by the two doppelgangers who should have been easy pickings for him.

Note: One should not be able to teleport safely away from darkness when disoriented (i.e. tripped on to your face). I put the

...and ...
...

Use the ... when the ... is ...
... of the ... holding the ... and ...
... vs. AC11 (the ... vs. April ...)

... use a ... device ...
... don't have to ...
... and then ...
... (2 ...
... (as your ...). Logic ...
...
... something ... that can't ...
... his ... as his own ...
... (to bring the ... to you). Then again you ...
... the chain/hold/geas type spells. Oh yes, if you ...
... have your Cleric immediately dispell the ...

Animate Dead on your fallen friends will certainly ...
... think twice and let your friends get in safe ...

On skeletons: they can be made much more impressive ...
... spell (physical) on each and watching ...
... skeleton with clothes. Permanent Anti-Magic Shell and ...
... works really well, called Speletons

Spell Arrow: Place a rune/device ... an arrow ...
... the spell goes off. Keep the damage ...
... levels of mage. Great vs. high armor classes. Since ...
... touch basis it hits vs. AC9-Dex-Protection. Ignores ...
... spell goes off past the shell. Not usable by thieves

Remember to have the Chaotics questioned ...
... (the true Chaos ideal) but keep the lies believable ...
... will believe anything that even roughly fits the facts

Misdirection and bluff are any mag's secret ...
... they don't expect. Give them a believable front ...
... away with anything. Examples:

What the party sees: The party pops a door ...
... bodies all of whom look dead. There is a reek of ...
... and some of the bodies are half-charred as if ...
... dressed in plate, chain, leather and 5 in robes. As the ...
... over the bodies, they find that some of the equipment ...
... magic--then a robed figure suddenly appears and dives ...
... glowing circle on the wall, disappearing as he reaches the ...
... A voice is heard, apparently from in the room, calling "Come ...
... minions, and fight for me" (or whatever the standard Animate Dead ...
... spell is). The second melee the voice chants "Haste" and the ...
... active bodies get two blows per melee. The voice then says the ...
... standard Vorster Summoning IV spell and a figure appears in the ...
... of the party and attacks. The mage is obviously not in the room ...
... he would turn visible from throwing the offensive spells, but the ...
... party members trying to follow him through the portal fail and get

...and a party begins to be moved from ...
...There were 6 Liches 5th and above. 5
...waited invisible (thanks to a ring of invisibility)
...he deactivated the ring and ran
...circle on the wall, turned invisible again, and
...calling to "cast his spells". Then he climbs down
...to become the "summoned monster". The blows of
...at double pace inherently, and they stun or kill on
...probably two party members are trying to affect the "mage"
...else tries to kill the "zombies". All items on the
...except the ring of invisibility, their real loot
...hidden elsewhere.

The Lich Sounce: Somewhere in the heights of my Pyramid is an
...dead wizard who has kept his body going long after his death.
...years since his death he has filled with the creating of
...and the procuring and producing of treasure A nice rich
...if you take him.

The door opens easily and the party sees a room filled with
...all appearing to attack. 5' inside the door is an invisible
...wall 5" thick which tends to stop or reflect all first round
...The clerical dispels seem not to work, but only because there
...invisible speletons (q.v.) behind the wall quietly turning
...dust. This should hurt the party's morale some. Either you see
...invisible wall or you don't see the invisible speletons.

Once the wall is gone or walking through the 5' gap on either
...and flying down from above the speletons attack (plenty more
...the dispelled ones came from). The room's defenders also
...several flesh-stone and glance/death monsters (both types
...bother a lich) with the cockatrices tucked neatly into the
...speleton's ribcages using them as a delivery system. The speletons
...by spell vs. AC9-Dex-pro.

Meanwhile the lich has been alerted from inside of his permanent
...trick (with no rope) and invisibly D. Doors behind the party
...inspects the rear. If there are only 1 or 2 people in the last
...he will conjure Silence 5'r, then Hold Monster (Note he is
...person therefore does not have Charm or Hold Person) and touch
...rank. They have to save vs. paralysis then save vs. magic.
...they are still going he casts Maze over them (save- $\frac{1}{2}$ time in maze)
...one of them and D. Doors back to his cubbyhole.

He returns wearing an illusion of the man he grabbed
...the party, after disintegrating or something the guy in
...the maze. The illusion persists on the lich due to it being a better
...researched spell.

The grabbed guy has had limited invisibility thrown on him
...researched D and makes only flesh not bone invisible) and is
...paralyzed either by touch or by spell, has a magic mouth thrown on
...to say "The party's time has come", while being TK'ed down in
...front of the party.

The lich throws projected image on the remaining speletons and
...they proceed to whittle down the party's HP. This should be a

...the lich will always try to kill all of the party and the bones being used to replace the blasted skeletons. No mercy, no recanting, no nothing. He enjoys what he does, and will always curse/damn, destroy and capture the party down to the last man and parasite.

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The lich will always try to kill all of the party and the bones being used to replace the blasted skeletons. No mercy, no recanting, no nothing. He enjoys what he does, and will always curse/damn, destroy and capture the party down to the last man and parasite.

He's nasty, but there's a lot of loot involved.

Play around with spells and enchantments, not everything goes just right, how about:

Limited Invisibility Ring: Only the flesh is invisible, not the bones.

Animate any Object on carved ivory bones: the 100% hit rate that cannot be dispelled.

Phantasmal Rings: Spectral forces of thick plate armor for your berserkers, rarely draws any missile fire.

Change Self Ring: When you put it on you look like a different person. Great idea is to look Were or Undead or like a different person. Great idea is to look Were or Undead or like a different person.

Phantasmal weaponry: A device that generates shadow weapons (Spears, javelins, swords or whatever) that do normal damage (if asave vs. magic is made) but hit vs. AC9+Dex since they are real.

Invisibility Rings that turn armor only invisible, not the person to Mage ring.

A staff of Anti-Magic Shell Osters: great when it comes to Fireball and it goes off 1/2" from his fingertips.

A wand of Levitate others.

Rings of (+1 to +3) or (-1 to -3) with any metal, in that hand only, no help on missile weapons.

Ring of Strengths As per the spell.

Girdles of Normal Human Strength I, II, and III.

I. Roll 3D6 that is the wearer's strength.

II. Strength is always 10.5 for wearer.

III. Changes (reroll 3D6) every 20 melee rounds.

Random Device Clock #1: Give the device the power to cancel the first spell cast on the wearer each day. Usually, air, water, prot, cures, etc.

Potion of Cancellations: Cancels the magic on the wearer of magic items you touch. Magic armor or dagger, not any other items.

... 22nd level. ... and raises ... the rings and ... a Scarab of Death ... the fisherman has an ... the monowire ... the feathered ... the polymorph dispels, the monowire ... the feathered ... to his body turns to a ... and eats his heart.

... of Strangling or entanglement into a net and cast it ... (holding a normal rope) ... in my world hit vs. AC7-Dex+Pro. Save vs. paralysis ... for 1D6+1 melees. make Dex roll or down. ... of neutrality: Tells holder which side is stronger or ... the hardest: 10 charges.

Start using Rune Magic: Set off by touch, reading, or breaking/ ... the rune. Monster Summoning is full of uses as a trap here. ... to open the door with the nasties. Or Detect Magic II where ... the magic in the party starts glowing, the stronger it is the ... it glows.

Try the useless Purify Food and Water spell's reverse (known ... putrify) or cure potions while still in the vial. The nearly dead ... member will discover this when he takes poison damage (-2 to ... an poison if taken internally) and then someone will have to ... the process and the potion must save or be neutralized. ... keep the damage small, but noticeable. i.e. 2D6 with save ... On spell point worlds (Hi, Wayne) where even clerics pick ... their spells purify is usually not known to PCs.

Random Beholders: Roll up a beholder with the spells 60% MU, ... 5% CL, 5% IL, 4% Druid, 1% anything goes. Central eye is 90% ... dispel magic and 10% it is a combo of % dispel magic and % dispel ... illusion. The resulting beast fires a D4 of eyes per melee with a ... chance of the central eye (99%) if it is being spelled at. AC ... and move are normal same for damage taken but pick the eyes firing ... and the targets at random. The RB is a product of The Book of Eyes ... 9 and is always under the instructions of a nearby mage.

Use Shadow Monsters of really nasty beasties, directed by an ... illusionist a safe distance away via Crystal Ball. Also useful for ... the party into wasting the 1 or 2 uses per day gross powers. ... since they are immune to almost everything, being unreal.

Place at the end of a 250' long passage 10 doors laid out along ... T, along with a small doorbell marked "Please Ring". If anyone falls ... for it, it proves to be a Chime of Opening, all the doors open and ... the gauglies come piling out, and it's 250' back along the corridor...

On Monster Summoning you can get a slime/mold which will not ... follow orders (no brain) and will try to eat the summoner.

Cast explosive runes on small pieces of paper glued to the ... sides of coins/chests/boxes, when touched it's save or BOOM!

...the things down in writing before you use them--all the things that you can think of.

The real Molorov Cocktail is two parts oil to one part alcohol. Starts fine, burns fine. Get the alcohol from any chemist, or any of my characters.

Dopplegangers become Unghodly when they have an Area Darkness, chests and racks full of equipment and a chance to look at their victims. Examples:

Party enters room and finds 2 were-rats and 2 humans who seem to rat form as you watch. One is holding a bucket of water and the other is holding the torch which is the only light in the room. After several rounds of chit-chat, the torch is dropped in the bucket as a signal for a third to fire the Area Darkness (from a Ring of Great Spellstoring). The party lights torches to no avail, while hear of chests opening and general rustling. Darkness is lowered on 30% of two each of the first four party members in the room. The 10% will fall back on brute force if they lose the advantage of surprise. The last party to enter this room had a mage who threw chain spells on everyone, the dopples went along with the game. Then the mage into 4 more of the mage. I took him out while the others were on the chain to hand over the magic.

Also on dopplegangers, the act of jumping on and tripping at your double confuses just who is who.

A few more from Sean Klein, 1032 Enchanted Way, Pac. Isl., CA 90744.

If you have Symbol, paint it on a big banner while you're in city. Then climb onto the rooftops and unveil it while shouting insults (mean ones) at the people. If you're Amoral it should be fun.

With a Druid cast Heat Metal on someone in full plate.

Fill a book with explosive runes and give it to a hostile LG while polymorphed into one of his servants.

And one more of my (Mike's) own:

If you kill something big in a relatively quiet spot (via a fluke or something) take the time to clean the skeleton thoroughly and Animate Dead on it. The 2. Rex Zombis...

...in a world which is just beginning to open up...
...easy to find at the moment, but you can find it...
...at LSPS meetings, or write c/o his faithful friend...
...Lloyd House, Caltech 1-54, Pasadena, CA, 9126...
...This is Pretzel Press publication #27, and is...
...independent distribution.

...Parents set off in double parens (()) are the work of the...
...and should not be interpreted as reflecting on Kai in...
...discovery))

...some of what follows is not properly "Dirty Tricks" I...
...it is all worth publishing and circulating. I'm doing this...
...just for fun, so I'll print whatever I want to. So there!

Room: Anyone who stays a total of 10-116 turns is He
...geared to remain within the room and tell no one about...
...who remain within the room for a week have achieved...
...when they die their souls are heaven-bound and irrevoc-
...as magical, but not enemy. Walls will strike as...
...is always filled, but only a 1 in 3 chance that the...
...never than one week and will give hints. All occupants of...
...one week are religious pilgrims.

Door: By the use of a Book of DP (one of the portal...
...by the extensive enchanting of a large group of clerics...
...established--a link between Earth and Heaven or Hell...
...keyed to a particular plane and a particular God. They...
...aligned with work and operate in 4 modes:

- 1) all funny lines on floor
- 2) on 1 spell proof
- 3) on 2 physical missile proof
- 4) on 3 nothing in or out (bodies etc.)

Anyone who dies within a DP while it is on is considered to have...
...trapped in a similar circle in a Hell and the idea behind...
...portal was to feed souls to Gods.

Shrines are built on consecrated/desecrated ground dedicated to...
...God/Being. No other God can interfere until the ground is...
...or neutralized. A chaotic can simply make a few obscene...
...about the Virgin Mother, but a Lawful would have to commit an...
...of bravery with a pure heart, or for true love, etc. Neutrals...
...guess, no a freebie.

The DP is a Star of Heaven/Mark of Abraxis with lit candles at...
...5 spokes. The star/mark is usually made with chalk and glows...
...activated. The S/M is surrounded by three complete circles...
...can also be activated, the mode of the DP going up with each...
...elusion. If all three rings and the S/M are activated one can then...
...Gate or Demon Summoning with the DS/G^{ed} Being trapped/locked...
...within the portal. Any attempt to harm or control the DS/G^{ed} Being...
...negate the DP for one week. All you can do without risk is...
...to him and ask for help.

Demons on my world can teleport at will (just focus) and gate in...
...as Sunbitch misery, but they cannot teleport cross-plane

non-magic type. This requires one to give a demon a name and build a portal home; such a portal does not require a demon. Princes ignore this limitation. Demons, being basically evil, are not magic using. The spells/abilities are personal and can be used, but once per day and only one at a time.

(Magic resistance is a very fierce thing to have to deal with because even if you fail your resistance roll, you still get a normal save on the fighter tables. Thus a Type II demon with 22% is also a FI with a ST of 10, so only 22% of all spells cast will affect him. Magic resistance tops out at 95% and the best ST allowed is a 3; there is always a 1% chance of affecting your opponent.)

Light/Dark: Any light cancels a normal darkness, but the Cleric/Mage/Illusionist darkensses are countersable by C/I/I light usually. A Mage throws a L/D of his own level, an illusionist is 10 better (round down) and a Cleric throws a 2 times level D/L. A 10 level darkness is very dim light. The continual lights/darknesses are double normal L/D and Angel/Demon L/D is 4 times normal. (I would set God/Being/Demon Prince L/D at 20 times normal.) All Illuminating Balrogs can be seen for 10' in any darkness. Normal fire or torches or produced flame do one level of light. Wall of Fire and Fire Elementals do two. Flaming Swords, and Fire Elementals are visible for 10' in any direction. Faery Fire is 5 levels of L/D on any target.

Use Darknesses Often and force all parties to take them along. The caster of the largest dark should be able to see a little bit of everybody but not be able to tell who is who. Treat darknesses as darkness where you cannot see and don't tell them who is who.

Nasty Tricks. Anyone?

I once rolled a wight the size of a Frost Giant ((I'd like to see the table that produced this)) who lived in a room with silver ore walls. He sat in the doorway. A dwarf opened the door because the torch didn't illuminate the room and his party couldn't see, he stuck his head in. One dead (first level) party killed the EP-less and harmless wife while they tried to deal the dwarf. The 6th level cleric found himself laying near the undead and turned the wight to escape through half the door. Room had no treasure, was a 10'x10' closet.

The Wand of Misdetection (MU, Ill): Gives Illusionist Misdetection, but detect Magic II's as a reroll on your magic table 10 charges.

The Wand of Miss Detection (All): 1c crock. finds and identifies females, only if similar to user. 6 uses per day.

The Wand of Detect Evil (MU, Cl, Ill): unlimited charges.

Staff of Anti-Magic Shell Others: D6-2 charges. Yep, no magic in or out, no save allowed, 6" shell around user.

Invisible Armour: Armour able to become invisible (as per normal invisibility) and have the encumbrance of robes. turns visible when struck or the owner attacks.

Ring of FIB: Fill in the blank, as Change Self but the monster is prerolled e.g. a Ring of Ghoul. 10% are variable, reroll each time.

...the invisible object or being should not be
visible to normal vision or illumination but they are still there
physically, as the "O" of straw on the floor, smell, touch, triprizes
it, jello, throw dust or flour or water and can be heard, felt,
tasted, and eventually perceived. Delay vision should get their
attention. See Invisible and Detect Invisible do and a Robe of Eyes
or Ivory Don ignores the whole issue, but what if the fiend puts
an invisible wall between you and him? Those who see invisible, see
the first wall and those who don't see the wall behind him. No
one sees him but he watches the party through the invisible wall.
Approved invisibility is OK, if left to the pure illusionists,
they need help with their PKP base, spell progression, and spell
mix. Just don't let the hot polio have it at all.

Create a tsunge (encounter) where either both the See Invisible
types and the normals see the same thing differently or see the same
view with different appearances.

Always give the party viewing anything a descriptive view, but
try to exclude definitions. Don't say "a zombie", describe "a dead
body, jerkily moving". Don't say "beholder" say "a sphere with eye
stalks and a central eye". This will allow your monsters to fake
being each other sometimes. Quick answers and valid data from the DM
lead to the "Cry November" type of D&D, where the book says the
creature will go home to check its calendar if you tell it it's
really mid-November. This smacks of the point-finger-how-which-of-his
clenched-fist school of D&D.

The Temple of Set

Battleground, 1st Level

At the center of the Battleground's first level is a temple
dedicated to the name of Set (I.E.). As any of the four entrance
doors are opened you are greeted/acosted by two plate & shielded
figures with flails. They are the usher/bouncers, who lead the Holy
to devotions and keep the riff-raff out. The 2nd level throwing
darkness (not the 1st) is the equivalent of a circus "Hey, Rube"
Faith's 4 1st and 4 2nd. There is a 3rd level seated with the 4D6 orcs
and a 4th running the service. 1 in 6 times there is a low (black)
pass where living hearts are thrown to the orcs still steaming from
the victim's body and eaten like an apple. The altar is in the center
of a Demon Portal which is on 1. The orcs are never armed and if the
third level female is killed on the altar they will stream up and
cannibalistically devour her. Under the worshipful donations on a
20' long table in front of the table is a sleeping Minion of Set who
can be commanded by any Cleric of Set to attack and laffuls/trouble-
makers. Assembling a party of 10 with 25 levels and at least two magic

even the NPCs and monsters. All carry a limited type of damage causing agent like poison or acid. If they have a damage causing agent (DCA) they are figuring on using on a dagger or arrow. They figure the number of dice of damage to an amount such that if they fail and are hit with their own weapon and fail to save and the rolls high they will still survive. i.e. a 7th level thief can die of poison.

Thieves can only use magic swords and daggers, meaning that they cannot use any magic missile, except the +1 or +2 dagger doing a D4. This means that the thief cannot use magic bows or arrows and always fails when he tries. This also means that the hobbit thieves cannot use magic slings or stones limiting them to just Dex*3 pit that.

Remember Gygax intended melee/damage sections to describe the acts of average human against average humans and they are thus useless for most player characters. Your hobbit thief cannot pick-pocket a baby grand piano or a baby elephant even with an 18(00) strength and a roll of 01 on his 125% chance. I keep having problems convincing people of this simple truth.

Early Tricks vs. Wood Users:

Spell MU 7: Transmute Wood to Nerf Rubbers stats as the Clerical Sticks to Snakes. Transmutes wood to a bendable lightweight rubber material. Stops staves from final strikes because they now bend in half. Magic wood gets a save as an MU of that level or 3 levels per * on saves for arrows/spears/hammers.

Sticks to Snakes: Turn any shaft or staff into a snake, 1 in 6 poisonous, and shake up the archers going for their next shot. Another good idea is to set up a barrier made of thick staves to be forced past, then turned to snakes as they pass, then snake charm.

Warp Wood/Turn Wood are also good tricks.

Transmute Metal to Wood then deal with it as above

Ring of Turn Wood as Prot/Normal missiles but +6 to AC vs. +1 wood missiles, +4 vs. +2, and +2 vs. +3. No effect to any non-wood objects or magic missiles.

The original writeup of E. Gary Gyax said those rules were to be used as a guideline only. Any group that has taken his rules and significantly changed them, like Cal Tech, is playing what constitutes a different game entirely from straight D&D.

Most of the difference seems to be a matter of the desired attitude of play of the players. It seems obvious that any group of players can get together regularly to play any game they please for as long as they please. The confusion starts when several such groups start discussing D&D as if it were a game that they all played. There seem to be three main streams.

The first has long been labeled Monte Hall. The DM sets up a world that has all the trappings of D&D. Monsters, from skeletons to Balrogs, towns replete with helpful high-level NPCs, dungeons, complete treasures piled high, combine in mazes with monsters, helped by NPCs to gain the treasure. The treasures are too large, too easily obtained, and explained completely by the DM. At no time is the average PC in any real difficulty, the largest monster-filled melee

...gave me a dislike for high-power worlds. It seems to
...his equipment and his special abilities and really has no
...or opposition. They are of the point-the-finger-to-kill
...of the magic saved?" school. No serious attacks
...any serious attack with Angmar's Disruptors or
...of "red drops dead" or takes permanent damage would
...pretty quickly. Any well thought attack with weapons
...magnitude will kill without resorting to rolling damage.
...survives. Whoever goes off first kills everybody else.
...Average Party consists of a group of spoiled debutantes and
...boys" that undergo an expedition into Hell or the lower
...of a death dungeon with all the fear and caution of the Rover
...an outing. Monsters have all the impact of cardboard cutouts
...up for the sole purpose of being shot down. Treasure and magic
...never used--at least not nastily. The Bad Guys may throw damage
...spells and occasionally kill; but like the sight-seeing tour
...the danger is purely imaginary, simply for the thrill.
...of the true thrills of D&D--perhaps the greatest--is having a
...in combat with something that should or (lessor) could kill him.
...those melees leaves one with a sense of accomplishment.
...Melee in a Power World is a matter of logistics, the placement of
...and the utilization of artifacts/powers/abilities. Witness the
...count system, where the bad guys can be blown witless by the
...party without getting in a single shot. Remember the high stats, well
...Dex counts there is only one Prime Requisite--Dexterity--and the
...Ol' Boys stats either start high or are elevated quickly, sometimes
...Mom & Dad. Spells and devices are conjured and effective within
...count (down to as little as .5 seconds). One person moves at a time,
...shield walls and setting spears vs. charges useless, as the
...snakes his way through the others standing like statues to
...like at the individual chosen as most dangerous. Clerical Miracles
...not God-Given or granted, but spells like a mage's to be used
...a pointed finger then forgotten, thus Clerics become spell point
...and pick their spells. Now a 2nd level cleric can cure 30 points
...damage instead of 4.5 (D6+1) and at moderate levels can cure 100
...of damage where the average Gygaxian party would be fortunate to
...50 points.

Here go the Rover Boys: negative armor classes, artifacts bristling,
...dice of cure, and multiple Raise Dead Pullys; off safari-ing
...blast the blighters in that blasted hole-in-the-ground. The
...description of most sortees sound like a British Hunting Club in
...Africa. The chief complaint seems to be that Jeeves cannot produce
...top-drawer scene under these primitive conditions. I keep expecting
...hear about PC's Burden from some group. Personally I would love to
...a high level in some world, with palace intrigues, empires, and
...possibility of greatness if you play your cards right.
...The third main route of D&Ding is The Campaign. Here no cross-
...absurdities are possible, just your own. Bad campaigns are a
...ter of having made one's own bed and the process of sleeping in
...Good campaigns are not, but necessarily slow and grow boring quite
...quickly unless the GM has a genius for background scripting that
...equals a good author's. Wayne Shaw is one; Jim Bolton has/had such a

...a simple 1 in 10 chance to be killed...
...the first of which is continually...
...the game is for infinitely long...
...the world seems to come from the...
...by the listed DMs--sheer time building into...
...of hours--insane.

The biggest single idea of play I have observed in my...
...a tendency to live, eat, and breathe game mechanics...
...suddenly justify running with centrals (the thief is...
...not joining in an attack, by a party member, on an entire...
...of high thacs (flag it was flying) because he realized that...
...a chance of being killed at his level, and stayed back...
...because of the good he could do when he got badly"--besides someone...
...had to go back for help. Why does everyone use a broadsword? Just...
...because the rules give it a D8 vs. everything else's D6? Yet PCs...
...set up procedures for doing anything that may prove dangerous, to the...
...that checking the contents of treasures or friendliness of...
...random NPCs. The idea seems to be to remove all trace of danger and...
...possible complications from the life of all PCs. This violates the...
...reason for having an adventurer in the first place. The life of a...
...Store Clerk or the town's only historian is quiet and danger-free...
...but that was the life the PC foreswore to go dungeoning with the...
...boys. Totally safe quickly turns into totally dull. Let them adopt a...
...you-try-it--you-can-have-it system.

The new wave of the player input into the game seems to be the...
...creation of New Character Classes. The NCC requirements seem to be...
...taking something that is known, altering the form enough so one won't...
...be accused of stealing ideas, adding hit points, removing all...
...weaknesses or limitations, and creating some weaknesses that die to...
...game mechanics will never become important and publish the resultant...
...conglomeration with 1/2 to 2/3 of the realistic EP requirements...
...Witness the Dorsai (A Monk with Ranger hit points) or the Healer...
... (RDF from a doctor-type?) or even TSR's Ranger to a lesser degree--...
...all are variations on a theme from early D&D, that follow the form...
...and shouldn't. The best NCC ever written was Wayne Shaw's rewrite...
...of TSR's abortion, psionics--the Esper. Hit Points, AC, equipment...
...etc. are all OK. Brilliantly written and conceived, easily several...
...orders of magnitude above the original, but still some of their...
...spells and levels seem to be ill-chosen at best. Take Detect Everything...
... (detect Material), a neat 7th or 8th level but too powerful for any...
...low level.

The spell leveling problem plagues the local universes. Soul Fire...
...appeared (A WS production): A 7th level MU spell that does 1/2 level...
...in D6s fire damage single target and 1/2 level in life drains (saves...
...allowed). Neat spell! Considering the Anti-Restoration of EHPs is a...
...7th level spell requiring a 17th level EHP who can throw one per day...
...that's kind of nifty for a 12th level maga who, under spell points...
...can throw up to 10 spells, each 6 times as powerful, with a small...
...fireball besides. The reasoning behind the leveling was explained to...
...me as deciding that Restoration was less powerful than Raise Dead...
...thus only a 3rd or 4th level spell, because RD gave you all your levels...
...back. (Note. This reasoning should put Rest. on 1st or 2nd level).

are become a Res II at 5th which restored 1/2 of life levels and 12th level which restored all lost life levels. Again, the 12th level fighting the energy draining undead need not worry. The cleric can in any afternoon patch up the results even if they are 12th levels drained. Soul Fire would have made an adequate 12th level spell not a spell for 12th levels. There are higher level spells: Soul Firesheet, 3/4 L (fire) + 3/4 L (Life Drain) at 9th. Soul Fire Cube 1.5 L D6 (fire) + 1.5 L (life drain) at 11th and by 13th Soul Fire Tesseract at 13th: if you save Mom & Dad don't die 10 months before your birth but you die anyway.

In return to the first paragraph's statement, E. Gary Gygax set up the first books of D&D as a guideline to playing what he hoped would be an interesting game to play. Taken as such, D&D is a worth while investment, but player's should extract the overall theme of play from EGG's books, not follow blindly as if it were divine until a flaw is found and then scrap the entire guideline and draw up your own. The greatest value of everything we have been TSR'd, is total standardization, everyone knows of Gygax and his rules. Games can have an underlying background and an underlying if unstated Philosophy of Play (PP). To Gygax, anything was possible, but had to be balanced to be allowed. PCs received the fewest benefits--no rounding off or benefit of doubt--and the monsters had it all. High Ground, best hit probs, knowledge of area, the chance to work together and prepare and only limited by rivalry in killing off the party. Magic is dangerous, both items (crooked) and spells (rebound) and anything the party can have, the monsters can have. The makeup of the world does look like a monster hotel, but that was only poorly thought out. Hit points are pivotally valuable and an average party of 7th levels may be able to cure 100 points of damage. Spells are 1 per day of each and must be carefully and intelligently utilized. Even treasure was dangerous, and parties survived by skill, brains, and luck, and sometimes didn't survive at all.

Comparing this to the average high power world, we find the same starting point, but a totally different philosophy of operation. The PCs seem to play under the idea of stacking benefit upon benefit and increasing benefits until the player is as able as possible. The monsters are standard save that they may be holding (not using) larger-than-normal amounts and types of treasure. The monsters attack occasionally with all the ferocity of a clay pigeon, standing in plain view, when cover is available, as if to say "take three free shots, then we'll melee". Magic is tame--almost servile. Spells are thrown by pointing a finger, no incantations. The spell never misses, klutzes, or goes wrong. Items are analyzed by remote control, from a safe distance, by Detect Magic II, clearly obscene in the face of (MU?) Legend Lore. The world looks like a careful-preserving Hunting Club kept the monsters about for "sporting" targets and the melees reflect this fact. The monsters having the advantages of PCs would be unheard-of and labeled "gross" is polite. Hit points are incidental, as is life itself, and an average party of 7th levels will easily be able to cure, between spells, scrolls, and potions a thousand dice of damage as well as multiple Raise Dead Fulls and a hundred levels of Restoration. Spells are reusable (up to spell points) and can be almost trivially wasted on most trips.

...and an excited and the...
...a talk with oneself. Parties...
...the occasional death that does...
...The expectable high CON, is easily cured by wish, die...
...The PCs only grave danger comes when rolling...
...he is against other PCs and doesn't have an unbeatable...
...for him.

After all my nattering and complaining about the game of
may wonder why I play or just how I play to make the game...
not a part of the game, it's a result of it. I play the game...
style I call EPIC. My PCs do things that are universally less...
optimism, but always well within character and whenever possible...
funny. Like this weekend when my 14th level Alchemist, Mirek, did...
to get a Semi-intelligent monster to eat pieces of Flex, the...
Bicep, a 10'x5'x2' steak with large amounts of Chili Pepper and...
ground glass in it as a new Mexican-style dish: Silicon Carne. (1...
The monster thought it was real crunchy. Or my thief, Mervyn, who...
4 and WIS 5, who is constantly screwing up, but causing more...
than harm. AGE should shortly have the ballad of Mervyn Falco...
TLOC should have my write-up of games conditions and no-games...
conditions--if I complete it and get it passed.

The game should be played as a close parallel of life--as it...
would be in a D&D world, not as if the PC had all of the player's...
advantages. PCs should face danger and death, not hypothetically...
but as if it were actually happening to him. They should lie, when...
indicated--misdirect where possible, and con, scam, and cheat...
anything that will let them. They should have favorite weapons and...
tactics and yet not always use them. They should play blithely...
ignorant of the mechanics of play. Two-handed swords should not be...
rule, since most people didn't use them in real life. PCs should...
quickly gain a personality, based on early die rolls and reaction...
rolls, and this personality should be recorded and furthered as...
well as used to predict reactions, regardless of survival potential...
Studdly Duddly Epstein, my pushy Puerto Rican Paladin, doesn't look...
conveniently the other way so the neutrals can slit the throats of...
slept foes. No, since all who run with him must be Lawful, and...
since it is unlawful to slay a prisoner and non-dangerous foe, he...
orders their bodies stripped and takes them back to his home church...
as prisoners so that they may become good Catholics (Lawfuls). He...
travels overland with a wagon filled with cages of all sizes, so...
that if he stays something dangerous he can become its caretaker...
until it can be safely kept a la a museum/zoo. I like to battle...
monsters capable of killing, with no chance of raising the body, my...
PCs. Surviving those melees makes my fondest memories. Not taking...
a defensive stance towards something that blunders into set spears and...
wastes half its attacks on dead bodies. Try playing the game that...
Gygax intended, not his exact set-up but start there and use his...
philosophy of the game to build your own little world. Have PCs die...
have magic and Gods be uncertain and even dangerous to try. Prevent...
PCs from possessing enough game mechanics to be invulnerable or...
unstoppable to the average monster. Keep PCs from arranging "pet"...
Gods or Clerics to form an automatic "back-up" or supply. Try risking

...when as a referee you can thank your luck for
...those you have collected with life

Give Clive Schenck

...a thousand dice of damage,
...by the score,
...you're coming back,
...coming back poor.

...the Grosses in the Land

...Following is being written by Mike:

...to have gotten a little vehement there. It
...on the subject of dirty tricks, but I thought it
...Responsible opposing viewpoints will be provided
...And so on.

...I agree with all of Ken's stand on DEX countdowns--
...I use such in my game. There are two keys to using
...properly:

...in a random factor. No one reacts just as fast every
...every other time. I use DEX+2D6 myself to determine who goes

...DEX counts only indicate when an action starts. As Ken
...nothing can be done in $\frac{1}{2}$ a second. Still, sometimes its useful
...what order things are happening in, which is why I use DEX
...countdowns. Just remember that every action takes a while to complete.

As for style of play, I remember some advice I once saw given to
...player who was complaining about the proliferation of
...plans" and the lack of interest this lent to the game: "Play
...loosely".

This is the essence of my style of play. Don't play your character,
...Your character won't make the perfect decision every time--
...a God--and neither should you. If the character
...only a sales round--say six seconds--to react, don't spend 2
...re-reading your stack of index cards looking for the exact
...move. Just do something. Like as not, it'll be the wrong
...in the sense that it won't be fully optimum, but it should
...And the game won't grow boring. If you're going to always look
...the "perfect plan", you may as well write a computer program to
...for you, turn it on, and come back later to collect your EP
...look. Or better yet, let the computer take care of all that, too--
...you can take up a more interesting game, like Gin Rummy.

As far as I'm concerned, there is no place for realism and/or
...balance arguments in D&D. If you want realism and playbalance,
...D&D is unrealistic, unbalanced, and P*U*N. It's slapstick.
...the game, don't try to win it. A few people looking for the
...to the problem of maximum advancement can ruin everything
...for the whole party. D&D should be a social event, more like a
...party than a game of Cut-throat Poker.

Play the game, don't try to beat the ref. And have fun.

A collection of Dirty Tricks, collected at Aquanator and beyond, and editing, as always, by Mike Gunderloy, Alford House, 1454, Pasadena, CA, 91126, phone 213-449-9204. Brad's name here credit is due. This is Pretzel Press publication, and is intended for independent distribution. Transcribed

From Larry Neer:

If a Shadow (the monster) is really a shadow (i.e. two-dimensional) in your world, have it fight standing up against a wall. This makes it very hard to hit without breaking your weapon.

From David Schlosser:

A room which is particularly hard to take out can be created by making the occupants either a Rust Monster and a Magic Absorber or a Berserker (or several Berserkers) and a Magic Absorber.

From Jason Ray:

Take a Holy Sword. Cut off a Paladin's arm and animate it via Limited Wish to hold the sword. Now, since it is held by a Paladin, the sword has the ability to suppress magic. Break a Wand of Fireball (or similar item) within 10' of the sword. When someone removes the sword from the arm...*BOOM*

From Bill Bleuel:

After someone falls into a pit, you can seal his fate by casting first Create Water (inside the pit) and then Wall of Ice (over the water). I allowed CON/2 melee rounds to escape from this in my world.

From Dale Malak:

Cloud of Stoning: Like Cloudkill, but gets the party doped-stoned. Then throw illusions of munchies inside a heavily trapped or ambushed area.

Illusionist rope Trick: The party spots a mage just leaving around a corner. After rounding the corner, they find a rope trick leading up into the ceiling and climb it after him. But: the mage is not in the rope Trick, he is invisible down below opening the trap door under the rope trick just prior to removing the rope--A neat 40' fall through the trap door originally covered by a rug.

From Ker Roward:

Cloak of Concealing: 10 pockets, each easily large enough to store a rolled-up scroll, but only the person wearing the cloak can find any of the pockets/items no matter how thoroughly searched. 30% chance of a curse (map erasure, mis-spell a spell, etc.) Detect as Magic. Usable by all classes.

From Sheldon Linker:

If the party is obnoxiously spiking open every door in your dungeon, it can be quite amusing to have a little guy with a claw hammer and a lot of spikes walk up from behind them saying "I think you dropped these..."

To get a Paladin, there's always the old trick of TK-ing a large weight to the ceiling and permanizing the spell. When the Paladin walks beneath this with his Holy Sword, the spell is dispelled and he gets smashed. A less violent variation on this is to have the

It is actually be a 1-ton hollow fake, carefully labeled "16 Tons". The bottom of the weight is paper and the inside is lined with radioactive tiles. Carefully attached to the bottom edges are hundreds of incandescent seeds. The Paladin walks beneath the weight, it falls, the block his screams and the party sees "blood" seeping from the weight.

Remote paranoia. Walk up to a party, don't introduce yourself, give them a random magic item, and say something cryptic like "Have this one." They'll go crazy trying to figure out what you

From Lee Klein:

In a city or dungeon find or dig a pit. Then cast a Delayed Blast Fireball in it. Over the PB cast Timestop and then Permanize the whole plethora. Later have a flunky or magic mouth dispell the Permanent during rush hour in the city or when something walks over the pit.

If you run a Techno Universe (I don't) try usin "Crazy Glue" to glue things shut with.

Paralyzed or stoned characters make semi-decent battering rams.

From Lee Gold:

The following section originally appeared in Lee's zine "TRICKS IN ALARMS & EXCURSIONS #23". Reprinted by permission of the author.

Hidden Containers:

Inside lamps, in secret drawers in tables, chairs, or other furniture. In secret closets in the ceiling or under the bedding. Polymorphed into something else. Gold into copprs (or cookies), gold into coppers, scrolls to old toilet paper, etc.

Inside birds' gizzards, animals' stomachs, in holders stuffed opithecoids' asses.

Or if you're a traditionalist and insist on chests...

In a secret drawer of the chest.

Polymorphed to the lock on the chest (for jewels, etc.)

Invisible in the chest.

Inside a silk wrapper which flames up and destroys the contents at the touch of a thief (or a Lawful Cleric, or...)

Withdrawable from the chest only by a Dwarf thief with Charisma below 3, (or a person with blue skin, or a blind man, or...)

Glued to the chest (with glue that dissolves in water but flames at the application of wine (or maybe vice versa)).

From Martin Goldberg:

If you have powers of teleportation, an attacking monster/demon, an otherwise useless item (spike, rope) and are in a passage way, teleport the spike into the passage above the demon. Rocks & item can't occupy the same place simultaneously, so the resulting explosion may kill the demon (and you if you're too close).

And one from the editor:

If you think you're going to be attacked from the air, move your catapults out into pits outside the castle. Permanize Phantasmal Forces of ground sections over the pits. Imagine seeing catapult stones flying up out of the ground....

And now a few words from the editor:

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Also a note from Ken Rowand, which should have appeared a page or two ago: Dale Malak runs a place called Beach Ball Family Billiards. D&D is frequently played there; drop in sometime.

We now return to our regularly scheduled program:

From Larry Neer:

((Note: Larry Neer is a fine person who was responsible for many of the tricks in Part 1 of The Dirty Tricks List. Due to a clerical error, he got no credit for them. Oh well, sorry, Larry.))

Fire a catapult stone, then fly behind it for protection.

Flesh to Stone on Gelatinous cubes, or Airwhales.

If it takes a magical weapon to harm an Iron Golem, then try Haste, Shapechange to a Roc, fly at Hasted Roc speed towards an enemy, then Shapechange into an Iron Golem just before you hit him.

Stuffing Tanglefoot Pills or Flash Pellets in a keyhole may bother thieves.

Place a Necklace of Missiles at the bottom of a chest, then glue or tie down some of the missiles in such a manner that it won't be obvious till the Necklace is lifted.

Flying Carpet with a fear of heights: it goes up to 100', then changes its mind and dives to the ground, possibly even faster than the people it left behind.

((Reminds me of the Animated Broom in my world that was fine until you took it over 400', then it stopped working because it had been made by an Earth-based mage.))

Fake doors, people pounding on it alert the monsters inside, who come charging out of the adjacent secret door.

Give players a treasure map which leads them to a location and tells them to push a hidden switch. The mapmaker didn't write down a 10' pole so the 50,000 Gold Pieces cascading out of the sliding panel won't kill him because he wouldn't forget.

Ronald the mage places Magic Mouths near his room which say "Go down the east corridor to bump off Ronald the Evil Mage." After Ronald notices that his Detect Enemies wand is going off, pokes a fireball wand through the hole in his door, and away they go.

Buy a pitfull of treasure--and CO₂

A lich might keep a pet green dragon to fill his lair with poison gas (or shapechange and do it himself). He might also collect as much plague-causing material as possible since plagues don't affect him.

An inclined tunnel leads down to an angry, hungry monster. The oil of Slipperiness on the walls, floor, and ceiling prevents people from changing their mind and bugging out--also keeps the monster in.

An illusion of a monster charging down a corridor will often attract lightning bolts to a wall which is really 10' away.

People find a statue holding a crystal ball. Obviously the poor mage looked at a Medusa or some such, so they pry out the crystal ball. Too bad they didn't notice the Cockatrice feathers someone left sitting on the crystal ball and then turned invisible.

Get a corridor with a strong wind, wait until a party is coming upwind towards you, then dump out your bag of Cockatrice feathers (or Dust of Sneezing and choking, Or Thionite, or Yellow Mold), being very careful.

Turning the floor of a large room invisible bothers people, especially when they find the 30' deep pit, which you didn't have to turn invisible.

A bit of human sex-hormone can be distracting when sprayed into a room (especially with an all-male party).

Bees nesting in a catapult.

Female-elephant sex-hormone sprayed on people, with a herd of elephants nearby.

Berserk Mexicans put Tabasco Sauce in all of their Potions (it doesn't bother them).

Evil Knight has the first 6' of his lance turned invisible.

Passwalling your way out of a mirror of life trapping.

Put a sharp steel edge on the leading edge of your Flying Carpet, then fly low.

Since Sunlight doesn't kill Vampires outright, just makes them their true age, what about young Vampires...?

Cast "Animal Messenger" on a rabid dog, and send it to an enemy.

Polymorph your enemy's armour into a ring, or his jacket into a jackal.

Polymorph a fly over your enemy's head into an elephant. Do what if it only lasts 5 minutes?

If a bunch of orcs are coming up the corridor at you, polymorph one into a large purple worm. Dangerous to you, but fatal to the other orcs.

If you grow tired of "Detect Everything" swords and spells, place Anti-Magic shells just outside the surface of Secret doors and the like, also useful for the monster behind the door.

Anti-Magic shells across a corridor can be pesky, especially in universes where walking through an anti-magic shell dispells permanent spells.

Let strongly egotistical swords take complete control of a character (called Glirendreeing). Only 1 try per week and only in extreme stress situations, save vs. magic despite Egos, IQ, etc. Lasts 1 week, player gets no EP while Glirendreed.

A solid gold pentagram on the floor with an invisible demon inside. Vary the meanness so players can take the chance and hope for a wimp.

Yellow mold mixed with gold.

Charm a wimp, cut him open somewhere not too vital, place green slime in the wound, heal him, and feed him to a nearby Dragon as a peace offering (then run away and come back later).

TK a beehive onto an enemy's head.

Fire Green Slime, etc., from a catapult, short range, wide scatter effect.

If besieged, and plague breaks out, you have to get rid of the victims. What better way to do this than catapulting them into the enemy camp (possibly slicing them up first for more scatter effect).

On the Sea:

Catapult a load of fist-sized stones (ballast) at the enemy ship. It won't sink him (which loses treasure) and covers a large area with hurtling stones which injure or kill people, and takes the wind out of their sails effectively. Throw in the Rum empties (bottles, not kegs).

Seagoing mages will tend to have a specialized list of spells and items: Water breathing, water and air elementals, etc.

Fireball their rigging.

Polymorph the woman he's making love to into a Medusa...

monster's most powerful weapon is stupidity. Players usually solve their own, but hints and deliberate confusion can help.

rather than dictating the method to be used by players in acquiring treasure, let them work it out themselves, which is much more entertaining.

Chest enchanted to teleport 10' away whenever anything but the mage or the floor touches it can be infuriating, even worse when the effect extends 1' around the chest (to prevent bashing open).

Remember altitude, air pressure, and the like. I once had a mage teleport from 40,000 feet down to Sea Level in one jump. The weather effects did him no good.

(I'll say--'twas one of my characters that pulled that stunt. Oh, well, it happens to the best of us...))

Polymorph his pet dog into a basilisk while he's out to dinner. As he's in, sits down, and Rover jumps into his master's lap.

Growth of Plants when a Dragon is flying low over the trees.

Blackstones add to the chance of the owner's getting more treasure. But since more (and bigger) monsters is the easiest way of getting treasure...

Frederick Weinstein:

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Magic Mouth conversations--it is amazing how long characters will talk with magic mouths before realizing such talk is useless.

Extra-level telport stations: Move entire party to another corridor or room on the same level in the same direction.

Room that fills with dirt or sand or dust until the air is too dense to breathe.

Room that fills with inert, non-poisonous, odorless, tasteless, clear gas that would allow slow unnoticed suffocation.

Blackpiles tinted with magic: Characters will spend much valuable time sorting through junk and garbage until they discover nothing of value and that the pile itself was tinted with just enough magic to feel detect magic spells and items.

Charity collection boxes: that charm the passerby to place money inside, are impossible to steal, and if stolen will be completely empty since they are in reality small teleports.

And back to the Editor:

In order to have something of value to hand over to brigands and the like, make fake potions: take some nifty-looking jar of fluid and cast magic mouth on it, set to go off if Prince Valiant comes by on a hippo or something. Voila!, you have a jar of magic liquid, obviously a potion, and off you ride...

The Wyvern Screams - Comments on TLOC 5

The Cover (Amy Falkowitz) - I like it.

The Cosmic Chronicle (John Sullivan) - Shaolin Monks are better than their Blackmoor cousins. However, they are not perfect. Here are some imperfections:

1. Tiger Style Monks get Quivering Palm at level 7 ?? I feel that this is rather too good, unless one gives a saving throw against it. (I don't and would say that they should get it at 12th or so.)

2. The high-level movement rates are not as bad as in Blackmoor, but are still ridiculous. An L 16 Crane-Style Monk has 34 move? This is faster than a flying Gryphon!

3. Monks should not gain all the abilities of thieves. Certainly not Pick Pockets and Open Locks.

4. Minimum requirements are rather too high.

Also, I do not have rules for Demon Fighters. Thus, I do not know what a Dragon Style Monk's resistance to life drain is.

Suggested modifications:

1. Tiger Style Monks get Quivering Palm at Level 7. A save vs magic is allowed, but the victim gets -1 on his save for every 3 levels the Monk has over 7 and for every 10 hit points the Monk has over him.

2. Maximum move rate for a Monk is 24 (Light Horse). Minimum is 12

3. Monks get only the Hear Noise (+10%), Move Silently (+10%) and Hide in Shadows (-5%) abilities. Modifications to normal % of success are in brackets.

4. Reduce minimum scores needed by 2 in all cases.

The Wyvern Stings - New Monsters

Children of the Ice - These are minor cold-using demonic types, who vary in power (1-8 Hit Dice) and form. They do, however, have to share the same powers. Intelligence is 4 - 16 for all types, as is Dexterity.

Ice Imps - 1 HD, AC 8. 12 move. 1-10 appear, 1-20 if in lair. %Lair=20.

Treasure = Type B. This is the Lowest form of Ice Child. The Ice Imp has no magical powers, but is 50% Magic Resistance. Like all Children of the Ice it takes double damage from fire and from Holy weapons. In combat it claws twice for 1-4 damage per claw.

Snow Spirits - 2 HD, AC 7. 15 move. 1-4 appear, 1-8 if in lair. %Lair=10
No Treasure. The Snow Spirit appears as a 4 foot, vaguely humanoid shape which appears to be made entirely out of snow. It can only be hurt by silver or magical weapons and is 60% Magic Resistant. It has the Ice Touch power with unlimited use. It can also inflict 1-2 damage with each of its fists.

Frost Fiends - 3 HD, AC 6. 10 move. 1-4 appear. No lair or Treasure. These appear as humans with bodies carved of ice, and radiating an eerie icy blue glow. The mere presense of a Frost Fiend does 1-4 cold damage to all within 10 feet of him. Additionally, the Frost Fiend has the Ice Lance power (usable 3 times a day) and is 50% Magic Resistant. In melee, it does 1-8 damage + 1-3 cold damage with each of its two claws.

Stormers - 4 HD, AC 5. 18 move. 1-4 appear. No Lair or Treasure. Stormers are blue-grey skinned humanoids who are always surrounded by a wind similar to that of an Air Elemental. They are 75% Magic Resistant and have the Ice Storm and Dispel Fire powers, each usable twice a day. They fight with 2 handed Swords of Cold in combat, (See Grayhawk).

Cold Drakes - 5 HD. AC 4. 9 move. 1-3 appear, 1-6 if in lair. % Lair = 25. Treasure = Type E. Look like 8 foot reptiles with blue scales and completely white eyes. They have large, cruelly curved and very sharp claws which inflict 2-8 damage each (it has two). Additionally, the Cold Drake can breathe cold in an 80 x 30 ft. cone, doing 2-12 damage. It has the Ice Storm power which it can use once a day, and it is 65% Magic Resistant.

Chill Ones - 6 HD. AC 3. 14 move. Only 1 appears and it has no lair or treasure. It is a small (6 ft. x 3 ft. x 3 ft.) cloud of icy mist with a very vague reptilian shape in it. The Chill One can only be hurt by magical weapons, which do half damage, and it is 80% Magic Resistant. It has unlimited use of the Ice Touch power and can use the Chill Wind power 3 times a day. This Demon has no real physical power, however.

Ice Demons - 7 HD. AC 2. 12/30 move. Only 1 appears. % Lair = 50. Treasure = Type E + Type I. These are 10 feet high and look something like winged giants with icy blue skin and eyes. Ice Demons are 70% Magic Resistant and have the Ice Lance, Charm Cold Folk, and Dispel Fire powers, usable 3 times a day each. Magical and silver weapons have full effect upon them, normal weapons do half damage. In melee, Ice Demons attack twice with their fists for 1-12 per fist, plus 1-4 cold damage per fist. If both attacks hit then the Demon has grabbed the victim, doing 3-30 (total) normal damage plus 3-30 cold damage. Also, a grabbed victim must save vs Dexterity and Strength successfully to get his blow in.

Snow Devils - 8 HD. AC 1. 15 move. Only 1 appears. % Lair = 50. Treasure = Double Type E. Appearance as Snow Spirits, only 8 feet high. These are the nastiest of the Children of the Ice. They are 75% Magic Resistant and have the following powers: Ice Touch (unlimited), Cold Blast (3/day), Dispel Fire (3/day), Ice Storm (3/day). Non-magical weapons do no damage to it, weapons that are +1 or +2 do half damage. The Snow Devil can deal out 1-8 points with each of its two fists.

Explanation of Powers

Ice Touch - It takes 1 melee round for a Demon to "focus" the Ice Touch. The next melee round (only) any being hit by the Demon takes 1-6 cold damage (extra) and must save against magic or become paralyzed for 10 melee rounds. Spell Survival Rules apply when Paralysis wears off.

Ice Lance - The user must score a hit (treat it like a missile) but there is no save. The Lance gets -1 hit per 10 feet. Does 3-18 cold damage.

Dispel Fire - This will put out any fire, even a magical one (can be used to annul a Fire Storm or Red Dragon Breath). If used against a magic item (eg. a Flaming Sword), allow that item a save. Range: 120 feet.

Ice Storm - As 4th Level Mages Spell (see Greyhawk).

Chill Wind - This hits the mind as well as the body: save vs fear at -1 and 1-4 damage. Lasts 3 melee rounds. Range: 500 feet.

Charm Cold Folk - A "Charm Monster" spell which only affects Cold Users/Dwellers.

Cold Blast - As Cold Wand.

The Wyvern Stings Again - More Monsters

Spirits of the Night - These very rare nocturnal beings are found only in or near ancient ruins and places of magical power. They will usually ignore those who do not disturb them, (although they have been known to aid Lightwalkers and Sages - whom they consider kindred spirits). If they are disturbed they

will attack and fight until their enemy is slain or has fled. They do not pursue unless attacked by magic or missiles from afar.

Spirits of the Night come in 3 types: Darkness spirits, Moonlight Spirits and Starfire Spirits. All share the following in common: HD: 6+2 AC:0 NA:1-6 Lair:100 Treasure:type A+Type F 1-4 touch damage. Only hurt by magical weapons of +2 or better. Other Attributes vary.

Darkness Spirits - These beings are barely distinguishable at night (which, of course, is the only time that they are found), but look something like the shadows of men who are 10 feet + tall. They are totally silent and have a great dislike of noise. They can project fear (as wand) at will and paralyze on touch (save at -2). Move is 18 inches.

Moonlight Spirits - The appearance of these beings is often preceded by weird, unearthly music which has the charming power of an 8th Level Bard. They look something like ghostly Elves - only much taller and more non-human. (features normally associated with Elves are more pronounced) They have unlimited use of a single-target Sleep Spell, which has no save for Levels 1-5. (Levels 6+ get a save vs magic). They can also paralyze on touch. Move is 24". Moonlight spirits are only found when the moon is visible.

Starfire Spirits - These are the rarest of a rare type of spirit. They are only found in Northern Areas on a clear night. They look like normal-sized humans but are surrounded by a bright blue glow. Starfire Spirits may use Lightning Bolt as often as they wish, doing 7 dice of damage with it. Also, anything looking into their eyes must save vs magic at -3 or be Confused (as a Level 12 Mage), move is 15".

Spirits of the Night are only vulnerable to certain spells: Darkness Spirits take 1-4 damage/turn from Normal Light, 3-12/turn for Continual Light. Moonlight Spirits take half damage from Fire spells, but reflect Cold Spells back at their senders. Starfire Spirits can be hurt by words of Power, including Holy Words.

Aside from the above, Spirits of the Night are invulnerable to magic.

Serpents of Air and Fire - HD: 8 AC:7 Move 4/36 NA:1-4, 1-20 if in lair.. Treasure: One Type I treasure per 2 serpents. These creatures are about 20 feet long and have huge, bat-like wings. The bite of these serpents is poisonous: if save is made 1-10 damage, if not then 2-20 pts are inflicted. The bite itself does 2-5 damage. The serpent can constrict for 1-4 damage per turn, cumulative. (Thus, after 5 turns of constriction it does 5-20 damage). Those being crushed have a 5% chance of having a bone broken per turn; this is also cumulative. The Serpent can breathe up to 10 dice of fire damage per day in a cone similar to that of a Red Dragon, but with all dimensions halved. The structure of its mouth is such that it can breathe between its teeth; (thus it may breathe and bite on the same round). Cold and lightning do triple damage to this monster, organic poisons do half damage. In some areas it is said that the Serpents of Air and Fire are organized, and it is rumored that there is a Serpent Queen - a Type V Demon. Note that these creatures are very evil, but not stupid.

Serpents of Water and Earth - HD:12 AC:4 Move 9/15 (in water) NA 1-4, 1-20 if in lair %Lair=20 Treasure as Serpents of Fire and Air. These creatures are neutrally aligned and have sub-human intelligence, (about the same as an Ogre or a Lycanthrope.) They are about 30 feet long and can move on land and in water (which they can also breathe). The bite of these Serpents causes 2-7 damage and a save vs. stoning must be made or the victim is turned to stone. They can also

constrict for 1-6/turn, cumulative, (thus, on the 5th turn the thing would be doing 5-30 damage). Serpents of Water and Earth take double damage from fire, cold and electricity. However, weapons made out of stone or metal (of any kind) do half damage to them. They are also immune to stoning and poisons of all kinds. These Serpents are the eternal enemies of the Serpents of Air and Fire. They are said to be jointly ruled over by an Earth Elemental and an Air Elemental - both Free-Willed.

The Wyvern's Gifts - New Magical Items

Wraith Ring - This ring is made of enchanted Black Glass. Upon putting it on, the wearer becomes a Wraith, with all the powers of a Wraith (but also vulnerability to "Dispel Evil" and Clerical Turning). There is a 1% chance per day that the ring is worn that it will become stuck, needing a Full Wish to remove. This chance is cumulative. After the ring becomes stuck the wearer's mind will slowly change into that of a real Wraith, so that after a month the wearer WILL be a real Wraith.

Magic Eraser - This can be used to rub out Runes and other magical writing without risk to the user. It can be used 50 times.

Magical Glass Rods - These items have +3 hit and do 2-16 damage, and the victim must also save vs stoning or be turned into glass. These rods may only be used once as they smash easily.

Book of Seven Songs - This magical songbook can be used by Rune Singers (see AG2) of any level 14 or higher. The Book has 49 pages, but only the first seven have been written on. The rest are blank. Each of the first seven pages has a song written on it:

P. 1 Song of the Earth - This is a "Rock to Mud" spell which lasts as long as the user sings it. The spell may be reversed by singing the song backwards. Since this is not very easy, the user must save vs Intelligence every round of use or else the spell fails.

P. 2 Song of the Air - This is a "Control Winds" spell (L5 Druidical) which lasts as long as the user sings it.

P. 3 Song of the Flames - This is a "Wall of Fire" spell which lasts as long as the song is sung + 1 full turn.

P. 4 Song of the Waters - This is a "Part Water" spell which lasts as long as the song is sung + 2 full turns.

P. 5 Song of Hatred - This song takes 20- Users Level full turns to sing (minimum number of turns=4 for Rune Singers, 8 for Others). It causes anyone who hears it to hate the being that the song is about. A save is allowed every 4 turns and if even 1 is made, the song has no effect on the being who saved.

P. 6 Song of Love - Opposite of the "Song of Hatred".

P. 7 Song of Negation - As long as this song is sung, no magic may hurt the singer. This includes wands and staves as well as spells, but no other magical items.

Note that both friend and foe may be hurt by these songs, but that the singer cannot. The user may not do anything else while singing.

It is possible to write down magical songs that have been learned in the blank pages of the book. For this one needs a Harpy feather for a quill, Dragon blood as ink and the referee's discretion.

Only one page may be used per day. The owner of the book must say what page has been turned to at the beginning of each day. All songs in the book have unlimited usage.

Staff Against the Elements - This item was created by a Magic User who wanted some defense against out-of-control Elementals. It is +5 to Hit and Damage against them and will be keyed vs a specific type of Elemental, which has to save vs magic or be Disintegrated. It is usable by Magic-Users only.

Rod of Necromancy - Usable by Magic-Users and Anti-Clerics only. It has 15 charges of "Animate Dead" in it and 30 charges of "Speak With Dead". Treat the spells as if they were being used by an 18th Leveller.

Helm of Mental Silence - The wearer of this helm cannot use psionics, psionic abilities, psionic-related spells or psionic-related items. However, he also cannot be attacked psionically nor can his mind be read in any way. It also acts as a "Misdirect" spell, if an attempt is made to locate him magically or psionically.

Spear of Mental Disruption - This spear is +3 hit vs Psionic Beings (only) and does +1 damage against them. Also, if it hits a Psionic Being which is utilizing its powers at the time, that being is Mentally Disrupted - taking 2-12 extra pts of shock damage and being knocked unconscious for 1-4 hours, with a 40% chance of being a complete Psionic Cripple when consciousness returns.

Golden Paint - Anything painted with this Gold Paint actually becomes gold! However, the paint only penetrates 1 inch. Paints for other metals might also exist. In fact, a 1 litre can of Adamantite Paint could be the object of a quest.

Staff Against Golems - This staff has 1-4 charges. 1 charge is expended to deactivate a golem of any type (touch needed). The owner of this rod will always have Protection/Evil 10' radius surrounding him both before and after all the charges are gone.

Holy Armour - Acts as -4 Cursed Armour to any but a Cleric or Paladin, for whom it is +1 for every 5 levels the Cleric/Paladin attains. (Thus it would be +4 for a Level 20 Cleric). It also gives complete protection from Anti-clerical and Demonic magic. Unholy Armour also exists.

Rod of Heroic Power - A weaker form of the Rod of Lordly Might. On command it can become a Flaming Sword or a +1 Spear or extend up to 10 feet. It causes Fear as a Rod of Lordly Might, but not paralysis.

Sword Against the Night - This sword is +3 hit and damage vs Spirits of the Night and +1 hit and damage vs Shadows and Spectral Undead. Against Demons of Sleep and Nightmare (see ATWM, Vol 2), it is treated as a +2 Blunt Silver Weapon for hitting purposes only. The holder of this sword has Infra-vision and may see Invisible Objects and Beings.

Druidical Staff - This staff is the equivalent of a Magic-User's Staff of Wizardry. It has the following powers:

1. Animate Plants in 10 ft. x 10 ft. area for 8 full turns. Range=100 ft.
2. Turn Flesh to Wood by touch in melee
3. Summon Fire or Earth Elemental
4. Pyrotechnics with double duration
5. Cure Light Wounds
6. Hallucinatory Forest
7. Plant Door
8. Insect Plague
9. Summon Weather

Bow of the Burning Shafts - Any arrow fired from this bow is automatically enchanted by "Flame Arrow" spell. There is no limit to the number of arrows that may be enchanted.

Prismatic Staff - This very powerful magic item has up to 300 charges which may be expended as follows:

Prismatic Spray - 10 charges

Prismatic sphere - 5 charges to create + 1 charge per full turn to maintain

Prismatic Wall - 4 charges to create + 1 charge per 2 full turns to maintain

Colour Spray - 1 charge

The Prismatic Staff may be used to hit in melee for the cost of 5 charges. A melee hit by the Staff affects the victim like walking through 1-4 random layers of a Prismatic Sphere.

Ring of Eternal Flame - This ring gives the wearer a greater control over fire and heat - based magic. Spells of this type are reduced 1 effective level for the user only. Thus, a Mage, wearing this ring could choose "Fireball" as a 2nd (instead of 3rd) Level Spell. Minimum spell level is always 1.

Tome of Light and Darkness - An Illusionist reading this book immediately goes up 1 Experience Level. Magic-Users gain 5000 E.P. Thieves gain 1000 E.P. All others take 2-20 damage and are confused for 1-3 days.

Amulet for the Detection of Poisons - If brought into contact with poisonous material this amulet will glow. The brightness of the glowing depends on the amount of poison. The colour depends on the strength of the poison; (red=very strong, violet=very weak).

Horn of Besserkergang - Any fighter hearing the sound of this horn will immediately go into a berserk fury and attack the nearest foe with +3 hit and damage and -4 defense. Berserking lasts Constitution-Wisdom melee rounds (minimum of one). Clerics will berserk only if opposing undead, evil clerics or anti-paladins, and when they do berserk they are protected by their God and do not get the defense disadvantage. Magic-Users and others are not affected. If no foes are present then fighters will attack friends (no save being allowed). A clerical "Command" or a "Dispel Magic" or the presence of a 17+ Charisma Being can be used to negate the effects of the horn.

Everburning Lantern - This lantern will give forth light forever, unless a "Dispel Magic" or "Darkness" spell is cast on it. If one of these spells is cast then the lantern loses its magical powers.

The Wyvern Presents A New Character Class - Anti-Magic Users

To be an Anti-Magic User 9+ Intelligence, Wisdom and Strength are needed. Anti-Magic Users may be of any race except Orcish/ Half Orcish, but are limited to 5th Level if not human.

Experience - As Magic-Users

Hit Dice - D6 per level up to a maximum of 9. Then +2 per level.

Weapons - Any

Armour - Any

Abilities - Anti-Magic Users may choose 2 spells from the Mage or Illusionist list to negate. Maximum spell level chosen = Character's Level. Anti-Magic Users may cast their Anti-Magic once a day and it lasts for 6+ Level turns. The Anti-Magic is functional in a 10' sphere around the Anti-Magic User. All inside that sphere are completely protected from the spells that the Anti-Magic User can negate. At Level 10 an Anti-Magic User may choose a Magical Item to negate and he may negate 1 more item per level. Items do not include Weapons, Armour or Clerical Staves.

At Level 3 Anti-Magic Users start getting the Touch Cancellation ability, usable once per day + 1 use per 3 levels above 3. Magic Touch acts as a Rod of Cancellation with a 5% per level chance of success. High-class magical items such as Staves of Wizardry or +5 Armour get a saving roll vs magic at half

their owner's level.

At Level 8 the presence of an Anti-Magic User will cause 1st Level Mages to run in fear, at Level 10 this works on 2nd Level Mages, at Level 12 on 3rd Level Mages, etc. This works the same way on Illusionists.

At Level 12 Anti-Magic Users gain 10% Magic Resistance with +10% per level thereafter up to a maximum of 90%. This Resistance works on Clerical and Demonic Magic and all types of Magic item as well as normal magic.

Saving Rolls - As Cleric with +3 vs Staves and Spells, +2 vs Wands and Death Ray, +1 vs Stoning Dragon Breath and Magical Paralysis.

Fighting - Hit as a Cleric, with +1 on die roll vs Magic-Users and Magic-Using beings.

Magical Items - May only use Magical items of a negative nature e.g. Staff of Negation, Rod of Cancellation, Life Draining Sword, etc.

Notes - These guys were invented to keep those high-level Wizards from getting too uppity. They could be used as NPCs only, but I would allow them as PCs.

The Wyvern Presents Lizard Men as a Player - Character Race Type

To be a Lizard Man you need 15 or higher strength and constitution and 6 or lower charisma and wisdom. Lizard Men may function as fighters only. Due to their great size (they are all over 7' tall), Lizard Men roll D 12+2 for hits. Also, the skin of a Lizard Man acts as Studded Leather Armour (AC7). A shield can be used to improve this to AC6, but since Lizard Men (being barbaric sorts) regard armour as cowardly, this is the best they can get.

Lizard Men have very sharp claws - they may claw twice a round for 1-4. A Lizard Man may attack once with a one-handed weapon and once with a claw if he is not using a shield. If desired, the Lizard Man may also bite for 1-3 damage, but if he does so all other attacks are at -2 hit.

Lizard Men should be treated as "Larger than Mansized" for weapon purposes. There is no limit to the Level that they may achieve.

The Wyvern in the DUNGEON !

Here are four more Classes for Dungeon! (which is a good, family version of D&D).

SAMURAI act as Superheroes with the following differences:

1. Since they fight with two weapons at once they add up the plusses of the two best magical swords they have found, e.g. say a Samurai has two +1 swords. So he adds two onto his die roll when fighting a monster.
2. Samurai use a different kind of armour than normal warriors. If they find the Magic Armour there is a 1:6 chance that it will be magic Samurai Armour. If it isn't they cannot use it.
3. Samurai move at 6 spaces.
4. Samurai have an honour code which causes them to carry on fighting (no matter what) any monster to which they have lost two prizes.

NINJAS need 30,000 to win. They fight as Heroes -1. Ninjas have the same evasion abilities as Thieves - that is, they ignore any result but 2 on the PLT for the first round of combat - but ignore ANY Traps, including Magical Ones. Ninjas find secret doors normally but only move at 5 spaces. Also, they can NEVER use the Magic Armour. Ninjas get 3 Vials of Blade Venom at the beginning of the game. It takes 1 turn to apply Blade Venom to a weapon, but once it has been applied it will strike at +5 against the Ninja's first opponent. Clerics and Wizards (and also their evil counterparts) and Paladins can neutralize the venom, and are thus not hurt by it. Blade Venom rapidly evaporates when in air, so it must be used within 2 turns of its application. Ninjas also get 3 Transference Spells. The Spells can be regained, the Venom cannot.

PALADINS need 30,000 to win. They fight as Superheroes, except against Undead, (Zombies, Skeletons, Ghouls, Wights, Wraiths, Spectres and Vampires), against which they get a +2 bonus on their die roll. Any Paladin with a Magic Sword is completely immune to a Wizard's spells. A +2 Magic Sword in the hands of a Paladin has the Sharpness Power - the Paladin may strike with it normally (adding 2 to his die roll) or he may fight, using the power - in which case he will not get the +2 bonus. Instead, he will automatically kill any being that it hits except Wizards and Superheroes, who automatically get seriously wounded. Obviously, this is only useful against players. Paladins may only ambush Ninjas and Thieves, but may themselves be ambushed by anybody.

GNOMES need 15,000 to win. They fight as Heroes or Elves, whichever is better. They note Secret Doors as Elves and Non-Magical traps as Dwarves. However, they only move at 4 spaces. Against magic, Gnomes should be treated as Elves +1.

I hope these classes are useful to those of you who play Dungeon!

The Wyvern Reviews Runequest

Having recently bought this excellent game, and having even more recently read it, I decided to review it.

Runequest is similar to EPT in that it has a definite background and many non-human races which players may elect to be (although as a referee I would NEVER allow a DragonNewt character - being immortal strikes me as a bit too good). But that is where the difference ends. Runequest has the best combat system yet - it is accurate but easy to use. It has a good, reasonably logical magic system. It has no artificial character types - you pay your money and take your choice of skills.

Basically, it is what the advertisement currently appearing in "The Dragon" says it is. If the game is added to (and it probably will be in Wyvern's Footnotes) then it should join D&D and C&S in the "Best Ever FRPs" list.

The Wyvern's Last Note

I may not appear in the next TLDC, due to the dreaded November-December exams. My appearance in the February issue is definite, however. Until then, may your fighter never fumble.

WHAT DO YOU DO THE NIGHT AFTER YOU'VE SAVED THE WORLD?

or

WINDOW DRESSING, KEVIN?

being the sixth contribution to TLOC by Kay Shapero, 8886 Earhart Ave., Los Angeles, CA 90045

update - for those of you who may not have heard about it, Nicolai and I got married in mid July and are now living in one corner of the Fan Square Mile revisited (aka the Fannish Triangle) in Los Angeles.

Cimments on #5

AMY FALKOWITZ: Nifty dragon, as usual.

STEVE MARSH: re Giant Mongooses: The beasties have survived for many, many generations by specializing in dexterity, hence the minimum dex requirement. For most human or multi-species character classes, minimum requirements are meant to indicate that those lacking in such natural talent as a good dexterity, strength, intelligence or whatever cannot learn or physically master the required disciplines. Monks, for example. Lastly, such things as charisma requirements for given species (and remember - charisma does not equal appearance. I have one C&S character with an appearance of 3 who still has a charisma of 15.6 owing largely to her Bardic Voice of 20.) are meant to reflect the usual effect they have on the majority of other beings. (Compare the normal human reaction to an orc - any orc- and to an elf in Tolkien's universe. Of course such things need not be valid in every world, but then, I write up character classes and creature types according to the way they operate in my world(s). There is certainly nothing wrong with your making any needed modifications to fit them in with yours!

So much for that. At this point, I may as well turn this zine over to Allanne the Griffin, for a report on what's going on in Hellsgate Earth these days...

For what it's worth, the answer to the first title seems to be "Go out and save it again". *sigh* Well, if any of this is going to make any sense at all, I'd better start with a bit of background on the major factions involved.

First, there's the L'Doran Hegemony. About 20 years ago [game time - 3 real years. KS/ someone adventuring in Stormgate Dungeon found an interstellar navigational beacon and, with a notable lack of sense, activated it. There was no apparent result to the action, and people had forgotten all about it until, about 6 years later, travellers from the east of the mountains began reporting a large, silvery-grey dome which had arisen about Eastmarch. This proved to be an energy field about a very fierce conflict between the L'Doran forces who had traced down the beacon, and the people of Eastmarch. No one now knows just what started the fight, or many details of it's conduct (although there are rumors of how a high level mage sent an entire combat team to the bottom of Hell Well, and how they fought their way back out again!), but after 7 years, the dome went down to reveal the (somewhat the worse for wear) Hegemonic forces victorious. Barely. Understandably, they showed no interest in trying to expand their holdings and, having been granted an embassy and spaceport in Hellsgate Town, settled in as part of the local scene.

The L'Doran Hegemony is composed of a number of races, three of which have become most prominent since the Embassy was set up. First, there are the Altani; 5'2" tall on the average, bipedal, strongly telepathic red-fox types. Their

homeworld, Han, has a higher gravity than that of Hellsgate Earth so, despite their small size and light build they are quite strong. They are also very agile. They tend to be decent sorts, although a combination of a samurai-like code of Honor with rather quick tempers makes them dangerous to irritate. But then, the latter can be said for a lot of Hellsgate natives.

Next, there are the Bjora. Visualize an 8 - 12 foot tall, bipedal, Kodiak bear carrying what to anyone else would be a heavy machine gun as a man might carry a rifle. They aren't nearly as quick-tempered as the Altani, but, then, who's going to irritate them? The local tavern keepers love them as their capacity and fondness for brew is as outsized as they are. The Altani drink tea - alcohol poisons them, but they can get really ripped on caffeine.

Finally, there are the H'Reli, who resemble human-sized, bipedal grey cats. These characters threaten to wear out their welcome rapidly. In some ways much more like humans in philosophy than the Altani, they have one really annoying trait; a practically Leprichoun-like love for practical jokes. Who else would bombard an encamped party with beachballs filled with warm molasses (from catapult) at about 2 AM? (One poor were-bear was hit right after changing to bear form. And Shiggoth the Ever Dying pewter dragon was positively encrusted.) Ah, well, at least they're not telepathic like the Altani!

OK, now about the rest of the locals. Currently, the humans, elves, hobbits, dwarves, you-name-it hold the region around Hellsgate under King Aleric, a 16th level fighter and all-around good politician. There are other similar societies further south, but I am unfamiliar with most of them. North are the dragons, who prefer cold climates, east of them are the nearly unknown griffin lands, east of Hellsgate and across the mountains is Eastmarch and the Hegemonic occupation, and southward from there is the realm of the Dark Lord.

The Dark Lord is an anti-paladin of 12th or so level of great power, personal and political, top man in a society where advancement is based almost entirely on merit. And luck. In the years of his rule, he has done much to expand the realm of Chaos and his arms; "sable, a saltire argent" [black with a white X. KS] have become highly familiar to all of us.

Until recently, there was no sign of trouble from the Hegemony. The Embassy kept a wary eye on Hellsgate, Hellsgate kept a wary eye on the Embassy, (and both watched the dragons) but, by and large as the two sides were of equal power, there was a reasonable guarantee of peace. After all, whether you blow holes in things by dropping high explosives or pointing a finger and chanting, and, whether you get about in space/time ships or through interdimensional/paratemporal gateways, multi-world societies have much in common. (Come to think of it, most of us who were involved in the following events were off-worlders - Quizzic & co. live in Branniton along with the pride of which I am a member, Fred, Lianors and the rest of the Finagle group live in the Gateway Valley on Gaelan, I believe some of the gang from Tual-Tey were present at one point, and several Witch Worlders have turned up from time to time. And, of course, the Hegemonic representatives came from many other worlds. While the dragons...but I'll get to that.)

A group of us lower-level sorts (I'm currently 3rd MU) decided to go out to Stormgate for the usual purpose of trashing Chaos, swiping treasure and snooping about. (Aiding the cause of Law..well, Good at least in doing so - the Great Lords of Good and Evil maintain Stormgate as a testing ground. Needless to say we would enter the lists at the highest level possible, for there are restrictions as to how much power may occupy a given level.) After a few random encounters,

including a thoroughly lost Rim World ship (which sounded like it was about to fall apart) and crew who spotted me as an obvious off-worlder and were highly curious about my origin (being a griffin can get interesting at times) and a very large vatch who thought ~~ME~~ we were interesting (*cringe*), we finally reached the Dungeon.

I'm afraid all I remember of the rest of that trip was Timothy Craye shooting improbable numbers of arrows at a red hydra, hearing the sounds of battle behind me and turning around to see a large white dragon (who had thoughtfully snuck up on us while invisible). I spent the next few days as a griffin-sized icicle, while every pern fire lizard on the planet clustered around mine to reassure him that I wasn't permanently dead. So the rest of this is hearsay. It seems after the battle, the survivors holed up in the hydra's former habitation with the bodies, waiting for the end of the test period so the gate to the outer world would reopen (you can try to leave earlier, but where you'll find yourself is anyone's guess.). Well, Supervatch came back. And, in typical vatch fashion decided when somebody injudiciously mentioned the large number of Altani to the east that it would be fun to borrow a couple of them and drop them on the party. Via the Egger Route. (No one knows quite why the route is so awful, memory tends to be confused, but everyone gets sick from passing through it.) I have no idea how they got rid of the vatch, but when everything finally got straightened out, one of our telepaths learned something very interesting. It seems the two Altani had not been on this planet when grabbed. So, when the party returned and reported in, Quizzic [12th MU] got out his crystal ball and took a look. Sure enough, the Hegemony had set up a large world-gate in Eastmarch, and lots of troops and armor were coming through. Enough to stage a reasonable invasion...but of where?

However, this problem had to be dropped on the back burner for a while, for something of even greater urgency had come up. The Time War Embassy was flickering. Not only the Embassy, but also the space port and the landing beacon. As though they were there one moment, and gone the next. And the grass outside of the Embassy was withered and dry. The Hegemonic forces (mostly Altani) were NOT flickering, but what few of them were about (in pairs or threes), dressed in strange outfits of metallic mesh resembling environmental gear, were uncommunicative to the point of rudeness. Clearly, they, too were edgy, and it was not hard to figure why.

There was nobody out at the spaceport, not even the port officials and guards. There was only one ship on the field; the Rim Worlder, her crew even more bewildered than before. Quizzic and some others went out to talk to them, but learned little. Except that Rim World spaceships always sound like they're about to fall apart.

Somewhere in the middle of all this, I was Raised by Patriarch Duncan (of Caelan). A wierd feeling, that. Rather as though one minute I was fighting for my life in Stormgate, the next I was lying down, totally exhausted, in a Hellsgate inn with a very upset bronze pern fire lizard nearly strangling me with his tail and delivering a long, impassioned lecture on how I was NOT going back into that hole in the ground and most assuredly not sending him away again if I did. Poor Adareth, he was far more upset at my getting quick-frozen by a sneaky white dragon than I was. But then, if he'd been killed and I'd had to wait 2 days for him to be Raised.... Maybe I have made my last Dungeon raid. No point in pushing our combined luck any further.

Right after this, Quizzic, Lenla [14th level MU] and some others started

collecting many clerics who could do "Commune" spell and asking questions. The dry grass outside the Embassy proved to be suffering nothing worse than lack of care - the Embassy staff were far too distracted to water it. The clue came when they asked "Why is the Embassy flickering?" and got two answers of equal weight - "What flickering?" and "What Embassy?" Suspicion dawned - someone was monkeying with probability and Hegemonic structures were either there, or not there depending on the sub-time line. The final question was "Who/what is responsible for the current attempt at a probability shift?" The gods were kind, and gave the answer: "Quizzic".

AHA! It seems that a few months back, when we'd finally figured out how to work the controls to the space/time gates in the Hall of Planets, Quizzic had toyed with the idea of going far back into the prehistory of the Altani and teaching them the use of magic. In this time line, we'd talked him out of it, but apparently elsewhere he'd tried it, and at least once had succeeded.

For the next few weeks, Lenla and Quizzic were busy researching spells and preparing equipment for yet another venture into the Hall of Planets (located in one of the few neutral zones in Stormgate.) And I was recovering from being Raised. Which wasn't too bad, for I was staying in one of the better inns in Hellsgate's entertainment district (which is owned and operated by one Hl'g K'l'l, an enterprising Neutral who got his start by acquiring were-wolverine sized Boots of Haste on an expedition, and selling them to Alfric, the Holy Terror for 400,000 gold pieces.) And I was rarely alone. There were pern fire lizards in and out all day visiting Adareth (who flatly refused to let me out of his sight) and usually at least two other pride members. When I was strong enough to leave my bed, I even got in some night-clubbing with my pridesister, Kala.

A couple of weeks after I had fully recovered, the Hall of Planets investigation force was ready. Lenla had researched a spell to detect harmful energy levels (microwaves, radiation etc.) in case it might be needed if anyone had to pass through a time door. I was invited along - this was not going to be a particularly level-dependant trip and frankly, Like Lenla, I wanted to be sure Quizzic didn't make matters worse.

I'll skip describing how we searched up and down timelines, tracing down trends. I'll settle for being glad the time scanner is reasonably coarsely tuned, or the whole thing would have been impossible. That, and that, when used in this manner, the door is not visible from the other side. Well, not usually. We were spotted by an individual called the Historian, while checking a magic-using line that proved not to be the one we were looking for. He was, fortunately, a friendly sort and gave us much valuable information. We promised to come back later and tell him how it all came out.

At length, we found the turning point. Apparently, at the time Quizzic arrived (polymorphed to Altani form, of course) there was a native Altani researcher studying magic. He had a crude, but recognizable lab containing all sorts of chemical and alchemical substances, including a large chunk of sodium in a glass jar of oil. On the day in question, a servant was ineptly mopping the floor when one end of his mop struck the shelf with the jar on it, knocking the jar over and plunging it into the mop bucket with enough force to break the glass....
 BALLOONEY! When the dust had settled, one figure emerged from the pile of wreckage. The servant.... A quick search of nearby timelines found the one we wanted.

Following this trace back into the future led us up several unwanted side arms, but eventually landed us with the nightmare scene of a city being bombarded from

space. In a room in the central building was a table surrounded by mages busily keeping up the force dome which protected the town, while, across the room were several more clustered about another time door. There was something of a blur - and then we were looking through the other side of their door right at the startled mages. One of whom promptly yelled something and fired directly at Quizzic, fracturing his PK shield as he hit the door switch. After everyone's nerves had calmed down, those of our group who'd done "Understand Languages" were able to tell the rest of us what the Altani mage had yelled. "Demon". And he'd been looking directly at Quizzic.

A bit more investigation confirmed it. On the line in question, both Quizzic and the early Altani researcher had started schools of magic. And during their lifetimes, all had gone well. But after both had died, the two schools came into conflict, and the result was a violent war that devastated the planet. It was centuries before they worked themselves back up to the level of civilization they had enjoyed. The mages we had seen in the threatened city were busy standing off invasion from a version of the Hegemony which didn't care for magical competition, while sending representatives back in time and over in space in a desperate try to remove the Hegemonic discovery of Hellsgate from any time line where it might come to the attention of the individual now blamed for the loss of the "Golden Age." Quizzic.

This obviously had to be stopped. Bad enough, the problems we already had, without the unknown factors their success would bring. But how? None of us wanted to tangle with the mages in that room. Forewarned by our previous appearance, they would be most formidable foes. Besides which, they did have some justification! While going back to the beginning and murdering Quizzic or the Altani mage was unthinkable as a serious suggestion. It was Quizzic who thought of the obvious solution. "We introduce them."

And so we did. Quizzic (2) found talking to his duplicate an interesting surprise, but was quite willing to go over and help the native mage put his lab back together. A check of the future revealed that they got along splendidly. Doubtless, there was a line in which it didn't work, but our Hellsgate Earth appears to be part of the scheme where it did. The Embassy had stopped flickering. Nobody in town remembers the incident with the exception of those of us who went to the Hall of Planets, those who were off world when we did, ...and the Altani. Who aren't sure what stopped it, are rather puzzled about what started it, and have taken steps to keep anyone else from playing with their prehistory. I wish them luck.

No So we'd saved the world. Well, more accurately, we'd saved the
Dungeons events of the past 20 years. And we'd also rescued our old problems!
Just The Hegemony was still pouring troops and equipment into Eastmarch,
Dragons and we didn't dare close off their gate, thus warning them, without
 even knowing why. King Aleric was getting worried. The army was called
in, and contingency plans for outlasting a siege or evacuation off-world were
discussed. (And just try and buy a horse of any quality, or buy anything of a
field ration variety in Hellsgate!) It was at this point that the king contacted
those of our group who had done him signal service in the past. (another story -
this one's too long NOW), and asked if we might be willing to undertake a diplo-
matic mission to the Dragon Lords of the north. To send some of his own people
might be remarked on, besides which he needed them all to help prepare for possible
war. Being more than casually interested in the future of Hellsgate ourselves,
we accepted.

The goal was to convince the dragons to come in on our side in case of war (which promise might well prevent one), or, at the least to be neutral. Our chief negotiators would be Lianors [12th HU], Quizzic, Lenla, Patriarch Duncan [12th CL] and a couple of others. These were told the maximum amount of land and advantages that King Aleric was willing to cede in return for full support, and what he would give for neutrality. They were also given Permanented Mind Blank Spells to keep anyone else from knowing, spells that would be removed after the completion of the mission. A number of us were coming along as retinue and/or transportation including the entire Brannitor pride (there are currently 9 of us), and the Alacorn family from Gateway, Ilsith the Mithril, several other dragons, and Kemcc, Kaththea and Kyllyn of the Witch Worlders. We had an interesting time at the border - seems the guard who was in charge of visas at the time hates griffins (of which we had 6 - 2 of the pride are sphinxes, and one was not yet a griffin. The number of former humans we have in this pride these days....) So while the rest of the group was charged fairly little, it cost a small fortune to get the griffins through. *sigh*

Arrival in town brought some interesting surprises. I was flying along watching the scenery, when I spotted a large dome flanked by cooling towers. I nudged Alherys telepathically (the whole pride is telepathic these days, courtesy of Wencit of Moran Tian. This, too is another story!). "Do you see what I do?"

He did. An atomic power plant. And, as I looked around, signs of a reasonably technic civilization. Nearby, there was a space port with several unfamiliar ships - and four very familiar ones.

"It would appear that the dragons are off-worlders, too. And-"

"Yep. The Hegemony is here."

Sure enough, the Hegemony had had the same idea we had, for, when we were ushered into the Draconic council chamber, there, across the room were the Hegemonic representatives. All military officers, and all Altani.

The two sets of primary negotiators were seated at two long tables placed directly opposite so they could glare at each other in comfort, while the rest of us had dragon-sized cushions out in the large area further down the room. I wound opposite a junior officer who looked rather familiar, complete with a black left ear. I couldn't help thinking, very privately, "Nicolai, you just have to put T'Lieaou in everywhere, don't you?..."

The Dragon Council was seated on a dais in front of the room behind a 3rd long table. Before each Councilor was a plate bearing the name of the dragon who sat there, in different colors, depending on the stand each individual held on the subject in question. One of them was familiar - Sil Sakoth, a distinguished red dragon who runs a large vinyard and winery south of the dragon capital.

As the Dragon Councilors made their opening statements, it soon became evident which color stood for which position. Black, for example was fully pro-human (etc.) anti-Hegemony. There was only one plate of that color, belonging to one Salroth Nikarn who proved to be the kind of ally one can do without. His opening speech left no doubt that he was a true twit. Sil Sakoth was Grey - the position of true neutrality, while Silver was the dead opposite of Black. All positions in between were represented, including one color, Gold, whose proponent's speech could have been boiled down to "A pox on both your houses!" No help to us, but I couldn't help sympathizing a bit.

Then it was the turn of our side. After stating his aversion to war when avoidable,

Quizzic pointed out that if, indeed the Hegemony meant to attack us, their most likely next target would be the dragon lands, which, after all were somewhat more climactically suited for the majority of species representing them on this world. Challenged on this, he brought out and had projected on the council room screen (complete with translations) copies of a set of documents (taken from the very dead body of a minion of the Dark Lord who'd robbed and killed an Altani messenger. The originals were returned to the Embassy.). These were battle plans for a possible war between the Hegemony and the dragons.

The lead Hegemonic negotiator promptly said, blisteringly that these documents were first of all Top Secret and had no business being in our hands and further that no sane military organization does not plan for all possible contingencies, even the remote ones. After all, that set of plans had also included those for every other possible alternative in a world inhabited by the dragons, the Hegemony and the Hellsgate inhabitants.

Furthermore, while these negotiators might say how much they deplored the idea of war, it was not the Hegemony who started it! With that, she projected some films of her own on the scree. Someone had very messily attacked and massacred the compliment of an Altani staffed research base and the camera had caught all the gruesome details of the clean up. As atrocity films go, it was enough to make you sick. And in among the Altani were undoubted humans in full armor with swords and the like. And shields.... For a minute, I wasn't sure if anyone but me had caught it. Then I relaxed. Lenla was scribbling furiously on a piece of paper and passing it to the other members of our negotiating team.

The gruesome presentation ended, the lead Altani sat back, and it was Ilsith's turn. A trifle shaken, as all of us were, I think, he nonetheless managed a good presentation, vouching for the good character of the humans, etc. with whom he had associated in Hellsgate. The talks proceeded until it was Lenla's turn. Knowing, as I did, just how much about the Hegemony, and particularly the Altani (thanks to several trips to Han, polymorphed to Altani form, the Finagle castle library is possibly as complete in the history department as some of those on Han.), I found her speech particularly entertaining. After saying that, yes, those were indeed dead humans in among the dead Altani, she pointed out that not all beings of the same species need be part of the same society. In fact, the odds were against it. Surely, the Altani, for example, would not care to be identified with another group of their own kind if that group did something their own culture found repulsive or indecent. (At this point, Lenla tells me a mind probe bounced off her mind Blank shielding. Not surprising; the Altani would rather we didn't know of the L'Drey, a gypsy culture of the same species but very different living and sexual habits.) Having made her point and created a bit of nervousness as to what, if anything, she knew, Lenla asked them to reproject the film, and froze it at one frame, pointing out the heraldry on one of the attack force's shield. Sable, a saltire argent. The Dark Lord's men.

I believe this is the point at which the talks began an almost imperceptable shift from being between the two negotiating teams and the dragons to being directly between the Hellsgate and Hegemonic representatives, with the dragons more as referees. Several others spoke on both sides, but it was Thomas of Easterwine [10th or 11th MU, I believe], speaking in very simple terms, most unlike the political fencing that had gone before, of peace between all factions present now that the true enemy was known who caused 3 or 4 dragons to switch to Black, including Sil Sakoth. In some ways, this hardly mattered by now. The Hegemony had started the attack on the Dark Lord during the deliberations under the impression that the Hellsgate humans would come to the aid of their own

species. Our apparent attitude was unexpected, and evidently cause for much reconsideration, while influencing the dragons had become much less important. Lianors dropped the final bombshell. Lianors, who had sat there quietly through the whole thing, Lianors who despised war and had retired from expeditioning upon making Wizard stood up and called for a joint operation against the Dark Lord. I think the flurry of volunteers for this from many of the negotiating team was what finally convinced the Hegemonic representatives that we were serious. The war was on - but it would not be between us.

Love Cf comparatively minor note, but of interest to us was what happened
and after the Altani force left the room. When Lenla called for the
War second showing of the film, I looked away, not really wanting to see
it again and noticed that T'Lieaou had become highly agitated and had
to leave the room. A horrible suspicion coming to mind, I communicated it to
Alherys and, as soon as negotiations were over, we flagged down several of our
own team. After discussion, and the importation of Villar of Branniton / CL -
I'm not sure what level / with the aid of a pern dragon in the party so he could
do some "Commune"s (Duncan had done his for the week) my suspicions were confirmed.
T'Lieaou's mate, A'Riai had been one of those killed in that raid.

We were hardly set up to bring back everyone stationed at that base, we could
at least, do something about this situation. Quizzic threw a Reincarnate II,
while Lenla threw Limited Wish (to cause the least loss of memory), and there
stood a very confused A'Riai minus any memory of the last 8 months. As she'd
not even been on Hellsgate Earth back then, our explanations were a bit confusing,
but as we weren't ALL Mind Blanked, she was able to get a more coherent account
directly. And looked appalled. The first thing she wanted to know was where
T'Lieaou was. We checked, and found that he and the others had already taken off
for Han. So we had the efreet who'd been handling commissary duties for our group
make her a uniform and, permanent metal being beyond the talents of an efreet,
Ilsith gave her his dagger for a belt knife. Then we had one of the pern dragons
take her to Hellsgate field where she could get transport to Han. I must say
Hegemonic bureaucracy must have some good points - only 3 hours after T'Lieaou
had left she had taken off in another scattership after him. As both ships would
take the same length of time to get there, there was a good chance of her catching
up to him on Han. At least we hoped so. Knowing Altani psychology (for one
thing, they mate for life) it seemed probable that T'Lieaou was planning on
suicide shortly after arrival. Which is why most of us were in the Hall of
Planets 2 weeks later watching as a stunned Altani pilot got an absolutely
staggering message right before landing, and just sat there in his ship on the
landing field until A'Riai arrived to collect him. Then we discretely switched
off. At least we were able to do it this time! The first any of us had ever
seen of T'Lieaou was the day we were stuck in Stormgate trying to get out via
a variable (and both-ways visible) set of time doors. A bug in the system kept
getting us T'Lieaou's and A'Riai's honeymoon suite. After a few times, T'Lieaou
got so upset that he took out a blaster and fired every time that door appeared.
We had three different doors blown away before we finally got out.

Anyway, a group of us wrote and signed a message, to be forwarded by the
Embassy asking them to accept this as an apology for interrupting their wedding
night and offering to help if we could if there was any such problem in the
future. And Ilsith tells me it will be interesting if she ever has occasion
to use that dagger. It's +3.

Status
Report

So there it is. Currently Lenla, Quizzic, Lianors, Fred (Lord Finagle) [13th MU], Ilsith and many others are practicing for a raid on the Dark Lord and his elite guard. And we've been getting all sorts of strange communications from someone who styles himself "He Who Walks in Shadow/He Who Walks in Light" who seems to be after Quizzic, and may have been responsible for the destruction of Sir Jason of Eastmarch's [19th MU] lab and his disappearance. Some 1st and 2nd levelers found some very strange equipment in the Forest of the Veen, and some others found one of the strangest time doors yet, leading 10 or 20 thousand years back to the time of the Kain, and several parties have encountered groups of L'Drey (what the Altani will do when/if they hear about this...) There seems to be some mystery connected with the town of Accorus (human(?) town near the Forest of the Veen), and sooner or later we're going to have to do something about the Sisterhood of the Spider and... But why go on. Window dressing? Kevin Slimak, I wish you were here!

--Allanne of Brannitor

SOME SPELLS

In the course of the above events, and some that weren't covered, Lenla had occasion to research a couple of spells which are available for sale or trade. These are:

1st level - Detect Harmful Energy Levels. Detects presense of microwaves and various radiation types in harmful amounts. Duration as for Det. Magic
Cost - 2,000 gp

5th level - Sunscreen - Provides a mobile sunshade sufficient to shield a 60' radius. Moves with caster. Duration 8 hrs.
cost - 40,000 gp

Quite some time ago when Patriarch Duncan of Caelan was setting up his clinic he had occasion to research the following, also available for sale:

1st level - Sterilize I - Sterilizes 1-5 small objects (vis scalpels) or one light wound. (Useful in the absense of an autoclave or carbolic acid)
Cost - 2,000 gp or one month's service at the clinic.

- Anesthesia I - Provides local anesthetic effect over the area of a light wound. Requires patient consent (cannot be thrown in combat)
Duration is 1 hr + 10 minutes/level of cleric
Cost - 2,000 gp or one month's service at the clinic

2nd level - Sterilize II - Sterilizes 1 - 10 small objects, 1 medium sized object (vis short sword or dagger) or one serious wound. Requires knowledge of Sterilize I (although SI need not be carried on the specific occasion)
Cost - 4,000 gp (5,000 gp as package with S I) or 2 month's (2½ for package) service at the clinic

- Anesthesia II - Anesthetizes area of a serious wound. Otherwise as A I. Requires knowledge of A I
Cost - 4,000gp (5,000 for package w/ A I) or 2 (2½) months service at the clinic.

3rd level - Sterilize III - Sterilizes anything within a 10 foot radius. Requires knowledge of S I & II.
Cost - 8,000 gp (10,000 for all three spells) or 4(5) months service at the clinic.

3rd level - Anesthesia III - General Anesthetic. Otherwise as A I (Note - CANNOT be used as a combat spell!) Requires knowledge of A I & II. Cost - 8000 gp (10,000 for all three spells) or 4(5) months service at the clinic.

Fertility (for campaigns which use this as a 3d6 characteristic) - Increases/Decreases Fertility by 2 D4. Duration 8 hrs.

Cost - 8000 gp or 4 months service at the clinic.

Note - these prices are for personal use purchase only. Group rates and resale rights (which includes scrolls) available with negotiation.

A package deal of ALL of the Clerical spells listed above is available for 15,000 gp or 1 years service at the clinic. Trades will also be considered.

As long as I've got the room, a few comments on some of the things I've seen that are going into THIS issue.

ED SIMBALIST: Thanks muchly for the spell learning clarification (may I assume that the discussion of enchanting materials means that the rule in C&S about needing to be MKL 5 to enchant more than one substance at a time is no longer in effect?) The main problem I'm having with C&S is all the little details to be figured out and rolled for to set up the character sheet. You do need rather a lot of die rolls. Still, it's interesting to play a character with an Appearance of 3 and a Bardic Voice of 20 (she wears a veil). And I like the magic research and enchantment rules. They're INTERESTING. Oh yes, I have one serf character (currently 13.7 years old) who wants to know if the 5% bonus for attending Mass is cumulative, or if it can only be used once per casting. Fasting is fairly easy for a serf (and occasionally involuntary), but meditation gets one beaten for "day dreaming". Poor kid has an intelligence of 22, a Wisdom of 17, a good constitution, a Strength of 3 and a low Appearance. And his master is another serf in a secret society. Ah, well, even with a Bardic Voice of 7 if he ever breaks out of this trap he'll still be a good Power Word mage.

LEE: Thanks for the gem data - you may have just saved me a LOT of work...

MIKE GUNDERLOY: I'll try and have the system for you nextish. Basically, there are certain sorts of stones which are better channels for magic, in particular those of shifting color or design. Some of the most potent magics must be stored in such gems or they will dissipate.// We finally get Nicolai off of demons and you start including Character Stats for the things?!?!

KEN PICK: Actually, I typed your zine. And several others. I agree with your statement about other things to do besides fight - witness some of what's been happening in the Hellsgate universe lately. Admittedly, there is a rather large fight coming up, but it's hardly a standard "dungeon expedition". If you do an essay, include more examples - you've already stated your basic case quite well.

CHARLIE LUCE: You might sprinkle some of that Holy Water on Mike Gunderloy. Or his zine, anyway.// Go right ahead and trim the gem system - I presented it as a base to work from. (You might also look at Lee's zine thish.). Removing most of the relatively unfamiliar gems will probably do it quite well.// I like those Find Mate rings. Nice.

DIRTY TRICKS LIST: AAAAAAARRRRRRRRRRRRGGGGGGGGGGHHHHHHHHHH!!!!!!!!!!!!!!!!!!!!!!
(I've got a couple for you which I'll give Ken at a LASFS meeting if I remember.)

So much for this issue.

Bye.....

OPERATION: CHAOS #23

A Personalzine by Nicolai Shapero of 8886 Earhart Avenue, Los Angeles, Ca. 90045
for TLOC #6 7 October 1978 phone: 213-MI-1-DUXY

I've never been much pleased with any of the current forms of the illusionist subclass of mage. All too frequently, the intent of the subclasses seemed to be to produce power mages of greater power than the normal mage for, sadly, far lower ep requirements. Further, I found little pleasure in the idea of a supposed illusionist throwing the equivalent of a mage fireball or lightning bolt; they are supposed to be illusionists, after all, not power mages!

At any rate, being something of a tinkerer, I came up with my own version of the illusionist subclass of mage.

The Shapero Illusionist (henceforth simply referred to as an Illusionist) forgoes the use of all damage causing magic. He is a master of deception above all else. And no spell cast by an Illusionist may be of a sort to cause direct damage to any individual. To compensate for this lack of direct physical power, the power of the Illusionist's spells are increased in another way--no character struck by an Illusionist's spell is granted a saving throw. Thus, whatever illusion the Illusionist wishes to project will be believed by one and all!

The experience point progression for Illusionists is as for normal Mages, and up through 18th level, the spell progressions are identical. After 18th level, the Illusionist gains a spell of the next higher level for each two levels achieved. Thus, at 20th level he gains a 10th level illusionist spell, at 22nd he gains an 11th level spell and so on. Once he has a spell of 10th level or higher, he will gain an additional spell of that level for each two levels further that he advances. Thus, post 18th level Illusionist spell progression for 10th and higher spells is as follows:

Illusionist	10	11	12	13	14
level 19	0	0	0	0	0
level 20	1	0	0	0	0
level 21	1	0	0	0	0
level 22	2	1	0	0	0
level 23	2	1	0	0	0
level 24	3	2	1	0	0
level 25	3	2	1	0	0
level 26	4	3	2	1	0
level 27	4	3	2	1	0
level 28	5	4	3	2	1

and so proceed, ad infinitum...

The Prime Requisite for Illusionists is INTELLIGENCE. And in order to cast a ninth or higher level illusionist spell, the Illusionist must have an intelligence of 18.

ILLUSIONIST SPELLS

Most of the spells of the Illusionist class are designed solely to fool one or more of the senses. The more complicated the illusion, obviously the higher the level spell. To create this effect, level factors are assigned to each element of the illusion, the factors for the given illusion totaled, and the resultant value is the level of the spell that will produce that specific illusion

The level factors of components of spells of illusion are as follows:

1. Auditory illusion--1 level factor
2. Visual illusion--1 level factor
3. Illusion of smell--1 level factor
4. Tactile illusion--2 level factors
5. Illusion of taste--2 level factors
6. Mental illusion (to fool esp, telepathy, etc.)--3 level factors
7. Programmed action of illusion (illusion will proceed through some sequence of actions, movements, sound levels, etc., sequence specified at time of casting)--1 level factor.
8. Improvisation of illusion (illusion will change AS THE CASTER WILLS for as long as the caster concentrates--no other spell casting allowed)--2 level factors.
9. Programmed improvisation of illusion (illusion will change according to a program laid down by the caster at the time of casting--but unlike programmed action factor, simple decision making is possible, on the order of "if the fighter throws a rock at the illusion, he will see thus-and-so, otherwise, he will see such-and-such")--3 level factors.
10. Illusion keyed for later activation (As per magic mouth--conditions specified at the time of casting)--3 level factors.

Example:

Karan, the Illusionist (8th level), has spells of 1st, 2nd, 3rd, and 4th level--four first, three second and third, and two fourth level spells. For one of his fourth level spells, he carries a combined auditory, visual, and tactile illusion, for the other, he carries a visual and auditory illusion subject to improvisation. As one of his third level spells he carries a combined spell of illusion of smell and taste.

Using one of his fourth level spells, he provides his guests with the worlds greatest collection of beautiful statuary in the world (all who approach said statuary hearing fine and beautiful bell like tones). And, using one of his third level spells, he convinces all of his guests that his food is really of a far higher quality than it actually is. His services at the local taverns are, needless to say, in constant demand.

Spell Cost--For the first melee round, cost is level squared. For the second melee round, the cost is $\frac{1}{2}$ the value of the first melee round (minimum cost 1 spell point. For the third melee round, the cost is $\frac{1}{2}$ the cost of the second melee round (minimum cost 1 spell point) and so on. Once a spell of illusion has been cast and maintained for 12 melee rounds, it will continue to have effect without further cost to the spell caster--though the spell will have a 50% chance of decay per 8 hour period. If a spell is maintained, and spell point cost is paid for 120 melee rounds (120 spell points for a first level spell, 124 spell points for a second level spell, 135 spell points for a third level spell, etc), the spell will last until dispelled.

Illusionist Spell Points--(Intelligence+Constitution)xLevel. Regenerated at a rate of (intelligence+constitution) per 24 hour period of no magic use.

Illusionist Spells other than those derived from level factor system preceeding are listed here:

Level 1: Fog. By means of this spell, an Illusionist creates a thick fog (1000 cubic feet per level of caster) in which all vision INCLUDING THAT OF THE CASTER is reduced to 10'-30'. Range--centered about caster.

Invisibility. Caster only invisibility as per grayhawk spell--save that the caster cannot fool non-intelligent creatures (e.g. plants). Purely a psychic phenomenon, so does not protect the user from lasers and the like.

Level 2: Detect Illusion. By means of this spell, an Illusionist may detect an illusion. Duration--1 melee round per casting only. Range=6".

Level 3: Protection from Illusion. Castable on self only. Allows caster a saving throw vs illusions cast by an Illusionist equal to 1% per level of caster of protection spell minus 1% per level of caster of illusion spell (minimum 1% probability of protection). Duration=10 minutes, Range--self only.

Magazines of possible interest to D&D/FRP gamers

Wyrm's Footnotes...Fanzine edited by Greg Stafford. Available from the Chaosium PO BOX 6302, Albany, Ca. 94706. Irregular publishing schedual, minimum of three issues per year. Single issues are \$1.50, five issue subscription available for \$6. An excellent zine and, now that Runequest has been published by the Chaosium, an invaluable zine for the Runequest fanatic.

Underworld Oracle...An offset zine available from Phil Alexander, 113 Bruntsfeld Place, Edinburgh, Scotland. 40p (+postage presumably for out of UK subscribers).

Spellbound...An offset fanzine available from Carl Mueller, PO BOX 635, Stony Brook NY 11790. Quarterly publication schedual (theoretically). No zine seen since number 3 (in the first quarter of 1978). Single issue \$1.

The Apprentice...A quarterly offset fanzine available from David Berman, 24 Seguin St., Ottawa, Ont. k1j 6p3 Canada. Currently (as of May 1978) in first issue. Subscriptions \$5.50/year for US and Canada subscribers.

The Dungeoneer...Offset fanzine edited by Chuck Anshell, 1226 N. Rossell Ave., Oak Park, Ill. 60302. 60¢/issue, \$1/issue overseas. Publishing schedual VERY irregular. Bimonthly, quarterly, or every six to eight months schedual.

Alarums and Excursions...mimeo quasi-APA similar to TLOC in some ways. More comment zines, less meat, on a page by page basis...but 160 pages per issue. Available for \$1+postage/issue for non-contributers from Lee Gold, 2471 Oak St., Santa Monica, Ca. 90405.