

Spring No. 4

THE LOADS OF CHAOS



This quarterly quasi-apa is brought to you courtesy of N. C. Shapero and the other mad members of the TLOC crew (special thanks this month to Kevin Slinak, Kay Jones, and Jordan Brown for their help during collation). This fanzine is meant to be run for the contributors, primarily, and the fee scheduals have been adjusted accordingly. It is edited and published by Nicolai Shapero (aka Niall Shapero) in the fervent hope that it will not lose too much money.

Contributors may print up their zines themselves (copy count 100), or they may type up their zine on a SEVEN HOLE stencil (suitable for Rex Rotary M4) and send it (along with 55¢/side) to:

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Camera ready copy may also be sent (along with \$2.30/side for printing costs). Or, if none of the above methods seem desirable, send a letter to N. Shapero (along with \$1.50+printing costs/page--limit four pages)and he will type it up for you and run it off.

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Unless otherwise requested, all issues will be sent first class. Should insufficient funds be provided for first class mail, the editor will attempt to deliver by the fastest alternate method. If no funds are provided, copy will be hand delivered (with a probable delay of 1 year + for subscribers outside of the SF Bay area and greater LA area).

This zine available for trade only with other D&D and FRP fanzines.

If you find this issue of TLOC entertaining, it is strongly suggested that you also subscribe to the father of all the D&D zines, Alarums and Excursions.

Lee Gold/editor Alarums and Excursions
2471 Oak St.
Santa Monica, Ca. 90405

A&E is a large LA based magazine (450+ copy count) with contributors from all over the western world, and is of great interest to any D&D player or DM.

DEADLINE FOR ISSUE NUMBER FIVE: May 10 for zines needing to be xeroxed, May 15 for zines needing to be mimeod, May 20 for preprinted zines. Collation, Ghu and the Ink-spitting Mimeo willing, will be May 26.

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The editor would like to take this opportunity to apologize to John Sullivan and Ken Pick, the cover artists for issues 1,2 and 3, for failing to properly credit them in the table of contents.

The cover for #1, a Death Demon arising from the symbol of chaos was by Ken Pick. The covers of issues 2 and 3 were by John Sullivan (cover for number two--party of explorers faced by a vatch--cover for number 3--Master and Servant--are both copyright 1977 by John Sullivan).

Editorial Comment: I, Niall Shapero, intend to EDIT this magazine. And I consider "to edit" a very active verb. I will not allow fan fauds in this magazine. Further, I will not allow ruder or ill-mannered comments. Zines containing rude or ill-mannered comments and nothing else will be rejected; those containing additional material of some interest to TLOC readers will be retyped. Constructive criticism is acceptable, but ONE TRUE WAY-ism will be dealt with severely.

For those submitting zines on stencil: please try to get 7-hole stencils (marked FOR REX ROTARY MACHINE on stencil package). Failing this, get stencils that are 9 1/16" wide (roughly 23 cm). Please type between lines 5 and 65 only, and please leave reasonable (1/2-3/4") margins. NB: Stencil zines that contain more than 30 typos/page will be retyped, and the offender charged appropriately.

OPERATION: CHAOS #10

A personalzine by Nicolai Shapero 14 February 1978 for TLOC #4
 200 Davey Glen Road Apartment 420 Belmont, Calif. 94002
 415-593-6368 Do not call before 9 am or after 10 pm

Ah, the joys of being the editor, and not having to take the deadlines all that seriously (as you can see by the above date, I am hopelessly past the deadline for this issue).

For a long time, I've been running my dungeons/wilderness with a critical hit system used by the old Perrin crowd. It made life very interesting, and sometimes rather short. Unfortunately, several of the critical hits that could be scored really only meant something to player characters--non-player characters could pretty much ignore them. I am thinking in particular of one of the head criticals which resulted in $\frac{1}{2}$ intelligence and wisdom--permanent. Such results will ruin a PC, but will have little if any affect on an NPC.

So, as a partial solution, I have developed my own critical hit chart (useful for the moment primarily with humanoid creatures).

When a natural 20 is rolled in combat, roll again and if the second roll matches or exceeds the original to-hit number (or is itself a 20) then roll for a critical hit--first roll for location, then for effect.

LOCATION ROLL

01-17	Head Hit	71-78	Shield arm hit
18-54	Torso Hit	79-00	Leg hit (1-3 left,
55-70	Weapon arm Hit		4-6 right)

HEAD HITS

01-11	Eye slashed (1-3 left 4-6 right)	+1D6 damage	lose eye. No fighting for 1D6 melee rounds. -6 with missiles, -1 with h-t'h thereafter.
12-22	Forehead gashed	$+\frac{1}{2}$ D6 damage	No fighting for 1D4 melee rnds.
23-32	Ear off (1-3 left, 4-6 right)	+1D6 damage	50% permanent hearing loss
33-42	Nose shattered	+2D4 damage	stunned for $\frac{1}{2}$ D6 melee rnds.
43-52	Jaw broken	+2D6 damage	Voice lost until cure
53-62	Concussion	+1D6+1D8 damage	serious cast on victim
63-72	Skull fracture	+2D8 damage	Stunned 1D8 melee rounds
73-82	voicebox shattered	+1D8 damage	1D10 hour permanent memory gap
83-91	Major brain damage	+5D10 damage	permanent voice loss
92-97	Throat cut	+4D10 damage	Stunned 2D10 minutes
98-00	Decapitated	INSTANT DEATH	death in $\frac{1}{2}$ D6 melee rounds

TORSO HITS

01-25	Ribs broken ($\frac{1}{2}$ D10 ribs)	$+\frac{1}{2}$ D6 per rib	10% chance lung puncture per rib broken (cumulative).
26-50	Lung punctured	+1D12 damage	$\frac{1}{2}$ Dex, Con, and Strength until cure serious done, +1D4 blood loss/melee round.
51-69	Weapon impales	double damage	Attacker loses weapon
70-86	Internal organ hit	+2D8 damage	1D8 blood loss damage per melee round until cure serious
87-94	Backbone severed	+2D20 damage	Paralysis: 1=waist down, 2=neck down, 3=left side, 4=right side
95-00	Heart punctured	INSTANT DEATH	

WEAPON ARM HITS

01-50	Arm Artery severed	+1D8 damage	+1D6 damage/melee round until
51-77	Fingers off ($\frac{1}{2}$ D10)	+1 pt/finger	cure serious done
78-96	Hand off	+3D6 damage	20% chance drop weapon per
97-00	Arm off (1-5: elbow, 6: shoulder)	+3D8 damage	finger lost (cumulative)
			Death in 1D6 melee rounds
			Death in 1D4 melee rounds

SHIELD ARM HITS

01-98	Arm Artery severed	+1D8 damage	+1D6 damage/melee round until
99-00	Arm off (1-5: elbow, 6: shoulder)	+3D8 damage	cure serious done
			Death in 1D4 melee rounds

LEG HITS (1-3 Left, 4-6 Right)

01-50	Leg Artery severed	+2D6 damage	+1D8 damage/melee round until
51-65	Toes off ($\frac{1}{2}$ D10)	+1 pt/toe lost	cure serious done
66-80	Achilles tendon severed	+1D8 damage	Must make dexterity roll each
81-97	Foot off	+3D6 damage	melee round, or fall down
98-99	Leg off at knee	+3D10 damage	Fall down. $\frac{1}{2}$ speed until
00	Leg off at hip	+4D10 damage	cure serious done.
			fall down. Death in 1D6
			melee rounds.
			fall down. Death in 1D4 melee
			rounds
			fall down. Death in $\frac{1}{2}$ D6 melee
			rounds.

My thanks to David Hargrave, Steve Perrin and associates, whose tables provided the basis for my own.

Last issue, I tried to pub all of the StormGate Demons. Unfortunately, long before the end of my demon list was reached, my time ran out. So, for the next installment, we have...

THE DEMON SPIDERS OF STORMGATE

Ishral, The DemonSpider Lord

Ishral, the DemonSpider Lord

Hit	Armor	Move	IQ	Dexterity
Pnts	Class		Range	Range
150	2+8	36	24	24

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Lair(100%) 1 occurring (only)

100% chance of type A(1)x2 treasure

Attacks:

- 1 Web (does 8D6 fire damage, 1D6 life drains/melee round)--single target (web burns for 2D4 melee rounds, or until struck by a holy object in the hands of a believer).

Description:

Ishral appears as a giant spider

Description (continued):

twice the height of a man. As with many of Ishral's demon colleagues, Ishral cannot be struck by magical weapons, and is 100% magic immune.

He is, however, exceptionally vulnerable to cold steel. In addition to taking whatever damage dealt by such a weapon, Ishral must face the possibility of defeat and disruption when struck by such a weapon.

If Ishral is struck by a cold steel weapon, he must save as vs magic (as a 16th level lord) or be disrupted (i.e. banished to hell for 1 month--"killed"). Demonfighters striking with any weapon force Ishral to make this save.

The Demon Spiders

Hit Dice: 5D8-18D8 Armor Class: 5-2+3 Move: 12-24
 IQ range: 12+1D6 to 18+2D6 Dex range: 12+1D6 to 18+2D6

Alignment: Chaotic Found in: Ruins, temples, dungeons

Number found and treasure vary by type (see below)

Attacks: 1 web (effect varies by type--see below) single target

Description:

All appear as spiders approximately the size of a large timber wolf. All may be hit by either magical or cold steel weapons, but cold steel weapons automatically do double damage and hit at +4 over base (if not driven by a magically amplified character). Movement for type I,II=12, III,IV=18, V,VI=24. Treasure type A(1)xN where N=type number of demonspider, number=(7-N)D4 demons appear.

Type	IQ	Armor Class	Dext.	Hit Dice	Web damage	Web duration
I	12+1D6	5	12+1D6	5D8	6D6 fire	1-2 melee rnds*
II	12+1D6	3	13+1D8	7D8	4D6 fire + 1 life drain	$\frac{1}{2}$ D6 melee rnds*
III	15+1D6	2	15+2D4	9D8	2D6 fire + 1D6 life drain	$\frac{1}{2}$ D6 melee rnds*
IV	15+1D8	2+1	17+2D6	11D8	3D6 fire + 1D8 life drain	1D4 melee rnds*
V	18+2D4	2+2	18+2D6	15D8	6D6 fire + 2D4 life drain	1D4 melee rnds*
VI	18+2D6	2+3	18+2D6	18D8	12D6 fire + 2D6 life drain	1D6 melee rnds

* or until struck by a holy object in the hands of a believer.

Demon of Love and madness

Hit dice=12D8 Armor Class varies depending upon weapon employed against the demon
 IQ range=12+2D4 Dexterity Range=14+1D6 Number=1, treasure=A(1)x2

Attacks:

2 hand blows (2D12 damage each) + Gaze (save vs magic or forevermore lose the ability to love--requires full wish to restore--save vs magic, or go insane for 1D6 weeks--save means 1D6 melee rounds spent insane).

Description

The demon appears to be a middle aged oriental male in an international orange and racing green pinstripe business suit. He feeds on love and sanity, and can only be truly destroyed by those still sane and capable of love. Damage done by others regenerates at 2 points per melee round.

Armor class of demon varies as follows:

Armor class vs blunt magical weapons is 5+3
 Armor class vs edged magical weapons is 2+1

Armor class vs edged silver non-magical weapons is 8+5
 Armor class vs blunt silver non-magical weapons is 6+1

Armor class vs blunt cold steel weapons is 4+1
 Armor class vs edged cold steel weapons is 7+9

Armor class vs all other weapons not covered above is 3

But enough on demons for the moment. Next issue: Installment 3--The Hellspawn.

There will, in the not too distant future, be a local source of good color printing. As a result, of this availability of good--and what is more important, cheap--color printing, there will be some possibility that future covers of TLOC will be in color. Prospective cover artists, please note.

The Snark Speaks #2 From the fevered mind of George Gole
PO Box 10149 Stanford, Ca. 329-8984 (at last!)

Firstly, apologies for missing the last issue of TLOC. I was carrying 20 registered units, 1 unregistered unit, and applying to law schools -- the results are not all in yet, but Michigan has said yes... Anyway, I disappeared from the D&D scene entirely for a quarter, and am slowly returning. Apologies also for being late with a planned tackle/momentum table; it is another casualty of these difficult times. Oh well, next issue!

Today fans, we tackle the question: "How many of me are there?" or, multiple characters, as a problem facing all of us. Leaving aside the problems caused by interdimensional nexi for the moment (every problem is an opportunity turned inside out) -- how many characters do you let each player run in your world; total, and at one time?

I have a prejudice here; the number of characters should be great enough that all can play. In a world with a 90% kill rate, then each person should be allowed to play a number of characters; in a world where no one ever dies, or even only rarely dies, then people should be limited to one. Per expedition, of course -- part of the fun is being able to step outside my own personality and try some different styles for a while. ((or some reason, I love playing big strong senseless fighters; and I will not play female characters. Has any psychoanalyst started using D&D for therapy and or research yet?)) Any character has, quickly created, a past, family, name, characteristics, and present situation -- but making him into a human being (or elf, dwarf, hobbit or whatever) is the responsibility of the player. Yet, if you know that the odds of surviving are less than even, going to all that work hardly seems worth it!

The object of D&D is that of any game. If a person cannot play, then they rightfully will ignore us (or righteously interfere). Limiting each member to one character in a high attrition game can lead to one or two or more real people sitting out the entire game (save for the first melee)...this can be irritating.

Of course, this can also go to the opposite extreme; of people having so many separate figures running around that they never get past the cardboard stage, and that losing them is like getting a hangnail trimmed, at worst. The art of matching number per expedition and number total running around is ticklish to say the very least; it is part of the interaction which determines the quality of the DM -- and, I think, is best gained by experience. (Has anyone else noted that DM'ing seems to be an occupation best reached by apprenticeship?) I'd truly appreciate feedback on this item, folks -- I am only sure that there is no one true way here possible.

Next controversy: ecology, or how to justify whatever it is that just walked into your world. Given the ease of propagation of undead, and the difficulty of their destruction, what is it that prevents them from having taken over the world? Why aren't all of your people ghouls/wights/spectres/vampires? Why didn't the Dragons wipe out the people early in the Neolithic, if there was one? And is it true, Nicolai, that Man is the ultimate predator keeping the level of mindsnakes down? /Actually, I'd figured Man as the major predator, but Kay came up with giant mongooses, and I'll be damned if I don't like her idea better. --NS/

Not that I demand a perfectly balanced ecology all neatly designed and fitted -- if you can do that, please apply for a job with the U.N! Fast! But I object to there being as strong a plethora of nasties as many a world that I've seen (many of my own, too) have had. Unless they were artificial situations (artificial meaning time-unstable), then something wrong is happening. I still remember the problem of justifying how 240 Black Dragons could live within 3 days dragon-flight (this party wiped out a family of 16, and retribution came). /Dragon speed in air of 41 mph for 5 hours/day = 205 miles/day. 3 days then means 615 mile radius, or approximately 1.19 million square miles. --NS/ What the hell do they eat? All right,

all right -- "Anything they can catch," he says -- and when it runs out? What eats the Dragons? And what eats whatever eats the Dragons? [Something is going to be at the top of the food chain, George. --NS]

In a multiversal nexus, you need no explanation -- the overflow from the other systems will keep the ecology turning over nicely. But in any large scale wilderness there should be much more empty (of carnivores) space with secondary critters, or a hell of a fast reproduction rate, or some explanation. Anything less is just plain poor world design...you need a species-specific plague, or starvation, or some such explanation, which is nothing more than the Hand-of-God explanation; I dislike intensely Deus ex Machinii. The system should be will enough organized to run itself...I am slo lazy, and dislike having to interface.

Again, feedback might be interesting on this point -- especially since it ties into the entire problem-question of "gilded hole" vs "wilderness". Part of the problem is, mind you, that the usual wilderness is such that low-level characters have a great difficulty wandering around the place and staying alive; they prefer to go dungeoning, build up experience, and monetary reserves, and then go wandering once it is safe! To avoid this, I have decided (ta da!) to establish one dungeon in a number of different places throughout my world (not the same dungeon, but of limited size in each place) and at the same time have a fairly regular commerce schedual with plenty of traffic and room for many, many characters to travel along. Standard guards for the caravans, rowers on the ships, etc., will be first level. This way, characters can travel, but they will be fairly safe and yet can learn where the dangerous/exciting areas are.

True, I am cheating a bit -- a huge number of NPC's is required, and I am making a lot of travel via sea (a huge archipelago). But it is an attempt to expand the possibilities for wilderness travel at any level. Damnit, now that I built this world, I'd like for them to see it!

COMMENT TIME

Charlie Luce: I misstated my position, then. I agree that if I change the rules when I want, cheating on myself gets difficult. I do feel that the DM's role is that of adding Human Judgement to the sketchy situation of the "rules"... and I am not sure what you meant by a DM providing a game balance to the players? I think we are closer than it looks on our viewpoints...maybe I can catch you at DunDraCon III (hint, hint).

Kevin Slimak: How did you establish your history of Kendor?

Ken Pick: How to game such teams? What happens when one man goes down? How long does it take to train together? I agree that we should use the SCA for some info; but history is better still -- most men-at-arms could form a shield wall, but to do the job right took years of training and practice (and it could fail, too--look what happened with the fake flight at Hastings. This is difficult to "game"; a loose area is still how to run away from a fight). As far as geography goes -- using California is taking it easy; creating a world, or part of one, is difficult the more so when you start to study plate tectonics, meteorology, ecology, geology, history, etc.

Nicolai, Kay, and Jordan: You three I can catch personally, heh, heh, heh.

Ms Gemignani: Is it Margaret or Peggy? Your ideas of what should be done beforehand are very good...add one: I have the people come with first levelers pre-rolled. This cuts prep time for most expeditions in half.

Enough is too much, right? Catch me at the DunDraCon and swear at me; if any are upset -- how did you make it to DM - level adventurer? Next issue -- I promise -- my tackle table, with wrestling, too!

Elaikases's Tower

12/26/77

In a tower gentle seeming
one sits, quiet dreaming.

Hello, I'm back and typing. In place of the essay I promised, I am explaining the way that I handle law and chaos and then laying the groundwork for the arguments revolving around the idea of unlimited wishes.

The system that I propose holds currently a different aspect than I have used before and has its roots in "real" life. As a result I will use current illustrations from time to time. Please attempt to delete "good" and "evil" from the example.

Law can be defined as believing that there is a definite order to things, that self discipline is good and that there is an ultimate purpose in life. Since I could use that definition in an approximation of chaos, explanations follow:

... a definite order to things

realize that this does not imply the type of order. for example, a lawfull feels that government, or an orderly association between beings should exist. Both communism and kensyan capitalism fit the bill for that. or in liasons, a lawfull would expect fidelity and responsibility. as you expect from your freinds.

What hits the nail on the head is the word responsibility. A lawfull believes in strict personal responsibility and in maturely accepting this.

As to the ultimate good, it can range from the belief of an orthodox christian to the stoic doctrines or the epicurean disciplines. But it is a clear goal reached by personal discipline and self controll.

(note: this is a different typewriter than I usually use and my corflu is now a hundred plus miles away. sorry)

Chaos is a belief that there is no personall response, i.e. that order is self defeating, a strangling of ones self, that the "maturity" and the "self-discipline" of law is nothing but self delusion and hypocrisy and that the ultimate good is not. In othere words, a definite order (non order), self disci;line (none) and an ultimate good (satisfaction--preferably now). In many ways the lawfulls can be compared to the superego and the chaotics to the id. to expal and explain:

... order defeats origionality by forcing the varied sahpes of man into the square hole of that order. The open class room, the rejection of social systems and such are approximations of this philosophy.

self denial is that, denying things to self, implying no benifit. There is no reason that one should not have what one wants. The attitude of some: "i make the mistakes, you pay for them. I desire, you (others) should pay." Self denial does not lead to maturity, but to frustrations and warped minds.

so the only good can be satisfying myself (punk rock philosophy).

Finally i come to neutrals. Following Freud i see them in the role of the ego. They veiww themselves as "pragmatics" who do not desire the dissolution of the social system but do not necessarily wish to abide by all of it. Those who don't offer a different solution but want to get ahead. Theivery (sometimes) and philanthropy can be included in this.

This system gives one easily noted references, allows for there to be "good" chaotics, but makes them rare, and allows one to have any alignment system while letting the 'ol law/good evil/chaos work fine.

and it explains the violent interactions between alignments (anyone who has ever seen a contest involving the homosexual anarchists and the american nazi organization, or even democrats and the john birch or rebulicans and the socialists, has seen the raw edge of violence almost exposed). Both sides wish to destroy the way of life of the other.

Mentioning Good and Evil, two things immediately come clear. First is that the subjective good/evil varies. To a member of the SDS the Republican Party is very evil. And so forth. It is this that leads to conflict between alignments (and between the factions within alignments). As for an ultimate (as for the dm) Good/Evil, well, that all depends on who wins. Or who was right (the who wins in the end solution presupposes no ultimate right). Which depends on how the dm has set up his world. (which may or may not reflect his (the dm's) personall feelings).

The previous or preceeding editorial is in conjunction with my 'zine int TWH on attitudinal inherencies, tho both can (and do) stand by themselves. Hopefully my personal bias (L.D.S.) has not come thru too strong.

Comments: It was good to see^{here} all the people that dropped out of A&E. Having seen Ken Pick's description of his campaign, and having done some writing on the concept of power piramids (~~with~~ unlimited wishes) it occured to me that it would be more sensible to explain where I am coming from.

Creation myths are important because of what they imply about the world. The fact that they may be true is trivial erratta to any anthropologist. . .

Before the ordering all was void and formless and the Master Builder walked forth thru the tulmult of the night. Then he grasped the four principles and arrayed the planes and gave all intelligence form. He begot the White God who stands with empty hands and set beneath him the seven pillars, each bearing one of the swords of primeviaeal (sic) powers. . . and beneath them the four and twenty councilers called "the wise."

and as the souls of every creature were numbered and the way opened, it came that the seven fled and brought forth the mighty cliffs and twelve of "the wise" sat beneath them and spawned forth the molten sea of brass and the hordes of hell were formed by those who chose the lesser path . . .

Then did the Master Builder cry out and the four principles stood revealed the harmonic law unveiled and the foundations of hell were shattered as the elder gods were unleashed and the pit of Ergonstaahl breached the abyss

(harmonic power levels can be compared to 80 decibels at 20 the beginning 20K). . . . and as those of Ergonstaahl poisoned the harmonics it thusly came that men could never reach the status of even the lesser godlings because of the distructive discordance that blighted their souls and chained them to the root of the shattered foundations of hell. So it happened that all could never aspire should the clear light of their mana be occluded.

Then the White God decended and shed all pwoer and by his might accended the entire scale of the harmonics thus becoming infinite, yet nothing, for he had shed all power. plunged into the death beyond death that lurks beyond the abyss and threatens to claim the gods he emerged at the fullness bearing the stigmata and sundering the continuity of mana so that each was no longer a continuum and yet none would ever end.

Sistoraeth the blue: forms a blue sphere that stops all missiles from entering. does 2d8 (4d8 and poison vs electrical) of thunder damage. shaped like a leaven-bolt in battle, otherwise as a 10'r sphere. Will not tolerate any other won.// Gregor the Brown: forms a brown halo that halves all attacks on bearere. does 1d12 and sinks halfway into the earth and more any target hit. paralyzes creatures made of earth (such as stone gnomes or goloms).//Linatlta the yellow: forms a torus that stops 6d10 of magical energy and all spells of less than 7th level. bonus to damage is equal to magical bonuses of target (both for to hit and to damage) and it doubles damage vs such and doubles again vs creatures of a magical nature//shivaree the grey reflects spells of odd levels, severs on 18-19. slays on 20 and casts a grey aura//

Page three of E.'s T.

Marmouth the red: a flaming rod/sword shaped won does 3d8 fire envelopement with plus 8 vs fire nature creatures (-8 vs phoenix). A flaming nimbus that absorbs fire and reflects cold//Arrathea the green: turns area hit to salt and water (4d8) as a green stain beneath feet that absorbs acid and gas// Xeyzes the chill: casts those hit into the abyss. as a black halo and eyefire that reverses life-drain.

The above are the seven swords of primeviaeal powers. And are here as an intro to my cosmos.

REACHED BY ETHEREAL TRAVEL:

<u>type</u>	<u>gateway</u>	<u>beyond</u> (the level itself)
air	the clouds--the extended clouds	the plane of air
water	the lands of ice	Plane of Water
	the drifting sea (standard underwater encounter)	Palace of the Kings
fire	sanctuary of the priests of flame	
	land of phoenix and salamander	Inferno of Plane of Fire
	sunstone inferno	Moloch
earth	the land beneath (moles like men)	
	middle cliffs of ergonstaahl	plane of earth
	varied dungeons	
////	///	///
The 7 and 70 planes	----	the universe//barrier//my traveler campaign
the spaces between		
	the partial planes and the garden planes.	
		the abyss

---**---**---**

life to true death: transmigration (one body to another--similar to starting a new character)
 reincarnation (new born)
 both of these place one back in the ethereal realms.

 change of state

THE ASTREAL REALMS:

the lower heavens

one may worksback and forth between these or progress in them or
the upper hells

one may "escape" back to the realms of life via
re-embodiement, reincarnation (as the spell) or the normal methods
of reincarnation (as a newborn babe) or transmigration.

currently i don't have my rules for air and water having loaned them and lost them, fire is being redeveloped and I am starting on earth.
the heavens and hells are closed while the rules are rewritten.
To those of you who have followed the tales of the gloves of Seth or Salmazzar the slanderous or other parts of my pbm this should help make more sense for you. And it is a (hopefull) good explanation of where I am coming from in my comments and arguments.

and in those days the world trembled and spun like a drunken man as the very forces of the four were threatened. and it happened that the mage did rise and gird his hands and feet for war and the sky was rent by the force of the omens that accomp his going forth and there arose. . . and there arose.

Ye News from Nexus



Missive the Second: a TLOC 'zine by:
Ken Pick; Alamitos 111B, Cal Poly Pomona
3801 W. Temple Ave., Pomona, CA 91768

Greetings again from the City Beyond the Edge. My class load this quarter is heavier than last, so my gaming time is near nil. Nevertheless, I will attempt to be at DunDraCon. This issue was hurriedly planned, and consists of thoughts on armor and a random castle generator to replace the one in Book III.

ARMOR IN TAL-NEXUS

For some time I have been changing the armors available in the original rules. There, only three types (leather, chain, & plate) were listed with no description and a price list that, to quote an enemy, "was totally wedged". My SCA experience has shown several additional types of armor existed in practically infinite variety, and has given an idea of the labor involved in making them. Considering this, the C&S price list is more accurate, but is not suitable for direct application to D&D.

Based on historical sources, the C&S armor price list fails to note the existence of magically-based laborsaving devices in use; also, the prices are artificially set by the local nobility so only nobles can afford decent armor. This is true for the 12th-century French basis of C&S, but the number of adventurers in D&D society argue for a more flexible class system.

Accordingly, my armor system is a compromise between D&D and C&S. There are seven main types of armor listed below:

Soft Leather: As the name implies, a leather tunic with hardened skull-cap helmet; AC 7-1 (all AC's without shield), cost 10 GP.

Hardened Leather: Leather tunic, with Roman-style breastplate, vambraces, greaves of boiled leather; light Norman-style helmet; AC 7, cost 20 GP.

Chainmail: Knee-length, long-sleeved mail hauberk with plate vambraces and light plate greaves; helmet an open-faced bascinet with nasal and chain camail. AC 5, cost 150 GP.

Splinted Leather: Leather reinforced with metal studs & bands like the Roman lorica. AC7+1, cost 50GP.

Coat of Plates: A brigandine (metal plates riveted to fabric) vest worn over chain. AC(with chain)5+1, cost 50 GP addit'l.

Brigandine: A knee-length brigandine hauberk, with arms & legs protected by mixed chain & plate; visored helmet w. chain camail. AC 3-1; cost 400 GP.

Plate: As brigandine, but with plate breast-and-back replacing brigandine; actually about 13th-century transition plate. AC 3, cost 500 GP.

The prices were worked out in conjunction with my starting money tables, where a character can start with 3D6 to 10D6 tens of GP. Only the wealthy can start out with plate, but the average yeoman can afford splinted leather and an above-average townsman has a good chance for chain. Of course, after a couple adventures anyone could afford plate. I am working on a similar price list for weapons, based on the D&D list being of the "Saturday Night Special" level of quality with better weapons being available at higher prices--all the way up to Damascened swords at about 500 GP, the equal to Samurai-quality steel.

RANDOM CASTLE GENERATOR

In D&D Book III, in the section on Wilderness adventures, Gyax gives a series of tables to generate castles and their inhabitants. The tables as given had too little variety in the occupants, and were of a low power level compared to local convention. Accordingly, I modified the table to fix these shortcomings:

I. Roll D8 for Lord, D6 for retainers:

D8	Lord	D6:	1	2	3	4	5	6	
1	Ftr. 9th ⁺ ₁	D8 F 7th ² ₂	D10 F 6th ² ₂	Giant- ³	D12 Lycos	Other ⁴		Roll twice	
2	Ftr. 8th	D8 F 6th ² ₂	D10 F 5th ² ₂	types ³	"	"	"	"	"
3	MU 11th ⁺ ₁	Ench Mstr	Ench Mstr	D4 Dragons	"	"	"	"	"
4	MU 10th	"	"	? ⁵	D6 Wyverns	"	"	"	"
5	Cleric 8th ⁺ ₁	Lammasu ⁶	D6 Paldns ⁷	D20 Anmls.	Dhampire	"	"	"	"
6	EHP 8th ⁺ ₁	Undead ⁶	Undead ⁶	D3 Demons	D6 Antipldns ⁷	"	"	"	"
7-	1--50% chance each level of next higher level.								
Coalit.	2--Probably landless knights in Lord's service.								
8-	3--Large or unusual giant-types; Trolls, Olog-hai, True Giants, etc.								
Special	4--Anything the DM's fiendish little heart desires.								
	5-- Blank spot on chart; as 4 above.								
	6--Normal number appearing from monster tables.								
	7--Roll D6+2 for levels.								

II. Other Powerful Types in Castle

Lord	Chance	Number & Type	Level
Ftr.	50%	D4 Magi	D4+3
Mage	25%	D6 Fighters	D4+4
	75%	D8 Magi (apprentices)	D6+3

<u>Lord</u>	<u>Chance</u>	<u>Number & Type</u>	<u>Level</u>
Cleric	50%	D6 Clerics	D4+3
	25%	D2 Demonfighter-type	D8
	25%	D3 Magi	D4+3

III. Size and Garrison of Castle; roll D6:

<u>D6</u>	<u>Size</u>	<u>Garrison</u>
1-2	Small (C&S Type I)	3D6 X 10 men
3-4	Medium (C&S Type III)	4D6 X 10 men
5	Large (C&S Type V)	5D6 X 10 men
6	Great (anything goes, but BIG)	6D6 X 10 men

The garrison is normally 60% 1st-level, 30% 2nd-level, and 10% 3rd-level, 2/3 being Heavy Infantry (Chain-class) and 1/3 Medium Cavalry (Chain-class, lance or crossbow). In addition, there will be a Militia of local yeomen--level 0 Light Infantry (D6 hit dice, hit as 1st-level -5%, leather-class armor, longbows or pikes) numbering 3X the castle garrison. Total population of the castle lord's holdings will be 10X the number of militia (30X the number of the garrison).

Not only did these tables generate a castle, but also the total fighting force in the lord's livery and the population of the manor that supports it. Only one thing remains for the DM's campaign map: how big is the manor's land area? A local player, John Bradley (aka Quizic the Curious), has done some research into the land area needed to feed a population and came up with the following data:

Under the primitive farming techniques used in the early Middle Ages, a standard five-mile (8000-meter) D&D map hex could feed at most 1000 people. With improvements in use by the late Middle Ages (better plows, the horse collar, and the three-field system), each hex can support about 2,000. Under very intensive cultivation (such as in Japan), the number of people /arable hex jumps to 3,000-3,500.

From this information, it is possible to calculate the land area controlled by the castle. A small castle with a garrison of 100 thus controls a manor of about 3,000 population. At 2,000/hex, this requires $1\frac{1}{2}$ hexes of arable land (probably 2-3 hexes total). Alternatively, when the land area available is known (such as a secluded valley or island), the population may be determined from the land, and the castle & garrison the lord can afford to support found in the same way.

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

Ken Pick

NEWS FROM MANIA

The second of an unknown number of
contributions to The Lords of Chaos
($x = \text{total number}; 1 < x < x+1$)

Conjured at probably very 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.

For all the people that Nicolai informs me will probably
be screaming their collective heads off because of my mass
of tables lastish (I'm sorry, but I prefer tables, as I can
usually use them. Comments and essays I can't usually use.)
COMMENTS ON TLOC#3:

Nicolai/front page: You're welcome.//Operation: Chaos:
Death Demons - EEK! I thought that they
did hellfire damage (?) What is the
rationale for the cateye gems?//
Don't class I fire demons blow up?//
What chance do clerics/paladins have
of driving off fire demons other than
type IV? What about other demons?

Charlie Luce/Plan: The gems are kind of interesting.//
in re Wishrings: as you can see from
my table lastish, I cut out Many Wish
rings and cut Three Wishes to 1%.
Kay/Help: nice monster.//if I had a castle, I would try to
help you out. However, I don't. Sorry.//I also
wish to plug Cosmic Encounter. It's a great game!
(How about a six-player, five-power each, hidden
game? -- Just kidding -- I've tried it and it's
ridiculous!!!)

Lee Gold/Archilowe: Jack of Hearts - what does attractive/ed
mean?//Like the deck?//I may start running
Holds like that -- makes more sense//
I have never run into Lycanthropes in
StormGate, but I know that in my world,
there is no such thing as a 'standard'
lycanthrope -- I run them using his
tables.//I would say that Luke was INT
15+//The reason that the lightsabre did
not go through or melt the little ball
is very simple -- he was not trying to
hit it. He was trying to block the rays
that it was shooting at him.

FIRST PAGE

NEWS FROM MANIA

Mark Swanson/The Third Gilded Hole: I DO NOT BELIEVE IN ANY ELEMENTALS OTHER THAN EARTH, WATER, AIR, AND FIRE. I suggest that you use Demons for the purposes that you named.

Peggy Gemignani/Myriad Universes: Warrior Priests get spells of a cleric of what level? I can't figure out the statement that says it.// sorry if I misspelled your name -- I spelled it from memory.

* * * END OF COMMENTS * * *

A FEW MONSTERS: (some reasonable and some not)

HELL SNAKES: 10HD AC2+DX bonus dx 18(20)+ MV 20"
Bite for d6 + special. NA 1 Lair 40% Treas A
Special: Instead of injecting a poison, the bite of a Hell Snake drains 20d6 "soul points". Soul points are basically the soul's hit points. They are equal in number to the body's hit points. They are kept track of separately. A save vs poison is applicable versus the drain for half "damage". After being hit, divide the number of soul points left by the total number. This is the percentage that the character must make to remain "standing". If he "falls down" he is a mindless zombie until he "gets up" again. Soul damage is non-regenerable and non-healable. It is recoverable only by the natural healing process at a rate of 1 point per day. Check for "getting up" every day. If all soul points drained, soul is GONE. (to quote Nicolai) NO WISH NOR ACT OF GOD MAY RESTORE A CHARACTER SO KILLED. All that is left is a mindless zombie. (Please note that none of the above is in fine print.)

VAMPIRE BALROGS: 15HD AC2+4+dx bonus MV 9/24
Lair 25% Treas 1½ F DX 14+D4 NA D4
Attacks: 1 w/+2 chaotic sword 2D8
* 1 w/whip 3D6 to 5D6** + 2D4 life levels***
Notes: 75% magic immune at the 11th level +5%/level
Regenerate 3 pts./melee turn. Cold damage non-regenerable. Turned by clerics as undead two levels over vampire. Killed only by cold damage or by stake through heart or thereabouts. (Who knows where a Balrog's heart is???)

Looks: As Balrog, but slightly larger.

* on a roll of 6+ on 2D6

**20% 3D6, 40% 4D6, 20% 5D6

***save vs death applicable for half loss -- round up

(I drew up these stats because, one day I was rolling up
SECOND PAGE

NEWS FROM MANIA

a dungeon and I didn't have my encounter tables with me, so I used the ones that Hargrave published in the Arduin. I rolled Vampire Balrogs. I had no idea what a vampire balrog was, so I drew up the above characteristics. Basically they are a cross between balrogs, vampires, and Nazgul.)

VAMPIRE BATS: 1HD AC7(on ground)/7+5(flying) Lair 5% Treas 1(ring-sized magic only) NA 10D10 MV 1"/20"

Attacks: Bite/D3+2 levels*

Notes: After sucking 2 levels (1 hit) each bat flies away, full and satisfied. Bats are nocturnal, so if an encounter rolled in the wilderness with them is not in lair, roll for another monster. Party surprised.

*save vs death applicable for only 1 level loss. 5/6 times at night, never in daytime, normal in lair. (AARRGGHH... That sure is DISORGANIZED!! -- sorry)

WEREBATS: 3+1HD AC7(on ground)/7+5(flying) MV 13"/15" DX 6+2D6 NA 4D8 Lair 20% Treas C

Attacks: Bite/D3

Notes: Basically flying wererats. Not affected significantly by being blinded. If deafened, vision range limited to 1 level.

Magic Eater Beast: 5HD AC9 (hit only by normal weapons)* DX 12+D6 MV 15" Lair 5% Treas 1-4 magical armor/shield or weapon (40%/60%)

Attack: 7D6 hit Hits magical armor** as AC9 minus bonuses Cannot hit normal armor.

Notes: Immune to all magic.

Align: Anti-magic

* Including Giant Strength as a magical weapon.

**Including protect rings/cloaks/etc.

GROSSOUTS: 10HD AC2+10(magic wps only) MV 12" DX 18/%

Lair -- Treas itself -- can be used as D6 charge Rod of Cancellation. NA 1 Immune to all magic.

Attacks: 1 hit for 3 six-sided dice of damage

NOTES: If opponent hits grossout as if it was ac9+dx boni

the weapon is cancelled as a rod of cancellation.

(Nicolai -- this one is especially for you)

GIANT PIGEONS: 40HD AC2 MV 1000-1200 DX 18/%

In lair 10% Treas 4*A NA D6 Align any

Attacks: 2 talons/3D6

1 dropping/3 hrs. for 3D6/100' dropped + 10D6 poison each additional turn.

Notes: Dropping hits 5' radius circle. Hits as AC 12 minus per 100' altitude. Cruising speed 600-700MPH.

NEWS FROM MANIA

Range approx. 4000 miles. Cruise altitude approx. 15000'

* * * END OF MONSTERS * * *

(Oh dear. I seem to run out of ~~of~~/~~the~~ things to type. I will have to think of something.)

Information on MYSELF:

Male, age 16, HS senior, Science Fiction addict, Computer
Nut, interested in Math and Sciences, and of course,
a D&D player and DM. Player since Feb-77 or so, DM since
May-77 or so (not sure). World Name: Mania. 2 dungeons,
2 more planned. *** excuse me, change that to 3 dungeons
operational -- I forgot the one that only has one level
and has had only one party go through it. Dungeons:
The Summer Palace of the Overlord of Chaos: currently
3 levels, handling up to 9th level characters in increasingly
smaller parties. (on the 3rd level, you could have a party
of 6 9th levelers and one wand with no other artillery)
2nd level is my favorite, rolled up shortly after I got
a copy of All The Worlds Monsters #1. Has no duplications
in 40 or so occupied rooms.

The Outer Sanctum: currently 3 levels, numbered 4-6.
Handles 7th to 15th level characters. 4th level is favorite
as I didn't roll anything while making it, so it tends to
be a little strange. (a room with a polymorph to frog wand
machine wand that fires 4 shots per melee turn at anyone
who opens the door. It is mounted on a tripod in the middle
of the room).

The Caves of Doom: 1 level, numbered 1. First through sixth
levels approx. Cave-type as opposed to building-type.
(in other words, irregular, unmappable rooms and passages.)
Has only been run in once. Rolled up using Table given in
Tantivy recently (A&E25). Fairly high-risk, low treasure.

AAAAARRRRRGGGGGHHHHHH.....I JUST REMEMBERED THAT I HAVE TO
INCORPORATE ALL THE WORLD'S MONSTERS #2 INTO MY DUNGEON
ENCOUNTER TABLES.....TABLE 4 ALREADY HAS 97 MONSTERS
ON IT!!!!!!!!!!!!!!!!!!!!

SPACE BELOW FOR OFFICE USE ONLY

DOODLING SPACE

SEE YOU ALL AT DENDRACON III!!!!!!!!!!

FOURTH PAGE

THE ENGINEER IN D&D

- by James C. Herold

An Engineer works in the field of Non-Magic Technology dealing with astructures, road building, siegecraft, etc. In D&D an Engineer can combine with other classes i.e. Fighter/Engineer, Magic User/Engineer, or work as a specialized character.

"Pure" Engineer

Prime Requisite: Intelligence (Minimum of 10)

Race Limits: None

Experiences: As Fighters

Saving Throws: As Fighters

Hit Dice: 1 D6 per level to 8th, plus 2 pts. per level thereafter

Armor Permitted: Any

Weapons Permitted: Any

Fighting Ability: As Fighter -2

Magic Items Allowed: Saw of Mighty Cutting, Spade of Colossal Excavation, Lyre of Building, Non-Ego Magic Weapons, Items any class can use.

Combination Engineers: As long as the minimum I.Q. of 10 is possessed, acting as an Engineer is a matter of "diverting" a percentage of earned experience into Engineering study.

Fighter Types & Clerics divert 20%

Magic User Types divert 40%

Thieves, Monks & Druids divert 30%

LEVEL		SKILLS	Hire Cost		Cost for Books and Equipment	
			Per Month			
1	Apprentice Draftsman	1 2 3 4 5 6 7	25 GP		75 GP	
2	Draftsman	3 1 2 3 4 5 6 7	50 GP		50 GP	
3	Master Draftsman	5 2 1	100 GP		100 GP	
4	Student Engineer	6 3 2 1	300 GP		100 GP	
5	Engineer	7 4 3 2 1	500 GP		150 GP	
6	Senior Engineer	8 5 4 4 2 1	750 GP		175 GP	
7	Master Engineer	8 7 5 5 3 2 1	1000 GP		175 GP	
8	" 8th Level	8 8 7 7 5 4 1	1250 GP		225 GP	
9	" 9th "	8 8 8 7 7 6 2	1500 GP		150 GP	
10	" 10th "	9 9 9 7 7 7 3	2000 GP		125 GP	
11	" 11th "	9 9 9 8 8 8 3	AMB		75 GP	
12	" 12th "	0 0 0 8 8 8 4	"		100 GP	
13	" 13th "	0 0 0 9 9 9 5	"		75 GP	
14	" 14th "	1 1 1 9 9 9 5	"		100 GP	
15	" 15th "	1 1 1 0 0 0 5	"		75 GP	

(In the 12th and higher levels, I believe 0 = 10 & 1 = 11.--KJ)

ENGINEERING SKILLS

<u>1st Level Skills</u>	<u>2nd Level Skills</u>	<u>3rd Level Skills</u>	<u>4th Level Skills</u>
1 Ladder	Wagon	Windmill	Warehouse
2 Cart	Coach	Water Wheel	Wooden House II
3 Tent	Rope Bridge	Moat	Stone House I
4 Cauldron	Row Boat	Draw Bridge	Mining
5 Wheelbarrow	Siege Tower I	Shop	Foot Bridge II
6 Raft	Lt. Catapult	Foot Bridge I	Bridge I
7 Oven	Surveying	Wooden House I	Keep
8 Lantern	Geology	Tunneling	Lg. Tower
9 Sail	Ram	Hv. Catapult	Curtain Wall
10 Furniture I	Still	Hv. Ram	Sm. Galley
11	Stove	Sm. Tower	Sm. Merchant
12	Furniture II	Gate House	Siege I
13	Fireplace	Road I	Road II
14		Longboat	Dock I
15		Foundation	Dungeon
16		Wooden Palisade	Barican
17			Siege Tower II

<u>5th Level Skills</u>	<u>6th Level Skills</u>	<u>7th Level Skills</u>
1 Stone House II	Castle I	Castle II
2 Siege II	Siege III	Siege IV
3 Bridge II	Sailed Warship	City
4 Great Keep	Bridge III	
5 Lg. Galley	Road IV	
6 Long Ship	Township	
7 Lg. Merchant	City Wall II	
8 Road III		
9 City Wall I		
10 Dock II		
1st Level Skills		

Ladder: Scaling ladder for use in siegecraft. Made from local materials and not to be more than 40' tall. DD 1 day B 1 day C Se.

1st Level Skills cont.

Cart: Small two wheeled cart pulled by one animal only, for a load of not more than 7500 GP weight. DD 3 days B 1 week C B,C, & W

Tent: Tent for up to 6 men. DD 2 days B 3 days C T

Cauldron: Cauldron and cradle for dumping hot oil on attacking forces. DD 2 days B 10 days (7 days cooling) C Sm

Wheelbarrow: Wheelbarrow for use in farming or construction. Size about 1/2 cubic yard. DD 3 days B 4 days C Sm, C, & W

Raft: Small raft for crossing rivers and (very) small lakes. Not more than 4 men aboard. DD 1 day B 1 day C Se

Oven: Small kitchen oven for baking bread and other baked goods. DD 2 days B 4 days C Sm, & St

Lantern: Oil or candle lantern. DD 1 day B 2 days C Sm, & G

Sail: Mast and sails for a small boat i.e. row boat or long boat. DD 2 days, B 1 week C Sa & C

Furniture I: Simple furniture for use in a home i.e. chair, stool, table, bench, chest, etc. DD 1-3 days B 3-7 days C C

2nd Level Skills

Wagon: A four wheeled wagon for hauling cargo, pulled by one to three teams of animals. Max. cargo weight 50,000 GP. DD 1 week B 3 weeks C B,C, & P Cart

Coach: A four wheeled coach for long trips for up to 6 people. Pulled by one to three teams of animals. Max. passenger and baggage weight 20,000 GP. DD 1 week B 3 weeks C B,C & W p Cart

Rope Bridge: Rope bridge, not to span more than 50', for men and man sized monsters only. DD 1 week B 1 day C Se & 3-N

Row Boat: A small boat for up to 4 men (1 or 2 rowing). DD 1 week B 2 weeks C C or Sh

Siege Tower I: A small siege tower, built from local materials, for use in siegecraft. The siege tower may have a green hide cover if available and a small ramp. This tower is not to be over 30' tall. Max. occupancy 10 men, min. crew (pushing) 30 men. DD 2 weeks B 1 week C c, 2-Se, & 5-N

Light Catapult: A light catapult as in Chainmail and Vol. III. DD 2 weeks B 1 week C Sm, C, & 3-N

Surveying: Basic skills of a surveyer. Time to learn these skills 8 weeks. Cost of books and equipment: 100 GP

Geology: Basic course in geology for Engineers. Time to learn these skills 8 weeks. Cost of books: 25 GP

Ram: Basically a 10 inch diameter pole with an iron cap and handles for up to 20 men. DD 1 week B 3 days C Sm & Se

Still: A distilling device for making alcoholic beverages. DD 2 weeks B 1 week C Sm & Co

Stove: Small kitchen stove. DD 1 week B 2 weeks C Sm & St

Furniture II: Complex furniture for use in a home or shop i.e. bed, chest of drawers, kitchen cabinets, display cases, etc. DD 2-5 days B 5-10 days C C plus P Furniture I

2nd Level Skills cont.

Fireplace: A small fireplace for use in a home or small shop. DD 11 weeks
B part of home or shop C Sm & St

3rd Level Skills

Windmill: A windmill to pump water or run a grinding wheel. DD 3 weeks
B 3 weeks C 2-C, Sm, St, & 2-N

Waterwheel: A waterwheel to run a grinding stone or some other device.
DD 3 weeks B 3 weeks C 2-C, Sm, St, & 2-N

Moat: a stone lined ditch with water in it. DD 3 weeks B 20' per week
C 5-St, 5-Se, & 20-N, Ditches and Earthen Works DD 1 week B 30' per week
C 5-Se & 20-N

Draw Bridge: A device to span a moat that can be pulled up when attacking
forces show up. DD 3 weeks B 3 weeks C St, C & Sm

Shop: A small 1 or 2 man operation. Not to be over 1500 Sq. ft. or more
than 2 stories high. DD 3 weeks B 4 days x 100 sq. ft. C St, C, & 2-Se
P Foundation & Furniture II

Foot Bridge I: A foot bridge not to exceed 40' in length and not more than
25' from river or valley bottom to walking surface. It will be able to han-
dle foot traffic and horses (one at a time) but not carts, etc. DD 2 days
per 5' (6 days min.) B 1 day per foot C 3-C, Sm, 5-Se, & 5-N P Foundation

Wooden House I: A wooden structure not to exceed 1600 Sq. Ft. or be more
than 2 stories high. DD 3 weeks B 4 days x 100 sq. ft. C St, C & Sm.
P Foundation

Tunneling: Tunnels for use in siegecraft (see Chainmail and Vol. III).
Such tunnels are not permanent and may be safely used from 30 to 45 days
(5% per day chance of collapse after 30 days) DD 1 week plus as you go
B 15' per day per shift (2 shifts max.) C C, 3-Se & 5-N per shift
P Surveying and Geology

Heavy Catapult: A heavy catapult for use in siegecraft (see Chainmail and
Vol. s I & III) DD 2 weeks B 2 weeks C Sm, C & 3-N

Heavy Ram: A covered ram as in Chainmail and Vol. s I & III. Crew 20 to 30
men. DD 1 week B 2 weeks C Sm, C, & 3-N

Small Tower: A small tower as in Vol. III about 10' in diameter and not more
than 35' tall. DD 13 weeks B 5 days x 100 sq. ft. x height/10 C 3-St, C,
3-Se & 5-N P Foundation

Gatehouse: A gatehouse as in Vol. III. This structure is not to be more
than 1000 sq. ft. or more than 35' tall. DD 3 weeks B as Sm. Tower C 3-St, C,
3-Se & 5-N P Foundation

Road I: A basic gravel road through semi-clear terrain. Type of terrain:
clear, grassland, low hills and light forest. DD 3 days per 100 game inches,
B 4 weeks per 1000 game inches C 15-Se & 30-N

Longboat: A boat for shipboard use, for up to 12 men, with 6 to 10 rowers.
DD 2 weeks B 3 weeks C C or Sh

Foundation: Basic working knowledge of foundation construction. DD, B,
& C part of structure P Surveying and Geology

Wooden Palisade: Basically a wall of post set in the ground and tied together
near the top with ropes or beams. Such a wall will not be more than 25' tall.
DD 1 week B 60' per week C 2-C, 3-Se, & 5-N

4th Level Skills

Warehouse: A wooden structure of not more than 10,000 sq. ft. Such a building will not have a clear span of over 50' (for every foot of span over 20' add 3% to the cost of the building) DD 5 weeks B 4 days x 100 Sq. ft. C St, 2-C, Sm, & 3-Se P Foundation

Wooden House II: A wooden structure not to exceed 4800 sq. ft. or be more than 4 stories high. DD 4 weeks B 4 days x 100 sq. ft. C 2-C, St, & Sm P Foundation and Wooden House I

Stone House I: A stone structure not to exceed 2400 Sq. Ft. or be more than 2 stories high. DD 4 weeks B 5 days x 100 sq. Ft. C 2-St, C & Sm P Foundation & Wooden House I

Curtain Wall: A curtain wall as in Vol. III not to be more than 35' tall. DD 3 weeks B as Sm. Tower C 3-St, C, Sm, 7-Se, and 5-N P Foundation

Barican: A barican as in Vol. III. DD 5 weeks B as Sm. Tower C 3-St, C, Sm, 7-Se, & 5-N P Foundation

Small Galley: A small galley as in Vol.s I & III. DD 7 weeks B 10 weeks C because of the specialized equipment and facilities you will have to turn over your design to a shipwright/contractor to be built. P Longboat

Small Merchant: A small merchant as in Vol.s I & III. DD, B, C, and P as Small Galley

Siege I: The basic skills of Siegecraft. These skills will be sufficient to lay siege on a Keep or Great Keep. P Anything you will need to conduct the siege i.e. Ladder, catapult, Ram, Siege Tower etc.

Road II: Same as Road I but in bad terrain i.e. Mountains, Swamps or Heavy Forests. DD 5 days per 1000 game inches B 5 weeks per 1000 game inches C 30-Se & 60-N P Road I

Dock I: A dock not to be larger than 1000 sq. ft. and not to be in water over 20' deep. DD 5 weeks B 4 days x 100 sq. ft. C Sm, C, St, 5-Se & 5-N

Mining: Basic skills of Mining Engineer. Due to the chance of cave in the depth of a mine is limited to a depth of 30' plus 10' per level of Engineer over 4th level i.e. a 10th level can sink a shaft to a depth of 90'. These skills include permanent tunnels as under a castle. DD 3 weeks plus as you go B 25' per shift (2 shifts max.) Note: 20% bonus for Engineers over 6th level, 40% bonus for over 10th level, and a 40% bonus if black powder works in the universe. C 2-C, 2-M, & 5-Se per shift. P Surveying and Geology

Footbridge II: As foot bridge I except that it can be 75' long and 35' tall. DD, B, C & P as Foot bridge I plus Footbridge I

Bridge I: A vehicle bridge not to exceed 30' in length and not more than 20' from river or valley bottom to walking surface. It will be able to handle two way foot and horse traffic and carts etc. one way. DD 1 day per foot (min. 10 days) B 2 days per foot C 3-C, St, 5-Se, & 5-N P Foot bridge I

Keep: A stone building used to house 10-15 fighting men outside a city or castle. This structure should not be more than 40' in diameter and not more than 35' tall. DD 7 weeks B as Sm. Tower C 3-St, C, Sm, 5-Se, & 5-N P Small Tower

Large Tower: A large tower as in Vol. III. This structure should not be more than 45' tall and larger than 25' in diameter. DD 5 weeks B as small Tower C 3-St, C, 5-Se, & 5-N P Small Tower

4th Level Skills cont.

Dungeon: Sublevels for under a castle. Not to be over 2 levels, plus level per 2 levels over 6th level Engineer you are, deep. DD, B, C, part of castle construction P Foundation

Siege Tower II: A siege tower as in Vol. III. This structure is a more advanced tower than the one in Siege Tower I. It will be built from materials hauled to the siege instead of local materials. This tower can be up to 50' tall and have a ramp spanning up to 30'. Max occupancy 15 men, min. crew (pushing) 45 men. DD 4 weeks B 10 days C 2-C, Sm, 5-Se, & 5-N P Siege Tower I

5th Level Skills

Stone House II: Same as Stone House I except for 6000 sq. ft. and 4 stories high. DD 6 weeks B, C, & P as Stone House I

Siege II: Same as Siege I except for you may lay siege to a Small Castle (Castle I)

Bridge II: Same as Bridge I except for 50' in length and 30' high.

Great Keep: Basically a large Keep (50' in diameter and 45' tall max.) with a ring of curtain wall around it. A Great Keep can house up to 30 men. DD 9 weeks B as Sm, Tower C Keep plus Curtain Wall P Keep & Curtain Wall

Large Galley: A large galley as in Vol.s I & III. DD 11 weeks B 15 weeks C as Small Galley P Small Galley

Longship: A longship as in Vol.s I & III. DD 11 weeks B 15 weeks C as Small Galley P Small Galley & Sail

Large Merchant: A large merchant as in Vol.s I & III. DD 11 weeks B 15 weeks C as Small Galley P Small Merchant

Road III: A stone paved road through semi-clear terrain as in Road I. DD 6 days per 1000 game inches B 6 weeks per 1000 game inches C 10-St, 15-Se & 30-N P Road I

City Wall I: Basically setting up a defensive wall and a set of towers around a township. DD, B, & C as Curtain Wall etc. P Curtain Wall, Small or Large Tower, Gatehouse, & Drawbridge

Dock II: As Dock I except 5000 sq. ft. limit & up to 50' of water.

6th Level Skills

Castle I: Basic skills of putting together Curtain Wall, Drawbridge, Gatehouse, Towers, Mining, Barican, Dungeon and Stone House II (no limit on sq. ft. and up to 6 stories high.) to build a castle of not more than 25,000 sq. ft. of buildings, grounds, and defenses. DD 1 day x 100 sq. ft. (min. 90 days) B total of times for each structure C as each structure P whatever is needed

Siege III: As siege I except that you may lay siege to a township or large castle (Castle II) P Siege II

Sailed Warship: A sailed warship as in Vol.s I & III. DD 15 weeks B 19 weeks C as Small Galley P Longship

Bridge III: As Bridge II except for 80' in length, 35' high, and two-way traffic for carts etc. DD, B, & C 2 times Bridge I P Bridge II

Road IV: Same as Road III except in bad terrain as in Road II. DD 7 days per 1000 game inches B 7 weeks per 1000 game inches C 15-St, 30-Se, & 45-N P Road II

6th Level Skills cont.
Township: Basic skills of laying out a city's (max. pop. 750 people) zoning, streets and alleys. DD 1 day per 5 (family) people P Wooden House I, Stone House I, Shop, and Road I

City Wall II: As City Wall I except replace word Township (and limit) with the word City.

7th Level Skills

Castle II: As Castle I except no limit on size of castle.

Siege IV: As Siege I except for you may lay siege to a city.

City: Same as Township except for no limit on size.

For a more modern campaign this additional list of skills may be useful.

3rd Level Skills

Bl. Powder Plant

4th Level Skills

Lt. Field Gun

5th Level Skills

Hv. Field Gun

War Rocket

Bombard

Black Powder Plant: A small building not to be more than 400 sq. ft. for the manufacture of black powder. You will also learn about setting up safety areas around this building (200 ft. min.). DD 3 weeks B 4 days per 100 sq. ft. C C, Sm, St, & Se P Foundation

War Rocket: A basic stake guided rocket as used by the Chinese and Europeans of the middle ages. DD 3 weeks B 1 rocket per day per 2 men C 4 rocket specialists

Light Field Gun: A light field gun as in Chainmail. DD 4 weeks B 5 weeks C 3-Sm, C, B, & W

Heavy Field Gun: A heavy field gun as in Chainmail. DD 5 weeks B 7 weeks C 3-Sm, C, B, & W P Light Field Gun

Bombard: A bombard as in Chainmail. DD 5 weeks B 7 weeks C 3-Sn, C, B, & W P Light Field Gun

(Note: For those of you that are interested nuclear weapons are a 50th level skill and an Engineer of the 50th level can learn to build them. At this point he may call himself (small g) "god". If you have an Engineer of the 50th level building nuclear weapons please let me know so that I can stal at least 1000 miles away from you!) (You and me, both!--KJ)

Unlike Magic Users and Spells, an Engineer should be allowed a fair amount of freedom with the things he can do with his skills. Variations on a skill should be sanctioned with the discretion of the Dungeon Master. A good example of this would be the 1st level skill "Oven". For a 1st level it is a basic household appliance. For a 2nd level it might be turned into a larger oven for a bakery or a high-temperature oven to fire clay. A 4th or 5th level Engineer may turn it into a blast furnace for smelting ore. The DM should stipulate that the Engineer must have had the skill(s) for some time before he can work as I have outlined. The DM should also set a percentage of failure based on the level of the Engineer, the level of the skill(s), and how far out the idea is.

The cost to build something is based on what it would cost to buy on the open market, about 1/2 for the cost of materials plus labor. Some of the items on the Engineer's charts are made from local materials, i.e. what you can find

in the area, like scaling ladder, siege tower I, ram etc. and will cost you labor only. The cost of wooden or stone structures should be figured like this 3GP (wooden) or 5GP (stone) times sq. ft. times height divided by 10. For houses, use story(s) in place of height divided by 10.

EXAMPLES

A wooden house of 15,000 sq. ft. 1 story high

$3 \text{ GP} \times 1500 \text{ sq. ft.} \times 1 \text{ story} = 4500 \text{ GP cost to build}$

A stone tower of 20' in diameter and 45' tall

$5 \text{ GP} \times 314 \times 45/10 = 7065 \text{ GP cost to build}$

Abbreviations used within:

DD: Design, Sketches, Math, Drawings

B: Build, make, whatever

C: Crew, Staff, Helpers, Etc.

P: Prerequisite Skills

B: Blacksmith

Sm: Smith (generalist in metals)

St: Stone Mason

C: Carpenter

W: Wheelwright

G: Glassblower

Sh: Shipwright

Co: Coppersmith

M: Miner

Se: Semi-skilled Laborer

N: Non-skilled Laborer

(Note: Non-skilled Laborer is anyone with a strength of 10 or over, a Semi-skilled Laborer is anyone with a strength of 10 or over and has some experience in construction and can handle a saw, hammer, pick, shovel, and ropes.)

Comments from the Dark Lord #1
A commentzine by Ye ed on issue #3

In reply to Kevin Slimak: Yes, wands and staves are doubly valuable (going off in missile phase). But there is a danger to carrying such firesticks around in StormGate Universe. ALL wands and staves can final strike--and in final final strike, a wand releases all of its charges at once. Thus a fireball wand with 16 charges left would, on final strike, generate a fireball of $6 \times 16 = 96$ D 6. Any wand that fails its save in a fireball, lightning bolt, etc., will final strike. Carrying a fully charged wand or staff can be VERY dangerous (as many have discovered, much to their unhappiness). // Someday I will have to run in Kendor. It sounds interesting.

In reply to Lee Gold: I've always felt that, as men are allowed indefinite development, so should all other creatures. Considering that the "Shapero" werewolf will be splitting up between human and were form (and thus going up VERY slowly) and will, in addition, be unable to wear armor in the human form (unless he just doesn't want to ever fight in were form) I felt that some sort of advantage added might not be all that unreasonable.//

On the House Rules

Drawing a weapon takes enough time in StormGate that actions other than melee are not possible. Thus, one may draw one's weapon and meet an opponent's charge, though one could not charge one's opponent.

In StormGate, missiles/melee/magic are NOT simultaneous. Casting magic takes a full 12 seconds, and thus takes place at the end of the round. Missile fire from prepared weapons is easy in StormGate, and so I put it first (well, almost first). If I wanted to be really "realistic" I suppose I would try to divide the melee round into many more phases (first missile, first movement, second missile, second movement, first melee, etc) but I think the current scheme is complicated and time consuming enough, thank you.

I can see you point on the mages. And I might well try it as you suggest (with #4 on the attack) in future. Of course, if the mage is knocked down, all bets are off (just as they are for the poor fighter who is knocked down).

I do allow people to break off combat, by the by--and if there is an obstacle they can hide behind while attempting to do so, I do not even impose particular penalties. But if they just break off, their opponent gets a free hack, at #4.

In response to the Chart-King Jordan Brown: Reincarnate as a ROCK?!? I'm beginning to think you're taking lessons from the chap who reincarnated one of my prize fighters as a mushroom. Oh well, I suppose it could ~~have~~ be worse.

In reply to Mark Swanson: Yes, there was a time when the locals were happily slaughtering monsters with phantasmal fireballs. And I solved the problem by making PF expensive.//Tailored fireballs aren't that good a weapon to use as a kamikazi weapon in StormGate--remember that the fireballs do not expand to fill volume in my universe, and that the mage can only cast magic if he is undisturbed during the melee round. Further, as fireball full effect region in StormGate is only 5', the odds are very good that at least a few of the charging orcs (in the example you cite) would survive to reach, and slaughter the mage. //As for wands...see comment to Kevin above re final strike.

According to Plan of a One-Eyed Mystic/Plan Three
A Chaos-zine for TLOC #4

By Charlie Luce
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For those of you who might have been wondering (What? none of you?), the title comes from a Doc Savage adventure. Now, how about him as a D&D monster...

MYSTIC MUTTERINGS--Comments on #3:

NICOLAI DEMONFRIEND: Cute nasties, though not really adaptable to my world-scheme (though RANDOM dungeon, where theoretically anything can appear, might find use for them). Does Clerical "spells" classify as "magic" under your rules, or does Clerical Turn/Dispel Evil or such have any effect on the "demons"?///One note on the Cold Demons:

In the beginning there were demons.

And the demons were nasty, and sore afflicted parties.

And a ghod said, "Behold, let there be a class which can fight these things", and it was so. And a minor god of the South said, "Let the EP required be proportionate to the power of the class", and lo, it was so written.

Then, a mighty ghod of the frozen North said, "Let there be anti-anti-demons, for it amuses me", and thus were they created in the Gate of Storms.

And when the other ghods saw this, they were sore, and created anti-anti-anti-demons and wondrous items, to which the Demonfriends replied "Let these items and classes be crocked, for they are an abomination upon me". And that known as the Race of Arms had begun.

The point which I have tried to make in a humorous way (and one which, I trust, has not offended) is that care should be taken when putting together monsters and items set up to be a special threat to other items, creatures, or character classes, as well as how one's rules adapt such things. I have seen several cases where a perfectly good D&Ding group was torn or split up because of the trends started by things like the II+ Cold Demons.

Do the Wind Demons/Windridders have a literary basis?

LURKING SLIMAK: You might try adding Dexterity to 2D6 rather than a D20. It tends to produce a flux pattern a bit closer to the difficulty expected by each character.///By the way, I am completely convinced by all your arguments on running a whole world, with all that the society and ramifications imply; unfortunately, I lack both the ability and situation to construct one.///There are times when the game situation or other players doesn't lend itself to a feel for the game-situation (sad, but true), or the character's personality is too unestablished or whimsical enough to make die rolling important. But I do dislike having to depend on it, and I'm trying to cut down on it.///I still owe you the Brass Dragon (or was it Bronze?) tables, don't I? Forgot to give them to you at Orcon. I'll mail them soon, I promise.///You are fond of randomness in the strangest ways, aren't you?

KAY JONES: Eech! New Improved psudeo-Beholders, now. No wonder the Church of the Devout Coward is making new converts every day!///Regarding your comment to Kevin; it really depends on the type of dungeon run in. A Medium-to-Low occupancy (and perhaps power), tactically oriented game often is capable of making good use of the ideas Kevin suggests///Having just revised my charts, I have a number of new magical goodies. Not being too prolific on random tables or new monsters, they are probably my major contribution to other 'DM's games.

LEE GOLD: With almost no modification, I have added your deck to my three others, one a 54-card version of the TSR deck, and one based on a set of "Gypsy Witch Fortune Telling cards", as well as one which amounts to a deck of scrolls. Thanks muchly!///Having briefly looked over D&D II, I made the same decision I made with C&S and The Arduin Grimoire--I'll wait till I can borrow a copy for a week or two and pick out anything useful in my game, but I couldn't justify buying it for the amount of use it would get.///Given that D&D Elves are 1st level (!+! Hit Dice), I'd feel just as justified in stopping them there as I would limiting the exotics at the Book II (or whatever) dice, though it's a matter of taste--though I might suggest at least adding the 2HP/level after topping out which fighters get. I do agree, though, on the maximum damage; I was convinced on that point by Glenn Blacow some time ago.///A skilled Lensman could control the actions of several people at once, which is equivalent to Hold Person in many universes.///Your Nyosa House sounds quite a bit like a similar establishment Kay runs in Robber's Roost.///Given the toughness of a 1 1/2" diameter staff, I'd say that the Monk could have done it--but he would have been just as likely to break his leg.///I think one point missed in StormGate combat is that Knocked Down is somewhat equivalent to Knocked Silly, precluding any sort of combat (I realize that Nicolai should have answered that. On the other hand, if I'm wrong I have a better chance of being corrected this way).///In Star Wars, Luke was not using the "remote" (steel ball) as a target. He was practicing defending himself from the bolts which the thing was firing; i.e., Missile Deflection.///Have you seen The Dragon #11? It has "Brawling" rules which cover to some extent the Grab-Wriggle problem you were talking about.

KEN PICK: One of the problems with adapting SCA tactics is that they don't take into account either magic involvement or being attacked by non-humanoids. Have you playtested the three-man teams under a D&D combat system not modified to fit?

JORDAN. BROWN: You have probably heard by now that your two friends were Reincarnated by Heilborn, my Griffin/Wizard. I hope they do better next time.///You have a truly wondrous set of tables there--but isn't Reincarnation supposed to have something with former alignment?///Given the character of your non-standard Weapon Powers and Rings, it's not hard to tell what game you do most of your playing in (*snicker*)///I have so far resisted the temptation to "Analyze to death" your dragon system. If I later fail my save, I'll probably put the result into next issue.

PEGGY: I'm not sure I understand the range on Strength or Wisdom on your Shamans. Also, I think that giving them additional powers at regular EP for Clerics is a bit unfair. How about giving them Fighter Experience Points but Cleric Fighting, saves, and Hit Dice? In the same way, I think Warrior Priests should have to advance at 120% of

normal Fighter EP.

WAYNE SHAW: Tsk. What was this about no cheap shots allowed in the zine?///I now await with anticipation your rules to add Magic to TRAVELLER, just to bring the thing full circle.

And an open comment to all of you who get to go to Dun Dra Con (I get to miss the thing yet again--no money): *envy* *jealousy* (but have a wonderful time anyway. Then write and tell me all about it in the next TLOC).

QUICKIE AD: As the A&E readers out there may know, I have a fairly large set of charts designed to allow the running of "Exotics", or non-humanoid creatures, as D&D characters. These are available for Postage + 10¢ for the "rules" + 5¢ per chart, and a list of the available charts is obtainable from me or listed in A&E #29. These charts have gotten almost completely favorable response from the purchasers, so I must be doing something right.

And finally, some useful material! If you are tired of the players working down the list of GREYHAWK items to figure out what the gadget they picked up in the dungeon is, try a few of these:

POTIONS: Oil of Burning--a "crock" item resembling Oil of Etherealness or Sliperiness, but bursting into flames doing 8D6 damage (a save vs. Poison does half damage),

SCROLLS: With the plethora of new types, a new Protection: Demons scroll (similar to Protection: Undead) is a logical addition.

SWORDS: Each of the following is a novelty, without adding more high-powered blades to the canon:

Sword +1, +2 vs. Humans (Lots of Orcs with these)

Sword +1, +2 Damage

Sword +2, Suggestion Ability

Sword of Hitting: This item has no bonus to hit or damage, but is capable of hitting any creature within three planes, striking either as a Sword, or if blunt weapons are needed to hit, a Flail. In addition, any creature above AC 0 (2+2, 7+7, etc.) is hit as if AC 0. Naturally, this sword hits irregardless of any special immunities the creature may have--that's the point.

MISC. WEAPONS: Magic Fowling (Blunt-Headed) Arrows or Quarrels which hit with damage equal to regular arrows/quarrels. Treat as +2 for hitting creatures hittable only by magic weapons.

WANDS: Fire Cone (6" x 3") wands doing 6D6 damage as per the usual wand power. Useful for dungeons which use volume-conserving Fire Ball spells.

STAVES: The Staff of Amplification has no spells of its own, but adds +1 per die to damaging spell thrown through it, each such spell using one charge (a full charge being the standard 200).

more items next issue...

Till then, the Mystic will plan
yet more of these little bizzarres.....

FASTER THAN A SPEEDING BALROG!

(or - Better warn the neighbors...)

Being the fourth contribution to TLOC by Kay Jones, 200 Davey Glen Rd.
#420, Belmont, CA 94002

The title? Well, according to Monsters and Treasure, Balrog flying speed is 15" while base adult Griffin flying speed is 30". Thank goodness.....

ARCHILOWE (LEE GOLD): Well, I've assumed that the Wineskin of Holding will hold 10 quarts of any liquid, but now that you mention it...//A minor limb is a finger, toe, external ear, external nose, etc. A major limb is a leg, arm, tail, neck, etc. And Regeneration I will not regenerate eyes, internal organs, germ plasm or the like. (Duncan, having made 12th level is currently researching Regenerate II - 6th level - which will regenerate anything.) I just checked, and it appears I forgot to mention in my original description of the spell that the regeneration requires 2 weeks of rest (similar to "Raise Dead") as will that caused by Regeneration II? A projected 7th level Regeneration III spell will regenerate anything immediately (similar to "Raise Dead Fully"). Now if Duncan can only last for five more levels...//Nicolai handles monster wares the same way he does player characters - both can be of any level. (You haven't LIVED - died? - until you've met an 18th level wandering werewolf-monk *cringe* Not that we've met one yet, but it's possible...)//See my room modifications lastish. Obviously, tapestry "graffiti" is probably on the wall behind it. Although there is an orc with a can of spray paint loose in the Roost to the annoyance of all...//Speaking of nixies, how's Barry's character doing?

MARK SWANSON: Having played under Nicolai's system, I can tell you what happens in the open - artillery duels! (And lots of bodies on both sides.)

REIRIAD UNIVERSES (PEGGY GEMIGNANI): Purchase of Wisdom I noted. Useful, isn't it?

For the fun of it, because I just finished rereading "Rikki-tikki-tavi" and because I'm getting downright SICK of Mind Snakes....

GIANT MONGOOSES (Mongese?) as a character class
minimum Dex (and/or agility) = 16, minimum Intel. = 10
other characteristics not limited.
Immune to Charm/Hold etc.

Special vs large snake types - must make 1/2 dexterity roll (i.e. 1/2 5%xdex. on %ile dice) to jump up and behind snake. If successful, and bite connects jaws are locked into the back of the snake's neck and the mongoose will continue to hold on doing half damage/melee round until snake (or mongoose) is dead. If a critical hit is rolled at any time during this period, it means the snake's neck is broken and the snake is dead.

Adults are considered as man-sized. They can be of any alignment, but tend towards Lawful or Neutral.

My thanks to Nicolai for the following experience chart. Armor classes are base - dexterity bonuses may be added as appropriate.

LEVEL	AC	HIT DICE	BITE	EXPERIENCE POINTS
1	9	1 D8	1 D4	9
2	8	2 D8	1 D6	4415
3	7	3 D8	1 D8	8830
4	6	4 D8	2 D4	17,650
5	5	5 D8	1 D4+1 D6	35,300
6	4	6 D8	2 D6	70,600
7	3	7 D8	1 D6+1 D8	140,000
8	2	8 D8	2 D8	280,000
9	2+1	9 D8	2 D8	560,000
higher	2+1	2pts/level	2 D8	+280,000 per level

Giant Monggooses tend to be fighter-types, for a pure mage(or cleric)use D4 (or D6), and same experience points, but fighting on the mage, (cleric) progression.

These aren't particularly spectacular as wandering monsters, but they make nice pets/familiars-- from Larry Niven's World Out Of Time:

CAT-TAILS

These creatures are legless cats - sort of resembling a persian cat. Head attached directly to a somewhat elongated tail. Colors vary, including most of the patterns found on normal cats. If wandering, they will be found in semi-protected areas. They eat small rodents and birds in the wild state, but will eat meat of any sort you care to feed them as pets.

Dice - 1 D8, AC: 8, move: 5, IQ: 2 D4, Dex: 12+D6, one attack -Bite: 1 D4

I'm sitting here trying to figure out some more monsters to fill all this white space. Jordan Brown just suggested Dice Giants - for hit points and damage you roll 4 D10 - then read off the digits in order for a range of 0001 = 0000.... *sigh*

Well, there's also (for the cat-tails to hunt, maybe?)

ICE MICE

Resemble bluish-white mice of the size of ordinary mice. Live in cold areas.

Hit Dice: 1 D4 AC: 5 Move: 12, IQ: 1 D4, Dex: 12 + D6, 2 attacks - bite: 1 D4, Breathe cold cone (single target) of 1 D6 Found in groups of 10--100. 70% in lair with 20% chance of type I, no treasure if wandering. When killed become lumps of slightly dirty ice.

See everybody nextish (or maybe at Dundracon III).....

MYRIAD UNIVERSES #2

Margaret Gemignani
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Another D&D zine written by
Peggy and typed up by
Charlie Luce.

Excellent cover, John Sullivan.

A Short essay on balance in the dungeon (or give the poor sucker an even break).

Everybody enjoys winning and nobody likes to lose, but somebody is going to win and somebody lose. Still, balance must be retained in a dungeon. The players must have a way out that is within reach and available. If they don't find it, it's their tough luck, but it must be there. You can hide things very effectively in the most conspicuous spot, so it doesn't hurt to sometimes place the solution to a trap in plain sight.

The monster must have a means to be defeated, and it must be available to the players. If someone studies your monster from a description for fifteen minutes they should be able to figure out how to handle it. In fact, they should be able to do it in 15 seconds, which is all the time the player in the dungeon has to decide fight or flight.

Flight must be available as an orderly retreat. Neos should not pay for the higher-level's mistakes. An orderly retreat is done while fighting the enemy; you have seen it in most good swashbuckler movies. It is an art in itself and the players should get credit for it. It takes more nerve to retreat than to run; running just gets you wounds in the back and makes you look like a coward, but there is no shame in retreat.

You must be able to give as good as you get in a dungeon. An even break is all one can ask for. It is better to have a balanced dungeon than a death trap or a Candyland. Nobody with any pride wants a free lunch; there are no doles in dungeons. Still, virtue is not it's own reward, and a courteous, cautious player deserves to give as good as he's gotten for his troubles. That makes for mutual respect, as well as balance.

On to comments (and I will try and keep it simple (KISS))

Nicolai Shapero: First, I want to inform you that I write my own material. I need someone to type and proofread as I can't do it myself. Have you noticed that my columns for TWH and A&E look and read better? I don't think Glenn Blacow and Lee Gold have time to ghost write for me.

About your demons: It looks like your demons have to be killed by ambush and missile weapons. Only the highest level characters can close with a demon who explodes in death. If you don't like new character classes or built up attacks you can say in the house rules that your world does not permit such things, but you shouldn't let them in and then emasculate them. It looks like you are doing it to favor your demons.

The gems the demons leave behind: You indicate you will not let a demon to return a soul to save its life because you claim this would spoil the fun and challenge of the game, but a rifle used by an unseen attacker can put the demon away and then spoil other critter's fun with the gems they leave behind, including your own demons.

What effect does regular blessed objects, holy water, silver in the hands of a non-paladin have on your demons?

Rlan is immune to all magic, but magic weapons hit. Why?

I'm not trying to start a fight, Nicolai, but please don't imply that there is only one way to do things, like in your knockdown and retreat rules, and don't imply that most players are ineffective (are almost always fooled by demon disguises, wouldn't draw a dagger or kick if knocked down, would retreat by fleeing with their backs turned to the enemy). You are a wargamer but you don't allow the players to be. Give the poor player a little credit for a few brains and don't be so hard on the players from other universes. We may look dumb, but actually we are not so bad.

Charlie Luce: Thank you for your help on my work; I appreciate it. No more having to save versus blindness or confusion is needed while reading my work. I only wish I was capable of the quality that you deserve. You're welcome.--CL/ Good ideas and gem table.

Kevin Slimak: I agree, the house rules control technology. A magic-oriented world would naturally have more magic and less technical items. An SF universe would be reversed. Same with character classes. Interesting write-up on Kendor.

Kay Jones: A character's survival depends on their built in common sense.

Lee Gold: Good Cards. The new D&D seems gross on spells and not overly bright in other areas. The thieves start a fight by picking the pockets of other party members regularly.

If I don't aim in that direction and nobody steps in my way, I couldn't hit my own people.

The Nyosa House of Evening sounds good.

I agree on character knockdown and retreating. I heard about one character who had taken a spinal hit and had his arms paralyzed. He went down on his back on purpose so he could use his feet and surprise, and kicked the one attacking him successfully.

Somebody once said "Anybody can use the Force. But can they hit with it?" (use it like a Jedi?). In Star Wars, metal burned at the touch of a light saber but was not cut straight through.

Ken Pick: Good History. Did you know that I didn't know the name of your dungeon and world until now?

Very good ideas, you see we never really did disagree.

I have always believed that the shield work is worth some credit. Pikes can be used for special work, including the pike shield. Long reach weapons are worth their weight in gold if you have the distance to use them.

Look, look, Charlie and Kay, here comes Jordan Brown into the Multiverse! Good stary and tables, Jordan. Sex Change rooms, traps, and belts are fun.

Mark Swanson: That was a good buffalo story.

Wayne Shaw: Good techno work. I have seen some pretty marginal paladins myself.

Wayne and Ken: Please don't go getting Glenn Blacow started again. It makes us all feel bad.

Steve Marsh: Glad you extended your psi rules to non-humans.

Bye for now,

Don't take any wooden
buffalos--

Peggy

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