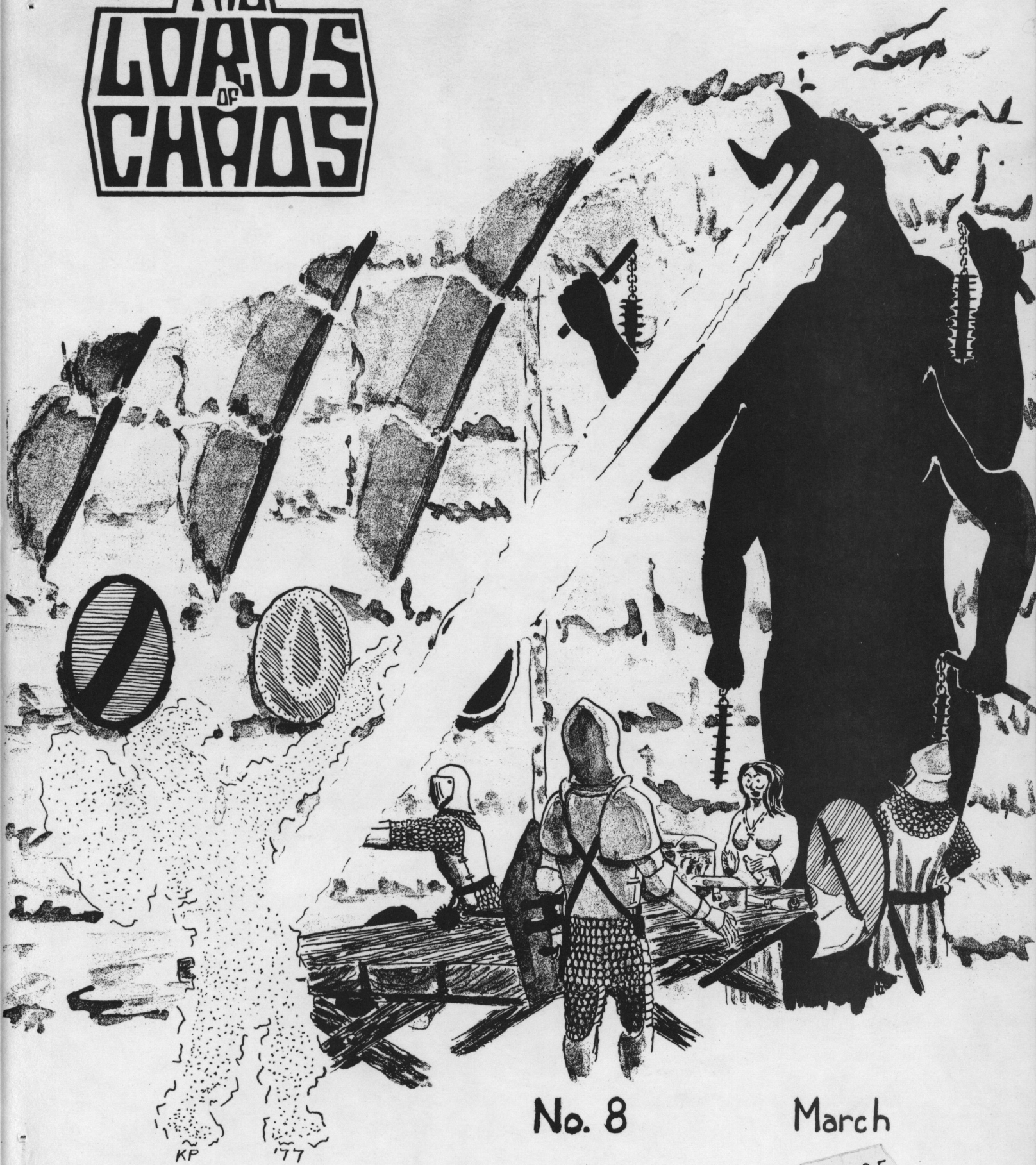


THE LOADS OF CHAOS



No. 8

March

\$ 2.25

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DEADLINE FOR ISSUE NUMBER NINE: 19 May for zines already typed on stencil,
12 May for zines needing to be typed.

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FOR THOSE SUBMITTING ZINES ON STENCILS: I now have a Gestetner 320, and
can run either 7-hole OR 9-hole stencils. Please type between lines 5 and
65 ONLY, and type no more than seven inches horizontally.

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 crit-
icism is encouraged, but ONE-TRUE-WAY-ism will be dealt with severely.

NOTE: To those interested - the title of lastish's cover was "Dungeon Delight
Delivers".

THE SNARK SPEAKS: Egoboojum by George Cole, 1105 S. State St. Apt. #2,
Ann Arbor, Michigan, 48104 (313)665-7289

A brief word to all, irrelevant to this zine. I'm currently in the first year of law school and so am (understatedly) busy. No, I have not finished the tackle/wrestle table I was working on. Sorry! I have given up; too many variables and too little time to quantify. Currently I run it out of my head with percentile dice and specific questions; each case is a separate incidence. (But you can expect good, solid hits by big monsters to toss you a good, solid distance! People golf is a dragon's favorite sport.) And, reflecting my current circumstances, Lawyers have joined Bureaucrats and the I.R.S. as the-monster-to-bonk-hard in my world. Beware the Process Server!

For those who (k)no(w): What equivalent level Monk is a Brown Belt (2nd Kyu) in ju-jitsu? In case I ever have to worry about being transported...

One of the worst problems is the question "why", appearing in any reality. In D&D, most of the nit-picky ones can be handled with "magic" as the answer--but the bigger ones remain. Tossing in a multiversal plane-transfer system helps keep the question away, but it will still arise. Wandering monsters usually need no excuse--look on them as the DM's versions of player-characters, after all, or an expression of Nature. Yes, your usual player-characters will find that expression quite often obscene. But then, your Monster will often find your player-character obscene for equivalent reasons. As DM, I've found player-characters (damnit, shorthand is now PC) to be on the whole nasty, brutal, destructive, ornery critters. Guess what my monsters are like?

Dungeons, or abandoned cities, or huge crumbling towers, however, are a sign of organization. Somebodies, sometime, got together and built the bloody thing. (Excepting the rare results of a wish.) My ecology is not completely worked out; cows abound (comes-out-in-the-wash). But a rough sketch exists, and people are part of that--to PCs, the most important part, too. As a result, a pattern of human organization is reflected in each & every dungeon. The organization can be past (ye olde abandoned, haunted castle theme) or present (the existant castle/town).

For characters who wander in out of the multiverse (quite possible) I feel no obligation to explain the local rules, history, tactical questions (what width is a fireball springing from a mage's finger?) until they either ask or observe it. It's a new reality, with new laws of nature. (Surprise!) For natives, i.e. PCs not otherwise entering the world, an assumption of past culture exists, which means that a presumption of knowledge of the current situation exists. On the other hand, they probably have never seen an Altani, or a Cynthian, or a Vulcan, etc. (Monster! Kill!)

This is a prelude to the main theme: monster organization, or Why Does That Chaotic Command Twenty-Four Barons, Three Churches, and Five Balrogs? 'Cause He's a Rockefeller, Friend.

Organizations have an advantage over individuals. This is evidenced by the fact that wandering monsters, no matter how tough, usually find it difficult to take out all of a party in a fair fight in the open. Even first-levellers can simply scatter; one or two might survive. Why don't lions hurt people as a rule? Because those that did, got stomped on hard by the other, surviving humans. Why do lions hunt baboons? Because the one caught separate doesn't have the rest come and avenge him. Why don't lions hunt baboons all the time? Because baboons stick together! What's a chaotic? The young-adult male baboon who didn't quite beat up ol' Big Daddy. Why are there so few Chaotics? See answer to question two above.

This is why I decided that "Chaotic-Neutral-Lawful" in my world was going to be essentially a political question, of "What's your subjective viewpoint?" The most organized society is the most Lawful within itself, i.e. places assigned, social rules established, means of advancement set; the most Chaotic expression is the lone individual against the world, who is recognized by the rest of the world as being hostile to them. Neutrals just don't have a recognized affiliation to anybody.

Your Evil-Chaotic Priest can still have a castle, guards, acolytes, peasants, etc. all around and organized. But it would be a naturally-easier organization to disrupt, especially from within. Probably severely totalitarian to boot. The question is always: as I rise to power and gather possessions, how can I keep other people from taking them away from me? Especially when I'm either sound asleep, or absent gathering more possessions? The answer: a Dungeon! Why do you find treasure in Dungeons? Because someone put it there after gathering it together. Why do you find monsters? Because that same someone wanted to prevent Joe PC from scattering it to the four winds again. (And hopefully to garner in Joe PC's treasure, too!)(Yes, I have one or two dungeons in my world that are deliberately run as profit-making trap areas for their owners.)

The organization that put together a dungeon can either be present or past. Let's take an example of the latter type. (Here's how I make a dungeon). Wally Wizard, tired of dodging tax collectors of the local king decided to build himself a remote country keep. Finding a suitable area (formerly a rather young Lord's--age two), he gets the local peasants to excavate, etc. whilst he uses some magical construction in the process. The local peasantry, deciding that starving and building this keep go together, take off. Wally repels some visitors, and settles in. Of course he has to guard against unwelcome types, so a few choice guards and monsters are set up. The treasure, to keep it safe, is stashed in the lower vaults. Barriers and traps established, Wally then dies elsewhere. After some looting (that which is easy) the guards depart. As do those monsters free to do so, when the food (often each other) gets low.

Local fauna move into the safer areas as comfortable, pre-built caves. A wandering tribe of goblins, for the same reason, drives out most of these, and settles down. Petty bickering, maybe--but boundaries are set.

A county or so off, Joe PC and his friends hear of the goodies and the existence of this tower. They set off on expeditions (to the tower's inhabitants, "raids") to pick up the loot. Goblins, local fauna, pre-set monsters and finally Wally's traps are established and conquered. (Ta-dah!) Of course somewhere, anywhere along the line, new wandering types might show up. Or an equivalent of Wally decides to move in and renovate. Or even a PC decided to do so. Then we get the other type---

a present organization, still functioning. These tend to be nastier by far, because they are quite often self-fixing. And vengeful, too. The best defense is a good offense!

Past organizations inevitably imply a fallen civilization or a previous height. (Someone had to build it sometime!) Present organizations can be the clashing of internal growth, external barbarians against present civilizations, or the men-against-the-wild-hordes of the American frontier. They tend to be much, much tougher, too. The really hard ones get known as "wars". Joe PC may instigate one such war--or get involved in one another person started. A handy hint to all DMs: depending on your campaign-time speed, a future history pre-set (with room for changes) a certain amount, up to where PC interaction is liable to be determinative, is quite useful. "What's the rumors in the bars?" PC asks. "We're at war with the goblins." "Oh. I guess I won't go visiting the dungeon." "Damn right," the DM/bartender/sergeant snickers. "You'll join the Army's preventive raid!" (Which the DM may have set-

up already as a horrible fiasco, the only question now being--does Joe PC survive Balaclava?)

Present organizations also tend to be much deadlier in the long run, in the campaign. The difference is that the present organization will be to a greater or lesser extent reactive to continual stimuli, and can change. Unless the PCs take this into account, they're likely to eventually be squashed by their own expectations. After twelve raids, the leader of the local militia might change his tactics. Or they may deduce your pattern of approach, and ambush you in your favorite campsite a day earlier. Or move out, let you come, and hit you as you return home. Or...you get the idea.

Naturally, this can be countered, if the PCs get the idea. "Let's make friends of the locals" is not a bad idea. Neither is "Let's get allies and take the whole thing out", eventually. Then you get to be the government and rob everybody with their cooperation. (What's the difference between a government and a band of robbers? Ask yourself that on Apr. 15th!) Inevitably, too, the PCs who survive accumulate gear of their own--and have to make arrangements for its stashing while they're away! With luck, you end up with them making dungeons for you, that you can then get still others involved in, or at least steal and place elsewhere in the world--architects do travel and repeat successful plans.

Yes, I admit it. The equivalent of a Chase Manhattan and Federal Reserve might destroy my premise. Or would it? Can't I just call those organizations on a grander scale? How would they deal with 15th level Thieves, aided by 12th level Magic-Users and ten or so 8th level fighters? Continually raiding NYC? Hmmm?

I'll find out, eventually, god willing. That's why I've a multiverse...

A side note on the whole affair: the effect, on the tactical level, of organizations.

You have to remember that to the usual PC a dungeon doesn't betray its organization in a single raid. Even large numbers of Clairvoyance, Commune and Contact Higher Plane spells will not disclose all of the details. The amount of pre-established internal cooperation in a given "dungeon" will depend on your own feelings while you establish the affair. However, I strongly advise against cheating when players succeed beyond your expectations. If you have set up rules, and the players are good enough, or lucky enough, to beat you at your own game--remember it for the next time! ("Awright, everybody. Nest time it happens, here's a horn for each of you, and somebody blow it to warn us!") ("Awright, you guys. Youse three are runners. Get outside the Silence spell and then blow the horns.") ("Awright, youse guys. Here's a Very pistol. Fire it off when they attack.") ("O.K. PCs. Wally, you use Pyrotechnics to draw out their reserves, and then we throw the Cloudkill.")

And for tactics--well, in ending. A dragon, surprised, attacked, and wounded pretty badly, abandoned its horde. The twelve PCs rejoiced, and began their trek home. Two nights later, they camped in some boulders. There was DM die rolling, and no one noticed the Phantasmal-Force-of-a-boulder-dragon. A specific question as to where they camped, in detail. In the middle watch, the dragon got a surprise attack at 40' distance...Organized monsters are nasty!

OPERATION CHAOS #24

A Personalzine by Nicolai Shapero of 8886 Earhart Avenue, Los Angeles, CA 90045
For TLOC #8 19 March 1979 phone: 213-MT-14DUXY

First - we reprint the infamous REINCARNATE TABLE

Roww 4 d10 in sequence, then consult chart below:

0000-0799	No change (same species)		
0800-1799	Human body	4600-4689	Pegasus
1800-2499	Dwarven body	4690-4799	Centaur
2500-2999	Elven body	4800-4849	Hippogriff
3000-3499	Hobbit body	4850-4899	Unicorn
3500-3649	Werefox/Human	4900-4924	Alacorn
3650-3669	Werefox/Hobbit	4925-4999	Griffin
3670-3689	Werefix/Dwarf	5000-5049	Lammasu
3690-3699	Werefox/Elf	5050-5099	Sphinx
3700-3849	Wereotter/Human	5100-5199	Blink Dog
3850-3869	Wereotter/Hobbit	5200-5349	Giant Otter
3870-3889	Wereotter/Dwarf	5350-5374	Phoenix
3890-3899	Wereotter/Elf	5375-5499	Guardian Naga
3900-4124	Werewolf/Human	5500-5599	Pernese fire lizard
4125-4154	Werewolf/Hobbit	5600-5609	Pernese dragon
4155-4184	Werewolf/Dwarf	5610-5684	Brass dragon
4185-4199	Werewolf/Elf	5685-5759	Copper dragon
4200-4274	Wereagle/Human	5760-5834	Bronze dragon
4275-4284	Wereagle/Hobbit	5835-5884	Silver dragon
4285-4294	Wereagle/Dwarf	9885-5899	Gold dragon
4295-4299	Wereagle/Elf	5900-5989	Wyvern
4300-4374	Weretiger/Human	5990-6099	Nixie
4375-4384	Weretiger/Hobbit	6100-6299	Ent
4385-4394	Weretiger/Dwarf	6300-6349	Roc
4395-4399	Weretiger/Elf	6350-6399	Giant Hunting Falcon
4400-4474	Werebear/Human	6400-8399	Light Horse
4475-4484	Werebear/Hobbit	8400-8999	Medium Horse
4485-4494	Werebear/Dwarf	9000-9349	Heavy Horse
4495-4499	Werebear/Elf	9350-9499	Giant Rat
4500-4574	Werewolverine/Human	9500-9749	Wolf
4575-4584	Werewolverine/Hobbit	9750-9999	Lion
4585-4594	Werewolverine/Dwarf		
4595-4599	Werewolverine/Elf		

Some beasties...

SHEEM FOX

IQ=15+1d4

type: Robot

Mark	track as Ranger	AC	Dex	HD	Bite	Beam	Move
I	9th	6	6+2d6	5d6	1:1d6+1d6p	2:3d6	15
II	11th	4	12+1d6	6d8	1:2d8+2d6p	2:4d6	18
III	12th	2+2	12+2d4	8d8	1:2d8+3d6p	2:4d8	21
IV	13th	2+5	14+1d6	9d8	1:3d6+3d8p	2:6d6	24
V	14th	2+7	15+1d6	10d8	1:3d8+4d6p	2:6d6	27
VI	15th	2+9	15+1d8	11d8	1:4d6+4d8p	2:8d6	30
VII	16th	2+11	16+1d10	12d10	2:4d8+5d6p	2:(10+1d6)xd6	36

number before : indicates # of attacks

Beam is energy beam

p indicates poison

Operation Chaos

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SHEEM FOX is immune to Charm, Hold, Paralysis, Slow. Takes $\frac{1}{2}$ damage from energy spells if fails saving throw, and if makes saving throw then energy spells RESTORE damage.

found: anywhere

number occurring: 1-2 if type I or II

1 if type III, IV, V, VI, or VIII

if wandering, no treasure

60% in lair, treasure type H/6

SHEEM DRAGONS

IQ=15+2d6

TYPE: robot

Mark	AC	Dex	HD	Move
I	2	12+1d6	10d8	12/24
II	2+2	12+1d6	12d8	15/30
III	2+4	15+2d6	15d8	18/36
IV	2+6	15+2d6	18d8	21/42
V	2+8	18+3d6	24d8	24/48
VI	2+10	18+3d6	30d8	30/60
VII	2+12	21+4d6	36d8	36/72

Mark	Bite	Claw	Tail	Eyebeams
I	1:2d20	2:2d6	1:3d6	2:8d6
II	1:2d20	2:2d8	1:3d8	2:9d6
III	1:3d20	2:2d10	1:4d6	2:10d6
IV	1:3d20	2:2d12	1:4d8	2:10d8
V	1:4d20	2:3d12	1:5d6	4:10d8
VI	1:4d20	2:4d12	1:6d6	4:10d8
VII	1:8d10+*	4:3d8+6d8p	1:6d6+2d20 lightning	4:12d8

*save vs poison or die, if save take 50% damage and must save vs paralysis

Immune to Charm, Paralysis, Hold, Slow, Polymorph, and cold. If fails save vs magic, takes $\frac{1}{2}$ damage vs energy and/or energy magic. If makes saving throw, energy weapons and energy spells RESTORE damage.

CREEPIE CRAWLEY MARK II

ATTACKS: 4 lightning bolts (1d12 each)

4 hypnotic gazes (save vs magic or sleep for 2d6 turns and save means no effect)

2 whip (1d6+2d4 poison)

1 bite ($\frac{1}{2}$ d6)

HIT DICE: 6d8

INTELLIGENCE: 4+d12

ARMOR CLASS: 4+2

DEXTERITY: 10+d8

Found in: ruins, temples, dungeons and on TRAN Blackboards.

Feeds on: Hex dumps, and random programmers/mages

Moves: 10/19

Treasure type: A(1) x $\frac{1}{2}$ (50% of time)
A(2) x $\frac{1}{3}$ (50% of time)

No occurring: Lair: 1d6

45% in lair

Wandering: 1d3

*TRAN Telecommunications Corp.

Operation Chacs

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And some development charts...

BLUE HORROR (one of the Vance dragons)
Larger than Man Sized

Level	AC	HD	Move	Bite	Claw(2)	Weapon attacks(2) by weapon type +	Normal Breaks	+1 Breaks	+2 Breaks
1	9	1d8	9	d4	1	+d4	10%	0%	0%
2	7	2d8	12	d6	1-2	+d6	10%	0%	0%
3	5	3d8	15	d8	d3	+d8	10%	0%	0%
4	3	4d8	18	d10	d4	+d10	20%	10%	0%
5	2	5d8	18	d12	d5	+d12	20%	10%	0%
6	2+1	6d8	18	2d6	d6	+2d6	20%	10%	0%
7	2+2	7d8	18	2d8	d8	+2d8	30%	20%	10%
8	2+2	8d8	18	2d8	d8	+2d8	30%	20%	10%
9	2+3	9d8	18	2d10	d10	+2d10	30%	20%	10%
10+	2+3	+2 pips per level	18	2d10	d10	+2d10	30%	20%	10%

Due to the weapon breakage capability of the Blue Horror, an additional 80% (multiplier of 1.8) is applied to the ep progression. Battle axe is assumed as weapon attack, chart calculated off 7th level Blue Horror vs 7th FM with 2 handed sword in AC:3:

Level	ep	NOTE: may only be fighters.
1	00	
2	15.6k	
3	31.2k	
4	62.5k	
5	125k	
6	250k	
7	500k	
8	935k	
9	1870k	
10+	+935k per level	

ICE TIGER (from a monster created by Chuck Cady for ATWM vol. I)
+1 on all attacks (to hit probability only)
+1 to armor class if in snow

Level	HD	AC	Bite	Claws(2)	Breath Weapon**	Resistance to Cold Magic	ep
1	1d8	9	1d4	1-2	none	15%	0
2	2d8	9	1d6	1d4	1d6	25%	6k
3	3d8	8	1d8	2d6+1	2d6	35%	12k
4	4d8	8	1d10	1d6	3d6	45%	24k
5	5d8	7	1d10+1	1d6+1	4d6	55%	48k
6	6d8	6	1d10+2	1d6+2	5d6	56%	95k
7	7d8	5	1d10+3	1d6+3	6d6	75%	190k
8	8d8	4	2d6+2	2d6	7d6	80%	360k
9	9d8	3	2d6+3	2d6+1	8d6	85%	715k
10	9d8+2	3	2d6+3	2d6+1	8d6	90%	1070k
11+	+2 pips per level	3	2d6+3	2d6+1	8d6	90%	+355k/ per level

Assumes 120k/level above 9th for human FM

*if resistance roll is made, treat as automatic saving throw (i.e. $\frac{1}{2}$ damage only). If resistance roll is not made, saving throw then rolled (with $\frac{1}{2}$ damage if save). (If this power not granted, multiply ep req. by 0.75)

Operation Chaos

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Ice Tigers (cont.)

** save as vs dragon breath. Save means $\frac{1}{2}$ damage.

Above calculations are based on 7th FM with greatsword in AC 3 equivalent vs 7th level Ice Tiger fighting in snow and hence AC 4.

CENTAURS

Fighters		Attacks		Weapon	Move	ep
Level	AC	HD	Hooves(2)			
1	9	1d8	$\frac{1}{2}$ d6	by weapon type	9	0
2	7	2d8	1d4	"	12	1730
3	6	3d8	$\frac{1}{2}$ d10	"	15	3860
4	5	4d8	1d6	"	18	6920
5	5	5d8	1d6	"	18	113,840
6	4	6d8	1d6	"	18	27.7k
7	3	7d8	1d6	"	18	55k
8	2	8d8	1d6	"	18	105k
9	2+1	9d8	1d6	"	18	210k
10	2+1	9d8+2	1d6	"	18	315k
11	2+1	9d8+4	1d6	"	18	420k
12+	2+1	+2 pips per level	1d6	"	18	+105k per level

Mages		Attacks		Weapon	Move	ep
Level	AC	HD	Hooves(2)			
1	9	1d4	1	by weapon type*	9	0
2	7	2d4	1-2	"	12	7360
3	6	3d4	$\frac{1}{2}$ d6	"	15	14,700
4	5	4d4	1d4	"	18	29,400
5	5	5d4	1d4	"	18	58,800
6	4	6d4	1d4	"	18	103k
7	4	7d4	1d4	"	21	147k
8	3	8d4	1d4	"	21	220k
9	3	9d4	1d4	"	21	294k
10	2	10d4	1d4	"	24	588k
11	2	11d4	1d4	"	24	883k
12	2	11d4+1	1d4	"	24	1,178k
13+	2	+1 per level	1d4	"	24	+295k per level

*only daggers and bare hands allowed.

Both assume 100k/level above 11th for human MU, and 120k/level above 9th for human FM.

Clerics

Level	AC	HD	Hooves(2)	Weapon	Move	ep
1	9	1d6	$\frac{1}{2}$ d6	by weapon type**	9	0
2	7	2d6	1d4	"	12	22760
3	6	3d6	$\frac{1}{2}$ d10	"	15	5520
4	5	4d6	1d6	"	18	11k
5	5	5d6	1d6	"	18	22k
6	4	6d6	1d6	"	18	46k
7	3	7d6	1d6	"	21	92k
8	2	8d6	1d6	"	21	184k
9+	2	+ $\frac{1}{2}$ pip per level	1d6	"	21	+184k

** weapon limitations as for human clerics.

ROC

Level	AC	HD	Bite	Claw	Move	ep
1	9	1d8	d4	1	3/16	0
2	7	2d8	d6	$\frac{1}{2}$ d6	3/24	3730
3	6	3d8	d8	1d4	3/32	7470
4	5	4d8	d10	1d6	6/40	15k
5	4	5d8	2d6	1d8	6/48	30k
6	4	6d8	3d6	2d6	6/48	60k
7	4	7d8	4d6	2d8	6/48	120k
8	3	8d8	4d6	2d8	9/56	224k
9	3	9d8	4d6	2d8	9/56	448k
10+	2	+2 pips	4d6	2d8	9/56	+224k per level

per level

ep keyed off 7th level vs 7th level AM

Assumes 120k/level for fighter above 9th level

Being unable to gesture, Rocs may not cast magic. Thus, no mage or clerical ep.
 Being flyer types, rocs may NOT wear ANY form of armor heavier than leather.
 (which must be specially made for them - at a cost equal to that of normal human plate.) May never use shields.

GRIFFIN

LEVEL	HI	AC	TALON	BEAK	MOVE	EP(FM)	EP(MU)
1	1	9	1	$\frac{1}{2}$ d6	6/12	0	0
2	2	8	1-2	1d4	6/15	2360	4860
3	3	7	1-2	1d6	6/18	4720	9720
4	4	6	$\frac{1}{2}$ d6	1d8	9/21	9440	19400
5	5	5	$\frac{1}{2}$ d6	2d6	9/24	18900	38900
6	6	4	1d4	2d6+1	9/27	37,700	72,700
7	7	3	1d4	2d8	12/30	75,500	125,500
8	8	3	1d4	2d8	12/30	142k	217k
9	9	2	1d6	3d6	12/33	284k	459k
10	9+2	2	1d6	3d6	15/33	426k	701k
11	9+4	2+1	1d6	3d8	15/36	568k	943k
12	9+6	2+1	1d6	3d8	15/36	710k	1185k
13	9+8	2+2	1d6	3d8	18/39	852k	1427k
14+	+2 pips	2+2	1d6	3d8	18/39	+142k per level	+242k per level

* Fighters 9th d8.

MANTICORE

Level	HD	AC	Claw	Bite	Spike	# Spikes Available	Move	Ep(FM)
1	1d8	9	1	$\frac{1}{2}$ d6	1d6	4	6/12	0
2	2d8	8	1	$\frac{1}{2}$ d6	1d6	8	6/12	3085
3	3d8	7	1-2	1d4	1d6	12	9/15	6170
4	4d8	6	1-2	1d4	1d6	16	9/15	12,340
5	5d8	5	$\frac{1}{2}$ d6	1d6	1d6	20	12/18	24,640
6	6d8+1	4	$\frac{1}{2}$ d6	1d8	1d6	24	12/18	49,400
7	7d8	4	$\frac{1}{2}$ d6	1d8	1d6	24	12/18	98,800
8	8d6	3	1d4	1d10	1d6	28	12/21	185,000
9	9d8	3	1d4	2d6	1d6	28	15/21	375k
10	9d8+2	2	1d4	2d6	1d6	32	15/24	560k
11	9d8+4	2	1d4	2d6	1d6	32	18/24	745k
12+	+2 pips	2+1	1d4	2d6	1d6	36	18/27	+185k per level

SUPERHERO 44 CHARACTER DESIGN

Wayne Shaw

This zine is designed to present the constants of character design in my version of the game "Superhero 44". It will hopefully be useful to those designing characters and reduce the number of questions necessary to ask the gamesmaster. Note that these are personal values, and may not apply in other S44 games. They are, however, an attempt to get some sense of consistency and balance amidst various types.

*

The initial set up values for various types are as follows:

	Power Points	Pseudodollars (PDS)
Uniques	50	3 D6 x 200
Urbemensch	50	3 D6 x 300
Toolmasters	150	3 D6 x 100

Characteristics as per original rules, except that Uniques receive a 20 point bonus to *ego*, not Charisma. With these power points, the character "purchases" various abilities, possibly acquiring extra points by the inclusion of one or more "crops", or disabilities. The following sections will list the abilities available to various types, and their cost, followed by a list of disabilities, and their values.

*

UNIQUES:

Stamina Boost: 5 points per 5 points.

Vigor/Endurance Boost: 5 points per 5 points of *each*

Mentality Boost: 5 points per 5 points

Dexterity Boost: 5 points per 5 points

Flight: 20 points for a normal flight speed (20"), plus 5 points for each additional 5" of speed.

Gliding: 10 points. (10")

Air Walking: 10 points

Energy Projection (Beam): 5 points for each 5 points of vigor/endurance done, range as handgun.

Energy Projection (Burst): as Beam.

Energy Projection (Fan): As Beam, plus 5 points for each 1" diameter affected.

NOTE: Ordinarily, possessors of a single energy casting power (fire, lightning, cold, etc.) can use all three formats, at will.

Super-Speed: 20 points for each multiplier of normal speed. (Note that this is ground and swimming speed plus number of blows; it does *not* enhance flying speed.)

Enhanced Senses: 10 points for each 100% improvement over the human norm (note that the first 10 points gives lowgrade telescopic and starlight vision, plus weak boom mike equivalent hearing; 20 points gives IR vision and ultrasonic hearing; and 30 gives shortrange x-ray vision and radio pick-up.) Note that costs are halved if only vision *or* hearing is required, not both.

Magnetic Powers: For each 10, gives the following; the ability to manipulate metal as a 20 stamina, the ability to fly at 5", the ability to shatter metallic items (transformation at +5, -1 per 10 points of power), the ability to throw up a deflector shield +1 vs. all matter, +1½ vs. metal.

Transmutation (Limited): To one specific material or group of materials. A transformation attack at +5, -1½ per 10 points of power.

Transmutation (unlimited): To one specific class of materials, or general with a +1. A transformation attack at +5, -1 per 10 points of power.

Continuing Attack Powers ("Pyrotics"): 5 points per 2 V/E. or 2 of whatever characteristic is effected. An initial transformation roll is necessary, and must be made again each successive attack for the power to continue.

Invulnerability (Partial): 10 points per + over 3 on armor equivalent, to a maximum of 8, 6 under most circumstances. Skin will also absorb 10 points of vigor per 10 put into it. After the number of points suitable to produce the armor is put in, it will cost 5 per 10 for absorption value. Note that plus higher than 6 is only allowed under unusual circumstances, and should not be combined with any other major power.

Invulnerability (Total): 50 points. One or more special susceptibilities must be built into the character, and this power can only be combined with relatively minor non-offensive powers.

Force Field Generation: Absorbs 5 points per round per 5 points.

Death Attack (or equivalent): Requires missile and transformation, range is 10" per 10 points, minimum 20 points.

Ego Attack Powers: 10 points per 10 points of ego boost on attack, will *not* aid on defense.

Ego Defense Shield: 10 points per 10 points of ego defense boost.

Size Change (Growth): 20 points per factor of growth, multiplies vigor, endurance, and stamina times factor of growth, one is subtracted from that needed to hit character. Also note effect on environment of increased size and weight.

Size Change (shrinkage): 10 points per each 1/10 of normal size, effective stamina, endurance, and vigor reduced accordingly.

Built in Life Support (limited): i.e. water breathing, oxygen mask equivalent, costs 10 points.

Built in Life Support (complete): i.e. space suit. Costs 20.

Teleportation: 10" per 10 points. Range doubles for each phase spent concentrating on it.

Telekinesis: Per 10 points; fly at 5", manipulate matter as a 20 stamina, attack at 5/5.

Stretching Powers: 10 points per 10" of extension. If a transformation attack is made (+5, -1 per 10 points of power), physical projectiles will rebound. When entrapment attacks are made, add power to stamina for these purposes, and for others attempts to escape.

Tangleweb Projection: Stamina needed to break as stamina attack vs. power times three.

Self-Transformation (material): Minimum of 30 points, if material is not subject to attack, character should not be able to attack. Other effects dependent on the nature of the material.

Self-Transformation (Animals): No creature may have abilities greater than the character plus the points applied. Limits should also be placed as to the number of animals turnable to.

Mass/Weight/Gravity Increase: 20 points; -1 on transformation for each 10 above 20.

Mass/Weight/Gravity Decrease: As above.

Density Control (increase): 10 points will add 10 to your stamina, 1 to your armor value, and double your weight.

Density Control (decrease): 10 points will reduce damage by 1/5, increase your ground speed by 2", and allow interpenetration of matter 1 melee out of 5. 50 points allows indefinite.

interpenetration, gliding, and the solidification attack.

Elemental Control (Air): Gives flight at 5", air blasts doing 15 E, 5 V., whirlwinds doing same (transformation), and windstorm doing 15 E./5 V. and effecting 5" diameter per 10 points.

Elemental Control (Fire): Gives the ability to resist fire up to $\frac{1}{2}$ the points in intensity of the power, throw firebolts (missile) or call firepillars (transformation) for 10/10 per 10 points of power, and make a firestorm doing 10/10 and effecting a 2" diameter per 10 points.

Elemental Control (water): Gives the ability to move freely through water at 5" per 10 points of power, throw waterjets for 15 E./5V. per 10 points, or waves (transformation) and tidalwaves for 15 E./5 V. and effecting a 4" diameter per 10 points of power.

Elemental Control (earth): Gives the ability to burrow underground at 5" per 10 points, throw stonepellets doing 10/10 per 10 points, or cause tremors for same damage (transformation) or cause earthquakes effecting a 3" diameter per 10 points of power.

Note on Elemental Powers: A number of these powers can be combined to produce effects not indicated above. For example, air and water can be combined for storm control--giving the ability to produce lightning. Likewise, air and fire to produce meteor call, earth and fire to summon lava, etc.

Characteristic Draining: Per 10 points gives the ability to drain 10 points from a specific characteristic into a specific characteristic of the drainer. To have the option of draining from different characteristics into different characteristics, or into different characteristics at will, costs 20 points, per 10 points of power. To have both costs 30 points per 10 points of power. To drain from more than one characteristic or to more than one characteristic at a time costs 10 points more per 10 points drained from/to. This is a contact attack, and requires a transformation also.

Clairsentience: 10" range per 10 points of power. Range doubles for each phase spent concentrating on it.

Invisibility: base 20. 40 will make you invisible to all light sensors.

Darkness Casting: 2" diameter for area, 4" range for single target intense darkness, per 10.

Clinging Ability: 10 points.

Super-Swimming: per 10 points, gives 10" swimming ability, and 10 points stamina advantage in water.

Variable Powers: Allows several powers to be available, only one to be useable at any given time. Cost is 10 points per power available above one, values as per power. Takes one round to change powers. May *not* be combined with any other class of power.

Multi-Application Powers (limited): No more than three powers (four with special limitations on one or more of them) points can be shifted from location to location at will. If endurance damage is taken, the percent of remaining endurance or under must be made each round until recovery, or the powers will not function.

Multi-Application Powers (unlimited: Up to 16 uses may be available. Characteristics as above, but a "focus" (i.e. Green Lantern's ring, Dr. Spectrum's power prism) must also be present and therefore be subject to theft.

Magic Use: Costs 10 points per 2 "spell slots". A spell slot allows either the knowledge of one spell or the ability to throw one spell a day. Pure magic-users get a bonus of 3 slots. The structure of spells themselves is somewhat subjective.

Super-Agility: Equivalent to the Ubermensch ability "Acrobatics". Allows such things as a reduced penalty when firing while moving, and the ability to operate while in precarious positions. 10 points per level.

Deflector Shield: Allows a reduction to hit probability of opponent, but only from one direction. 10 points per point of reduction, to a usual maximum of 3.

Martial Arts: Allowable under special circumstances, and only when there are no boosts to stamina already present.

The Equipment Option: If desirable, a Unique may trade in some of his points on one or more pieces of specialized equipment. This trade should not exceed 50% of his points.

While this list is not exclusive, these are the basic powers available to a Unique.

*

UBERMENSCH:

Missile Accuracy (specific weapon): 10 points per -1, maximum of -2.

Missile Accuracy (group): 20 points per -1, maximum of -2.

Increased Hand-to-Hand Skill (weapons): 10 points per 10 points of attack bonus.

Increased Hand-to-Hand Skill (Martial Arts): As above. Note that Martial Arts "A" is only available to individuals with at least 40% of their pts. in Martial Arts, and the others in the following areas: Missile accuracy (shuriken), hide in shadows, move silently, climbing, acrobatics, or missile evasion.

Defensive Martial Arts (aikido): Per 10 points, +5 offense, +15 defense, + $\frac{1}{2}$ vs. missiles. May not be taken with other martial arts or missile evasion.

Climbing: Allows the scaling of sheer surfaces with minimums of equipment (usually bare hands). In trouble situation, a roll of 8 or better, -1 per 10 points in the ability is required not to fall.

Hide in Shadows: Allows one to hide, in most situations, from individuals not equipped with I/R equipment or unusual hearing. A roll of 8 or better, -1 per 10 points is required.

Move Silently: Allows one to hide from those not actively looking for you. A roll of 8 or better, -2 per 10 points is required.

Acrobatics: Allows one to scale ropes with ease, and fight while hanging from them. Also allows one to fire while moving/evading with one less penalty per 10 points. Any unusual acrobatic feat requires roughly 8 or better (subject to difficulty) -1 per 10 points invested.

Missile Evasion: Makes the character +1 vs. missiles per 10 points to a maximum of +2. Cannot be used when surprised.

Tracking: Allows the tracking of ground-travelling individuals and groups. A basic 8 or better, subject to modifiers, -1 per 10 points.

Detective Work: Allows the deduction of basic information about a committed crime, modified by previous knowledge. Requires an evidence kit or equivalent, and a roll of 8 or better, -1 per 10 points invested.

Demolitions: Allows the correct setting of demolitions charges and similar materials. Requires sufficient explosives to do the desired job, and a basic roll of 8 or better, modified down one per 10 points invested.

Disguise: Allows the modification of apparent features to another appearance. Chance of failure: 6 or greater, +1 per 10 points invested, subject to modifications if poor materials are used.

Computer Programming: Allows systems cracking and insertion of spurious information in a data-processing system. Requires 8 or better (higher for high security systems) minus 1 per 10 points invested.

Security Systems: Allows the penetration of security systems without the activation of alarms or defenses. 8 or better, -1 per each 10 invested.

Rate-Of-Fire Increase: 10 points per each 50% improvement over normal rate of fire. Only allowable with weapons wherein the rate of fire is a consequence of the human factor.

Swimming: Allows the possessor to swim at land movement speed. Costs 10. Each additional 10 will add 5" to this speed to a maximum of 10" additional.

Increased Ground Speed: Gives 5" additional ground speed per 10 points, to a maximum of 10" additional.

The Ubermensch Leap: 10" horizontal, 5" vertical, costs 10.

Increased Range: Only possible with thrown weapons, each 10 adds 50% to range to a possible 20.

Vehicle Operation: (specific class): Per 10 points gives a 1 point defense bonus when fired on while operating the vehicle, and allows survival in a hazard situation on a roll of 8 or better, +1 per 10 points, to a maximum of 20.

Vehicle Operation (specific vehicle): Per 10 points gives the same value as the above, but read "2" where "1" is, and to a maximum of 10 points.

The Equipment Option: If desirable, the Ubermensch may trade some of his points in for one or more pieces of special equipment. This equipment is of the same value as a similar piece would be for a Toolmaster. Again, not more than 60% of the character's points should be applied this way. Note that it is usually assumed that if this equipment is subject to destruction, that the character possesses the knowledge to duplicate it.

*

TOOLMASTERS:

Many pieces of Toolmaster equipment are the same in cost to the Unique powers of similar or the same characteristics. The exceptions are as follows:

MK. I Sensors: Cost 10, give starlight, ir, and telescopic vision.

MK. II Sensors: Cost 20, as above plus shotgun mike and short range radar, speed detector.

MK. III Sensors: Cost 30, as above, plus long range radar, short range x-ray scanner, metal detector.

MK. IV Sensors: Cost 40, as above, plus long range x-ray scanner, blindsight radar, chemical sensor.

The Powered Armor Option: The powered armor option generally is used when the desired powers include stamina boost and partial invulnerability. Because of certain inherent disadvantages to powered armor, the total lifesupport ability is automatically included in the powered armor option, free of charge. Likewise, is a medikit and comm unit.

Standard Weapons: Most standard or semi-standard weapons cost 10 to have as a built in characteristic of armor or similar system, giving five times the normal ammo supply. The exceptions are as follows: grenade launcher; 10 points, range as handgun. Missile launcher; 30 points, range as carbine, fires expand charges, Lasers and sonics; point cost equal to the damage per 2 seconds.

The Skill Option: A Toolmaster can, if he wishes, trade in some of his points for a non-offensive Uebermensch ability(ies). No more than 40% of the points may be used in this way, and the cost is triple the usual.

*

DISABILITIES:

Points given for disabilities are negative points, i.e. they add to your point total, not subtract from it. Also note that some disabilities do not fit with some types and some powers. Be logical in your choice of these.

One-and-a-Half Times Damage: For most medium common energies (fire, electricity, cold, lasers) this is worth 10 points. For physical projectiles (i.e. bullets) it is worth twice this, or 20 points.

Double Damage: As above, but worth twice the points.

Difficulty in Activating Abilities: The value in points of this disability is equal to the following formula: the percentage chance of activating powers per melee turn cumulative subtracted from ten, times five. For example, if the character has a five percent chance cumulative per melee turn of activating his abilities, this is worth 25 points. Note: for this crock to be meaningful, a time or other limit must be imposed. Suggested or 20 melee rounds, or until out of danger.

Tendency for Abilities to Deactivate: The value in points of this ability is equal to five times the cumulative chance of the powers deactivating per melee turn. Note again, that there must be some limit on the person's ability to reactivate his powers. Suggested is four rounds, or the roll of a D6 in rounds.

The "Hunted" Crock: This is based on the concept that the character is being hunted for by groups of beings with his downfall as a primary intention. One chance in six per round of these beings appearing, 1 to 6 of them. For standard human quality, 15 points, for Uebermensch quality, 20. For each 20 points of Unique abilities, add 10.

Time Limit: 10 points per each round less than thirteen that powers are active. A minimum of ten rounds to reactivate powers.

SUPERHERO 2044/B - Rule additions and modifications. Jason Ray and Cary Martin and Wayne Shaw

 All page numbers refer to the original S-44 rules.

- i) Characters may impulse move up to 20% of their normal move for the purpose of engaging in melee. Those with a stamina of less than 20 may not impulse move.
- ii) Characters with a 30 or greater dexterity may impulse up to 1" and fire a missile weapon.
- iii) (p. 22) Uniques add 20 to ego instead of charisma.
- iv) In melee the character that is hit is knocked back 1" for every 10 points more stamina his opponent has.
- v) (p. 32) Change damage on steel capped (ball) rounds to 20 end. and 20 vig.
- vi) Rules on 'flash' (blinding) attacks--
 Success is determined as a missile hit at medium range with a dexterity of 20. No other modifications from the chart are used (except Uberrnensch missile bonus). The only defense vs flash is eye shielding rated between +1 to +5 (anything that protects better leaves the wearer effectively blind): +1/contact lenses; +2/sunglasses; +3/goggles; +4/visor; +5/heavy visor (power armor only). All flash attacks are +1 in daylight. At night flash protection affects accuracy directly (+2 protection = +2 penalty); and worn in daylight affects accuracy directly minus three (+4 protection = +1 penalty).
- vii) All thrown missiles add 25% to range for every 10 points over 25.
- viii) To throw an object of the weight of an auto requires a stamina of 60, for 30v/35 end., range as thrown missile. Total body damage.
- ix) Melee damage bonus: (STA-20)3/5 endurance
 (STA-20)2/5 Vigor
- x) Character type modifications (page 22)--
 Normal: 140 pts.
 Toolmaster: 140 points
 Unique: 165 points
 Uberrnensch: 185 points
- xi) Shot rounds are 2x damage at close and .5x at long range.

DIRECT PHYSICAL (DEXTERITY) ATTACKS

class	weapon type	-damage-	
		endurance	vigor
1	baton, blackjack, weapon butt, shield, etc.	10	5
2	untrained fist (martial arts (d))	5	0
3	martial arts (c)	10	5
4	martial arts (b)	15	10
5	martial arts (a)	25	15
6	knife, dagger, staff, etc.	10	10
7	sword, spear, etc.	20	20

DEXTERITY MODIFICATION TABLE

circumstances

	attacker	defender
class 1	+10	0
class 2	-5	5
class 3	0	0
class 4	+10	+5
class 5	+15	+10
class 6	+10	+5
class 7	+10	+10
holding shield	0	+15
wearing chain armor	0	+10
wearing plate armor	0	+20
wearing leather (crash) armor	0	+5
wearing flack vest	0	+10
wearing flack suit	0	+15
wearing battle armor	-5	+30
striking from above or behind	+10	0
initiating combat (secret strike)	+5	0
cannot move feet	-10	-10
blind	-20	-20
weapon has longer reach	+5	+5
evading (cannot attack)	0	2x base dex.
vigor of 5-10	-10	-10
vigor of 11-19	-5	-5
ubermensch	+5	+5
toolmaster	+5	+5
fighting florentine	0	+5
aimed at ; limb/head	-30	0
aimed at ; body	-20	0
fighting with staff	0	+15

TRANSFORMATION MODIFICATION TABLE

target	
human/sentient inanimate	0
formian	+2
other sentient being	+2
inanimate object	-2
non-sentient organism	-1
enchanted material	+1

MENTALITY MODIFICATION TABLE

defender's mentality	ego
1-10	0
11-20	+5
21-30	+10
31+	+15

if target knows of attack +10

MODIFIED MISSILE RANGES

Type	ROF	S	M	L	Ex
thrown missile	1	2	4	8	10
grenade	1	5	10	12	-
spear gun	1	2	3	4	- (land)
		3	5	7	- (water)
laser piston	1*	10	20	40	41+
heavy laser	1*	20	40	60	61+
handgun	2	5	15	20	21+
machine-piston	1*	4	10	15	20
assault rifle	2/1*	10	20	30	50 (range as carbine on S+A)
carbine	3	15	35	75	150
shotgun	2	8	20	30	45
scattergun	2	5	10	20	25
sub-machinegun	1*	5	10	15	25
EXpand	-	2	4	6	-
crossbow	spec.	15	25	45	60 (fires $\frac{1}{2}$ full turns)
bow	1	10	20	35	50

*: burst

Hit Location--

0: head; 1,2,3: leg; 4,5,6: body; 7 8 9: arms.

PROJECTILE MODIFICATIONS--

point-blank range	-3	battle armor	+6
short range	-1	gun shield	+2
medium range	0	bulletproof vest	+3
long range	+1	bulletproof suit	+4
extended range	+3	Ubermensch	+1
dexterity: 1-4	+3	costumed target	+2
5-9	+2	flak vest	+2
10-14	+1	flak suit	+3
15-19	0		
20-25	-1		
26-35	-2		
36+	-3		
shoulder weapon	-1		
braced weapon	-1		
firing laser (per 2 sec. burst)	-1		
aiming for specific targets	+1(body)		
	+2(head)		
second shot at still target	-1		
target moving	+1		
target evading	+2		
target unseen	+5		
firing burst	-1		
gyrosteady	-1		
firer is blinded	+6		
changing targets	+2		
firing gas	-2		
drawing and firing	+3		
firer moving	+1		

The Wyvern Screams - Comments on TLOC #06

Dirty Tricks (Mike Gunderloy) - Very useful in the main. Thanks.
Archilowe (Lee Gold) - Very interesting gems. The Fumbled system is less extreme than most, and I will probably use it.
Dismal Lich (Mike Gunderloy, again) - When a Legionnaire of Hell becomes a Type One Demon does his appearance alter so that he also looks like one? When one becomes a Type Four Demon is he only hurt by magical weapons? The levels for some abilities look a bit strange e.g. Dimension Door is L2 whilst Haste is L4, Shapechange is L7 whilst Polymorph Any Object is L9. Still, a generally good (and original) character class.

The Wyvern Stings - New Monsters

The Redeye: AC 5/6/8 HD: special Move: 4 NA: 1-2 %Lair: 75 Treasure: Type E.
The Redeye is the being from which the Beholder eventually evolved. Redeyes are about 5-6 feet high with very weak bodies and enormous heads. They have 3 eyes: one is a huge central red eye (from which it takes its name); the other two are smaller and are on stalks. The Central Eye fires an Anti-Magic Ray similar to that of the Beholder. The other two fire random spells of Level 2-5 with offensive physical-effects spells in the form of rays. Redeyes are also capable of fighting with light weapons (such as rapiers and javalins) but at -1 on damage.

The body of the Redeye can sustain 3D6 hit pts of damage, the head can take 2D6+2 hit pts of damage, the central eye can take 1D6+1 hit pts of damage and the 2 smaller eyes have 1D4 hit pts each. Before an attack vs the Redeye is made roll a D10 for hit location: 1-6=Body 7-8=Head 9=Central Eye 10=One of the 2 smaller eyes. AC for body=6, for head=5, for eyes=8. It attacks as a 2HD monster.

Note that the Redeye can use all three eyes at once, but can only use them against beings in front of it. Intelligence: Roughly Human. Alignment: Law/Evil.

The Mind Leech AC:9 HD: 2+1 Move:4 NA:1-10 %Lair:nil Treasure:nil.
These loathsome creatures look like normal leeches, except that they are much larger (roughly 2½ feet long). They are highly intelligent and anyone who is hit by one will be subject to an attempt by the leech to seize control of his body, a saving roll against intelligence being allowed. Once the leech is in control, only its death will free the victim (This also does 1-6 pts of shock damage). Mind Leeches feed on the vital energies of their victims, and this is reflected by their rapid aging: victims age at the rate of 1 year of aging per week.

Mind Leeches are very vulnerable to Psionics (they save as 12 intelligence and a successful attack will kill them), and nearby Psionic activity will drive them off. Intelligence: High. Alignment: Chaos/Evil.

The Drorn AC:variable HD:8 Move:variable NA:1 %Lair:nil Treasure:nil.
The Drorn are beings with unstable bodies. That is, their bodies alter shape constantly, although a generally humanoid form is always maintained. The Drorn have no control over the shape that their bodies take. This has made the Drorn hateful of all beings with stable bodies, and the Drorn will always act in the most intelligently malignant manner possible when dealing with them. In combat, Drorn will attempt to envelope beings in their unstable bodies, which will do 4-24 pts of damage per melee round. Every m.r. roll for AC and Move: AC=1D10 - 1D6. Move=1?+1D8 - 1D12.

Hits against a Drorn which are not made with magical weapons are cured the next m.r. (when the Drorn alters shape these wounds vanish). Intelligence: High. Alignment: Chaos/Evil.

The Hintha - AC:7 HD:1/2 Move:6 NA: 2-40 %Lair:15 Treasure:Type B. page 2
The Hintha are goblinoids of a peculiar sort: they are found in small groups, and each group has a sort of mass mind. This Super-mind is extremely intelligent (IQ of about 200) but can only control the bodies of 10 Hintha, who fight as Kobolds, at any one time. For every Hintha controlled subtract 2 from its Dexterity score, which is initially 22 (18/00). The Super-mind can also cast spells, but if it does this only one body may be controlled, and it has a Dexterity of only 10. The Super-mind will have unlimited usage of 4+1-4 random spells of Level 1-2 (Magic-User spells only). When a Hintha dies, its part of the Super-mind remains alive, so if all the Hintha in a group are slain a disembodied mind still exists, although it is incapable of affecting anybody in any way. Intelligence:V.High Alignment:Any.

The Wyvern's Gifts - New Magical Items

Dragon Goblet - This is a large metal goblet with a small dragon curled around the base. The Goblet uses magical energy from other items to function, and therefore does not detect as magic. To activate it, put a magical item into the goblet, which will then drain away all the power in that item. To find out how much energy it drains compute the value of the item in Months to make x GP cost to make x Minimum Level to make, expressing the total in Magic-Power Points. It takes 240 MPP to activate the goblet and 15 MPP per melee round of activation.

Once activated, the Dragon at the bottom of the goblet will grow until it becomes a very old dragon of the same metal as the goblet. (Note: Only one magical item at a time may be used to power the goblet).

Golden Idol - The idol is of a random God, and any cleric of that God acts as if he were 8 levels higher than he actually is, for spell purposes only, so long as he can see the idol. If a cleric of any other God sees the idol then he is immediately converted to that God's religion (save vs Spells allowed). He will start again as a first level Cleric. (Note, however, that the idol will then work for him and he will gain the extra spells.)

The Idol is made of Gold and is worth about 10,000 GP to non-Clerics.

Light of Truth - This lantern acts as a normal light, but those who are in the area lit up by it may not lie. Also, illusions and Shadow Monsters are dispelled when the Light is shone upon them.

Dust of Rejoining - When sprinkled on a broken magical item, this dust will cause the cracks in the item to close up. How long this takes depends upon the power of the item (more power=shorter time) and the item's condition, (completely smashed items taking very long indeed). The dust will not work on non-magical items.

Net of Negation - Any being caught in this enchanted net is incapable of using its magical powers, e.g. Mages cannot cast spells and Hell Hounds cannot breathe fire. Beings who normally are only hurt by magical weapons can be hurt by any weapon whilst caught in this net. The net is made of true lead wire.

Robe of Splendour - The wearer of this magnificent robe gets +4 charisma, and may use "Charm Person" once a day.

Leech Staff - The holder of this staff, who must be a Magic-User, is incapable of using his normal spells. However, the staff detects enemies, secret doors and panels, and points towards treasure. In combat it may be wielded at +3 hit and damage or may be used to cast 18-point magic missiles at the rate of one per two rounds. Only when the staff is destroyed does the mage regain his spells.

The Wyvern Presents - Wanderers

Wanderers are cleric/fighter types who are normally found alone, rarely in groups. They may never stay in one place for more than a week, as they consider it their holy duty to preach the "true word" of their God all over the world. Those who are not converted within a week are considered hopeless cases.

Wanderers like to travel light, so they may carry a maximum of 750 GP weight with them and in any case may wear no armour heavier than leather. They may use all weapons usable by fighters, track as rangers and get spells as clerics every odd-numbered level: (Thus, a L 9-10 Wanderer = a Level 5 Cleric). Wanderers turn Undead as Clerics of equal level. They also have the ability to convert people to their own religion. To do this the Wanderer must talk for some while to the prospective convert. Then the DM must roll the Wanderer's Level or lower on a D20. Adjustments are as follows:

- Same Alignment -1
- Opposite Alignment +1
- Convertee is a Cleric, Wanderer or Paladin +2
- For every 2 pts of Intelligence over 15 of Converttee +1
- For every level of Converttee +1

If this throw is successful then the prospective convert has been converted. If it is missed by 1 then he is intrigued and open to further attempts.

EP - as Clerics

HD - As Fighter of equal level

Magic Items Usable - All items usable by Fighters or Clerics except for armour and bulky items.

Scores Needed - 14 or higher Wisdom and Charisma.

The Wyvern's Last Note

Well, that's it for now. More monsters, treasure, etc. next time. Until then, may you always make your saving roll.

SOME SPACEQUEST CHARACTER CLASSES, RACES, AND ITEMS

by Gary Martin

STAR KNIGHTS

Coord: 12

Psi: 13

BONUS SKILLS: Counter-insurgent, thievery/illusion.

Receives all warrior bonuses except when using ships guns (inc. speed bonus).

May not use shoulder weapons or power armor.

Receives spacer speed bonus in real space.

Save as Mutates. Power points = psi score

POWERS

CLASS	FORCE I	FORCE II
Detect Psi (0)	Heal Lt. Damage (1)	Calm (10)
Selfmaster (1)	Psychokinesis (varies)	Break Illusion (7)
Combat (*)	Nega-Grav (varies)	Pain Control (10)
Psi Scan (2)	Blackout (5)	Fearcast (30)
Blip (2)	Locate Access (6)	Reddopsi (30)
Shield (3)	Validity Determine (5)	Mindmaster I (15)
Analysis (3)	Counter-Psi (8)	Gunner (25)

Star Knights cannot use the Ships Engineer skill.

COMBAT: For each power point the knight expends (up to his level) he receives +2 in melee attack and defense and +1 in missile fire (offensive/defensive) duration: 1 melee turn.

GUNNER: The knight receives a 3x gunnery score with ships weapons, and does not need a computer to fire the weapon. Duration: 1-3 melee turns

PLANETARY SCOUTS

AUTO-SKILLS: Real Space astrogation

AUTO GEAR: (optional) Rigger operation

MIN. REQUIREMENTS: IQ 13,

Empathy 12

BONUS SKILLS: Xenobiologist

Contact Xenology

Survival Expert

HD as Warriors

Uses all weapons

Scouts receive the spacer speed bonus, in Real-Space only.

SPACE QUEST RACES

MEKHAR / felid

Phys power:	3D6	Gravity	Rating: NAAHE
Coord:	3D6+3	01 .5	
Speed:	4D6	02-07 1	
IQ:	3D6	08-10 2	
Psi:	2D6		
Empathy:	1D6		
Vitality:	3D6		

Mekhar are a proto-felid race. They are never biotechs. This race has a bushido-like honor code. They never wear power armor or use shoulder weapons (except a missile launcher when called for). Mekhar have claws that have P1/D5, & they receive an additional +3 offensive/defensive (one only) when fighting with th their hands. They breathe oxy-nitro, and prefer an environment that is warmer than a human finds comfortable.

(Adapted from Hunters of the Red Moon by Marion Z. Bradley)

WANDERERS / energy being

Phys. Power:	---	Gravity	Lifespan: 10,000 ⁺ years
Speed:	3D6+3	nil	Initial age: 100+D100
Coord:	3D6		
IQ:	2D6		Rating: UXJZQ
Psi:	4D6		
Empathy:	3D6		
Vitality:	3D6		

Wanderers are energy beings that can move through any physical material that is free of any type of screens. They tend toward loose ties due to the inability to accumulate physical possessions. They are sexually neuter. They cannot be Technics due to trouble with dealing in physical/mechanical terms. They need no rigging for ships functions, but must have the training for the station. They are never warriors. They are immune to physical attack, radiation, heat & flame. Their vitality is their screen value. They are about 1M in diameter. They skip the class power nega-grav as it has no bearing on them.

XLYX / arachnid, boron based

Phys. Power:	3D6	Gravity	Lifespan: 1000+
Speed:	3D6+3	01-02 .5	Initial age: 50+D10
Coord:	3D6+3	03-09 1	
IQ:	3D6	10 2	
Psi:	3D6		
Empathy:	---		
Vitality:	2D6		

Ylyx breathe ammonia and prefer a very warm (400°-450°C) environment. They have 8 legs, 4 of which must be used to support the individual. The other four may hold tools, weapons, etc. They favor fighting in melee with large spears (which are in reality great sword blades on 8' metal shafts; P:2D6+1/D:7). Xlyx regard mammals & avians as fit only for food animals, reptiles & saurians for slaves, and energy beings with trepidation. The society is made up of queens (egg layers), drones, workers, & a general service class (no Biotechs!)

PIERSONS' PUPPETEERS

Phys. Power:	2D6	Gravity	Lifespan: 40+01-50
Coord:	4D6	01-02 .5	
Speed:	3D6	03-09 1	Rating: NAAGI
IQ:	4D6	10 2	
Psi:	3D6		
Empathy:	3D6		
Vitality:	2D6		

Puppeteer are racial cowards. This is important as it will affect all activities a puppeteer engages in. They are excellent capitalists. They are tripodal (rear hoof strikes for P1/D6 at +1) and have two arms with their mouths in their palms. They are NEVER warriors. They greatly fear n-space and prefer to use real-space when feasible.

(from Larry Niven's "Known Space" series.)

URSOLDS (Blarads, Bearmen, etc.)

Phys. Power: 4D6
Coord: 3D6 - 1
Speed: 3D6 - 1
IQ: 3D6 - 1
Psi: 3D6 - 1
Empathy: 3D6
Vitality: 4D6

Ursoids commonly wear a type of armor worth 3 dice (cost is 200, available to ursoids only) Blarads move at $\frac{3}{4}$ normal.

CANIDS

(Rauwoofs, Dogmen, Canoids, etc.)

Phys. Power: 2D6
Coord: 3D6+3
Speed: 3D6+3
IQ: 3D6
Psi: 3D6
Empathy: 2D6
Vitality: 2D6+3

Canids do not wear power armor ever, for any reason. However, warrior canids get double speed dodging bonuses, and non-warriors get warrior like dodging bonus. Canids move at $1\frac{1}{2}$ normal.

HESKERS

(warmblooded live-bearing reptiloids)

Phys. Power: 3D6-1
Coord: 3D6
Speed: 3D6
IQ: 3D6+1
Psi: 2D6
Empathy: 3D6+1
Vitality: 3D6+1

Heskers have 2 points of body armor as skin. They add 5% when attempting trading. Heskers are of the commercial caste 75%. They are mortal enemies of saurians.

SAURIANS, REPTILIANS, etc.

Phys. Power: 4D6
Coord: 3D6
Speed: 3D6
IQ: 3D6-1
Psi: 3D6-1
Empathy: ---
Vitality: 4D6

Saurians have 1 die of intrinsic body armor. In hand to hand combat, unarmed they get 2 dice P/ 6x damage. Saurians are always -5 on reaction dice, in addition to being -20 for 0 empathy.

LEMUROIDS (small furry animals w/ prehensile tails)

Phys. Power: 2D6-1
Coord: 3D6+1
Speed: 3D6+1
IQ: 3D6
Psi: 4D6
Empathy: 4D6
Vitality: 2D6-1

Lemuroids do not become warriors. ~~ever~~. They will fight, however. If speed is sufficient, lemuroids may fire up to 3 weapons. Lemuroids do not wear power armor or thought screens. Because of their size, firing is -1 vs them.

PSIONIC ITEM CHART

01 - 15 Star Stone
16 - 30 Matrix Crystal
31 - 90 Psi Gem
91 - 00 Misc.

STAR STONES

1 Blaze
2 Burst
3 PK Blast
4 Pulse

MATRIX CRYSTAL (roll D6 for # of powers)

1 one
2 four
3 five
4 three
5 one
6 two

PSI GEMS

1 - 3 gems set in:
1 ring
2 medallion
3 bracer
4 armband
5 circlet
6 torque
7 earring (1 only)
8 rod

STAR STONES: These grey slick stones are primarily combat stones. 1 in 10 will have telepathy (range: D100 M)

A) Blaze: P5/D8, as Blaster Beam. /2 shots.
B) Burst: P4/D7, as Blaster Burst. / (10)
C) PK Blast: P3/D10, as Gamma Beam / 1 shot
D) Pulse: P3/D8, as missile launcher / 1 shot
All require a blip to activate.

MATRIX CRYSTALS: Blue-white crystals. All have telepathy 10+D10 km. If taken forcibly the mutate/psychic must make a vitality ST or lose 95% HP. If successful lose only 25%. Lose 1 - 100 Power points regardless.

Powers:
A) Psi Screen (7 minus D6) D6 value. Lasts till penetrated or willed away.
B) Psi Scream: All mutates within 20 m lose 2 - 12 Power points, INCLUDING WIELDER!
C) Self Master (constant)
D) +3 protection for Psi ST. (constant)
E) Transportal: 100m teleport. no error
F) PK 10Kg

MATRIX CRYSTALS (continued)

G) PK shield: (7 minus D6)D6 armor. cumulative

H) Mindmaster II

Powers "C" & "D" are always on, the rest require 1 blip/use or have 2 uses per day.

PSI GEMS: These are clear faceted gems set in silver jewelry. These are the amplifiers. 1 in 10 will have either +3 psi ST (odd) or as Selfmaster (even) Broadcast power directly through gem.

A) 2x range

B) 2x effectiveness

C) .5 cost

D) 3x range

E) 3x effectiveness

F) .25 cost

G) 2x duration

H) 3x duration

A piece of jewelry will have 1-3 gems, each with one power. The use of these are open to all mutates and psychics, however as psychics have no points, half and quarter cost gems are useless.

Notes on psi: Artificial psi screens (from stones/crystals/gems) can add to a total of no more than 5D6. The other protection methods are non-cumulative.

RELATED ITEMS

PSYCH-SWORD: Energy sword comparable to a Luxblade. P4/D7. Will function indefinitely for a mutate or psychic.

POWER CRYSTAL: This is a small crystal that holds 2 - 11 charges of a Class, Force I, or Force II power. (Force III cannot be so stored.) Mutate, Biotech & Technic only, by class.

HOVER BASE: This is a platform (open) with 2 seats. On one seat (1-3:right, 4-6:left) is an inset crystal on the arm. This is the control crystal. It flies between 8" & 3' from the ground at speeds up to 40 mph. One blip per 10 minutes.

BUT I THOUGHT THIS WAS ALL A DREAM. . . #2

Brought to you once again by the Dreamer Deanna Sue White who is now typing away on her brand new Smith-Corona. If anyone wishes to reach me they may do so at 3851 Keystone Ave. #24, Culver City Ca. 90230. . . 837-0955 or 322-0297. Both area code 213

First of all, I plan to be moving around the end of March, hence the address above may not be valid after April 1st. (and no I am not joking!) The following is a continuation of what I had in TLOC last issue. This part depicts some of the history on the continent called Vehn (Tillarian for Earth) where the Folk of Tēzin reside. So tune the harp and piper play, let the bard sing of another day. . .

THE FOLK OF TEZIN

"Arise my children!"

Slowly the thirteen sat up and found themselves in a place of beauty. They were in the center of a small clearing studded with white and yellow flowers. Twenty feet away, they saw a strange, golden mist hovering above the ground and not moving. Surrounding them, trees raised their lofty crowns against the dark dawn sky. The soft breeze, fragrant with the scent of flowers and other growing things, caressed them and welcomed them to this new world. Pale light fell from a horned moon above them and in the east, brilliant hues began to paint the sky with the colors of sunrise.

"Arise my children and greet the dawn of a new day. No longer shall the shnarz'rim plague you for here there is peace and plenty if you wish it." The words seemed to come from the direction of the gold mist.

Meizar stood up and wavered slightly. "Who. . . who speaks?"

"I." The mist rippled.

"Who are you?"

"I am the good which dwells in the hearts of many. I am hopebringer and lifesaver." Laughter echoed like tiny bells within the clearing. "I have fashioned this place for you and brought you here far from what would have been your deaths."

"Are we not already dead?" Hüzreen got up and went to stand beside Meizar. "I remember the attack at twilight. The town burnt and. . ." she turned terrorstricken eyes to Meizar and whispered, "Vessala is no more, Meizar. It was burnt; burnt to the ground at the hands of the Dark Ones. I remember. . ." Her voice trailed off.

"Remember your pain and sadness no more," the mist said. "Behold!"

The sun rose above the horizon and from it shot rays of golden radiance that reached into the minds and hearts of those in the clearing. Painlessly, it burnt away the memories of their former world leaving behind the knowledge gleaned by the race as a whole throughout the course of its rising sentience.

In an instant it was over. Meizar looked down at Hüzreen and remembered they were joined and beyond that, nothing else seemed important.

In peace they dwelt for many long years and their numbers began to multiply until they filled the entire valley in which they woke. During one spring, a hunting party traveling far to

the east discovered a range of mountains with a plateau at its southern tip. Double-tiered it rose far above the forest floor and on its top the Folk of Tézín built a great and wonderful city. They called it Sharzen; place of mystery. Standing tall and shining beneath the sun with its fairy-like spires capped with emerald, ruby and sapphire gem-glass, it was indeed a place of allurements and beauty.

The Folk of Tézín were craftsmen without parallel. The Gift given them by the Force which fashioned everything into being was that of blending. Theirs was the power to combine magic, metal and gems together and create something whose value and power was greater than any of its parts separately.

Even so, there were those whose sole thought was to mine the gems the Folk of Tézín needed. They were the first to split off from the parent race and they were called the Mountain Folk. With each generation, they became shorter and stockier and they gained a hardness of spirit which was surpassed only by the very mountains in which they dwelt. They dug their caverns deep below the surface and searched ever deeper to unlock the secrets the mountains had hidden away in their roots.

As more and more of the forest was chopped down to make way for farmland, many came forward and said it was their desire to return to the forest to dwell. The Folk of Tézín allowed them to go and promised that no trees north of the Darkasée River would be touched. Thankful, they left the plateau and wended their way northward.

Each generation brought new changes to the Forest Folk. They grew slimmer and their skin became much fairer. The color of their hair grew lighter and their eyes changed from blue to either the color of fresh spring leaves or else the color of shadows beneath the trees at twilight.

The three folk lived in peace together for a long time. It was said that in the art of the bow, none could surpass the prowess of the Forest Folk and in the art of the sword, none could oppose the Mountain Folk and win, but in the art of magic, the Folk of Tézín were unexcelled.

Then doom struck without warning and the Forest Folk, who were never ill, fell victim to a sickness which wasted the body and burned the mind. Their beloved Iskerië trees, the Five Trees of Power, began to wilt and die and all thought that the light and laughter of the Forest Folk had faded forever.

The Mountain Folk saw what was happening to their cousins and took to remaining within their mountain strongholds, not even venturing forth to trade with the Folk of Tézín.

Kanzra, Mageking of the Folk of Tézín, felt the evil growing and desired to rid, or at the very least bind, the evil loosed by the Race of Magicians who dwelled on the other continent. He called together the most skilled smiths and bid them fashion a sword that would hold great power. Then he turned towards the greatest Gem Masters in the land and bid them find three gems and prepare them for holding great evil. And lastly, he faced his brothers in magic and spoke to them concerning the fashioning of another Eüldar blade. Though he did not voice it, they too knew that this would be the last and greatest of the Eüldar blades ever created.

"But my lord!" One of the smiths spoke up. "Who shall bear this mighty blade?"

Kanzra sat deep in thought for several minutes till one of

the mages stepped forward and spoke.

"My lord, if I may suggest, there is one whom the stars have prophesied a future of wandering."

"You speak of my son, Shelzrim." The Mageking said drily.

"That is true." Shelzrim returned. "But you cannot doubt what the stars have decreed."

"No, I cannot." Kanzra's voice was tinged with sadness.

"So, let it be done. For him let the sword be fashioned and may he bind the darkness and cast it away forever from our door."

All was done as he commanded. Out of bluesilver was the blade made and cleverly worked into the hilt were two items of great power. The first was the last supple leaf the Folk of Tézin had of Sath Lōmiel (Elvish: All Golden) Iskerië, the fifth and most powerful of the Iskerië. The second was a strange stone made from several gems bound together. Into this the mages poured all their knowledge and power and woke into life the intelligence of the sword. They called it Cyvvith which means 'battlefriend' and they sent for Chezar, son of Kanzra Mageking, to bestow upon him that mighty blade. Chezar accepted the sword and the gems and left Sharzen to head across Lirzo Tézin towards Kirama Bay.

Kanzra, standing alone on the balcony of his palace, watched his son trek across the plainsland and lowered his head in sadness.

"Go in peace my son." He whispered to the moaning winds.

"Go in peace and may Eelan Uii watch over and guard you against all manners of evil-- for we shall not meet again."

Eight months later, the doom Kanzra had foreseen came. A shadow fell across the city at sunset and the people looked up and cried out in terror as the dreaded dragon, Iptanarras, descended upon them. The Folk of Tézin were helpless against the awesome might of the dragon for all of their power had gone into making the sword. By morning, only smoking ruins of a once great city remained.

Those who managed to escape the holocaust fled to Lirzo Tézin and began farming communities there. The land was rich and after a time, they forgot their fear and settled down into a new way of life. Sharzen was remembered only in song and Chezar, if he was remembered at all, was known as the hero who never returned.

The bard's words faded off into the distance and I could have sworn I still heard the last notes of both harp and pipe echoing in the stillness of the room. Then I turned over in bed and discovered that it had been no mere dream. . . .

Farewell until next issue!

LADY INTO FOX

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

Having recently had to come up with a number of reasonably random gems, I
have finally gotten around to developing the following for use with the gem
table i published in TLOC 5:

GEM DETERMINATION USING TABLE FROM TLOC 5

- 1) Roll gem type from table.
- 2) Determine color as follows:
 - a) if only one color given, note color.
 - b) if narrow color range given (ex., yellow to green), express gem color as the range, plus a d% roll. 1 - 10%, and 90 - 100% may be considered pure examples of the extremes, the in between %ages as mixtures in various amounts.
 - c) if wide color range given (3 or more major colors - see Topaz for a horrible example), determine narrow range using d% (will vary with range), then treat this range as in (b).
- 3) Roll size from range given in table (if "any" assume 1 - 100 ct.)
- 4) Roll quality as follows:
 - a) Divide size in carats* by 15, rounding up at .5+, and down otherwise.
 - b) Roll d% the number of times determined in (a) and average, this is the % quality. (large gemstones are less likely to be unflawed, while large, massively flawed gemstones tend to be cut into smaller, less flawed ones.)
- 5) Determine value as follows:
Value = (%quality x value range + minimum value) x size of gem in carats.*
- 6) Indicate cut. When gem may be either cabachon or faceted, unless it is likely to be a cat-eye or star, there is a %quality chance that it is faceted; otherwise it is cabachon. If there is a chance of it being cat-eye or star, roll d% with 95 - 100 star, 85 - 94 cat-eye. Otherwise, roll as for non-cat-eye varieties.

SOME EXAMPLES:

<u>TYPE</u>	<u>COLOR</u>	<u>SIZE</u>	<u>QUALITY</u>	<u>VALUE</u>	<u>CUT</u>
Chrysophase	yellow-green to apple green (57)	83 ct	47	61 SP	Cab.
Catseye Quartz	green to yellow (83), fibrous	9ct	47	24 SP	Cab.
Moss Agate	clear matrix w/ black filaments	62 ct	63	793 SP	Cab.
Sphene	dark brown	1½ ct	59	45 SP	Facet.
Cerussite	colorless to brown tinged (81)	20 ct	73	157 SP	Facet.

* 1 carat = 1/5 gram. For simplicity's sake, you may consider a cab. of
1 mm diameter to weigh 1 carat. (Hideously simplified, I know, but useful
for game mechanics, anyway.)

NOTE: This is for randomly rolled gems. Special DM creations, naturally, may
vary in both size and cut, not to mention value.

NOY

side, retaining just enough "reality" not to fall through the floor or walk through walls. He was completely invisible. His transformation is being just what is impossible in his material form and is primarily in the mind.

DIANA MEYERS: You are hereby geased to complete the Witch World magic system writeup! (good stuff!)

PEGGY GEMIGNANI: In re the Para-Cleric. It would appear I may not have been clear enough when I wrote to you. While I have had no objections to your cleric who spent a couple of months at the clinic (I should have sent you information on which spells researched by Duncan which the character has earned the "book"s of by now.), I did not agree to some of the things which you have implied. Basically, that 15K gp was the price of all of a set of spells researched by Duncan including the three Anesthesia spells, the three Sterilization spells and the Increase Fertility spell. A cleric could also earn the use of these spells for a year's work at the clinic. None of which had anything to do with the para-cleric program. In other words, the investment a low level cleric put's into the Clinic branch of the para-cleric program is not money, but the time involved. I assume the confusion came in because the length of the program of training was the same as the length of time a cleric would have to work to earn those spells. As I see it, anyway, there is no real way of instantly acquiring para-clerical training for money - it's a training program, which takes time.// Incidentally, for my own para-clerical program I am not giving any level brevets, instead using your percentage advancements in identifying diseases, poisons, herbs, and purifying water, along with skills in stopping arterial bleeding, identifying and setting various bone fractures, skill in antiseptic techniques and the like. Full detail's on Celo's progress in these will also be sent along with the spell details - he's done quite well, and his friends should be proud of him.

MIKE GUNDERLOY: in re traps (more or less loosely based on the DTL NPC conversation) - there are several possibilities you haven't mentioned. For example, there are a number of traps about the upper reaches of the Roost that are downright whimsical. These include nuisance traps set by some of the more obstreperous MU students - basically college pranks. Which can get a trifle dangerous at times (witness the invisible block in front of a trap-door put into a first level corridor over an empty room. Unfortunately for the party who fell into it, some minitaur's had moved in downstairs between the time it was set and their arrival...), but are basically silly. Then, there are things like the time a group of students got hold of a mirror of life trapping and a remote teleport spell. Kept leaving the spell in magical trap form in likely spots, teleporting the unfortunate who touched it into the Mirror room, and usually collecting the individual. This only worked once, but, then it wasn't the trap-setter's treasure, and one victim at a given time was plenty (my, the loot they picked up before the day someone threw a +3 war hammer at a chest, and it got teleported out, to break the mirror...) Not all traps need be set to guard treasure. And of those that are, whele, you get what you pay for. Some of the MU students may be induced to place traps on a monster's treasure to help the monster guard it, but, the lower the fee paid, the higher likelihood of the mage picking something truly whimsical. (Like the time one thief ran afoul of a trap which made him intangible, retaining just enough "reality" not to fall through the floor or walk through walls. He was completely invisible, too. Frustration is being just a bit to intangible to pick-pockets, given such an opportunity! He trailed the party, unnoticed, until the spell wore off.)

Afraid I don't have that article done yet - I've got rather a back log of Things That Have To Be Written, and the following seemend a bit more urgent. The following is rather more character than Hellsgate history, but, then, it's having rather a strong effect on the campaign...

Here's Allanne with the story:

Accorus: "Now that the war with the Dark Lord was over, and it was once again possible to travel about in the Wild, if not safely, at least with the assurance of not walking into a full scale battle, a group of us decided to go up north to the Forest of the Veen, to investigate a recently discovered world-gate called the Temple of Infinity. This being more in the nature of an exploratory trip than a dungeon smash and grab run, we didn't worry much about keeping the party power level even, thus the party included both those of the 1st rank and of the 10th. Among the group were myself [3rd level F/MU griffin]; my pride-sister Kala [10th level F-human, but under a Permanentized Shape Change spell, primarily so as to be a griffin when desired. Among other things.], Ellen McHale [human bard - I don't know what level], Sura [a winged cat - scout type, I think.], and a couple of clerics of the 1st rank from a cult known as the Holy Vandals or some such thing. I'm still not sure by whom, or even IF, they were invited!"

"The most direct route was by sea up to the port of Accorus, and from there inland slightly less than one half day's march to the Temple, an important consideration, since those who fall asleep in the Forest of the Veen cannot be awakened until removed from it. Also, from the report we'd heard from the party who'd discovered the Temple [An earlier trip involving 4(!) paladins, otherwise known as the Holier-Than-Necessary Expedition.], Accorus itself was a sufficiently strange place as to be worth exploration. So it was - in rather different fashion than we had been led to expect, for when we arrived, we found the place seemingly deserted, yet so clean that there wasn't even any dust present. The sky was an even slightly glowing bowl, rather like a very even overcast, no sun being visible, yet the place remained bright as day for all of the time we were there. Investigation turned up nothing but more questions. That, and the discovery that the chief tenet of the Church of the Holy Vandals seemed to be "rip off everything that isn't a fixed geographical feature of the planet." Fortunately, or possibly unfortunately, this did not extend to choosing martyrdom upon being informed by a fellow party member with talons and a large beak that they would put everything back... After our two maniacs had a run in with a party of L'Drey, who hit Brother Greaser with something that caused him to vanish [knocked several para-weeks sideways in time, to return to his own time/space at a rate of one para-day per real day. His subsequent fate would make a story in itself. Sheldon?], we finally abandoned the attempt, got a good "night"'s sleep, and set out for the Temple of Infinity."

The Temple of Infinity: "For all that it was the Wild, I felt rather less edgy in the Forest of the Veen than I had in Accorus. We met nothing but plants and insects on the trip out and arrived without incident at a great block of slick stone-like material having a pair of great metal gates surmounted by an infinity symbol, which last Brother Vandal (the remaining CHV cleric) promptly tried to steal, only to find the sides of the Temple too slick to climb. After making preparations to deal with any trouble we might encounter, we opened the doors, to see a dark dirt-walled tunnel crossing the field of view as though we, ourselves were underground. Inside, once she had passed through a slight, almost intangible barrier across the doorway, Sura was able to smell a faint, musty odor. Tracks on the floor, plus a pile of dried leaves with a stronger scent indicated that something unpleasant laired there, so, after our scout had returned, we closed the door and tried again. Sure enough, we got another view."

"Before us was a metal-walled corridor stretching off to our right, while on the left, it ended at a pair of shiny metal doors or panels, inset with another panel bearing a stylized bird of prey overlapping the join. 'Thrush

Headquarters?', I muttered to myself - not that the bird looked anything like a thrush. True to his calling, Brother Vandal ran in and attempted to detach the bird from its location. In the process, he discovered another panel, and put his hand on it. The two doors slid silently sideways to reveal a deep shaft into which he peered, and promptly fell. Being nearest, I made a grab for his ankle which missed by an inch, muttered 'I know I'm going to regret this', and made a wing-assisted dive after him."

"Sploing! There I was, floating in mid shaft supported by some sort of energy field and feeling a little foolish. Looking about, I noticed several figures floating up and down the shaft, all but one too far away to make out clearly. The one exception was Brother Vandal, who was floating down and to the side directly below me. Now how...my question was answered, for as I thought of moving downwards, I began drifting in the direction of my thought. In my hurry to catch up with him before he got us all in trouble, I fell too fast and overshoot, thus giving him time to get to another door in the side of the shaft and open it. Inside was another corridor in which several humanoid, but not human, beings wearing what looked like uniforms were talking together. I announced 'Excuse us, we were just leaving,' grabbed Brother Vandal and pulled him back into the shaft. The door closed silently, with no sign that we had even been noticed."

"Come on, we're going back to the party", I told Brother Vandal, and started up. He promptly went down so fast that I lost my grip on him, and opened yet another door. Inside this new corridor was something resembling a plate of spaghetti which eyed us with evident interest from two beady blue eyes on stalks. This was sufficiently random to arouse my interest, but not even telepathy got more than a feeling of curiosity. Brother Vandal took advantage of my distraction and dove back into the shaft. I started to follow him down, only to find that he had gone up."

"This game of tag continued up and down the lift shaft for several more doors, all leading to corridors . . . containing all sorts of beings ranging from a winged insectoid of half my size (in a corridor with noticeably less than Earth gravity) to what looked like an ambulatory asparagus, and including one corridor filled with a murky green atmosphere held in by a force field across the opening. Whatever that last included was too indistinct to make out. Finally, I got a good grip on Brother Vandal and hauled him back to the door we'd entered by. Fortunately, the party had been keeping it open, for although each door had a different symbol on it, I had been much too busy to notice that found on the one we'd come out of. The bird seemed to be on all of them."

"By this time it was apparent that we'd stumbled into an interplanetary hotel, or the equivalent. Figuring that we didn't look any wierder than any of the guests, there was talk of the party finding the lobby and renting a couple of rooms for the night, but the thought of leaving the Temple doorway open to this corridor for so long without being able to keep an eye on it or prevent it from being discovered discouraged that idea. So we closed the door and tried again."

"Snowfields. Stretching off into the distance with only a few leafless trees to break up the monotony. With a griffin practically sitting on him, and nothing much in view to rip off anyway, Brother Vandal stayed put, and it was Ellen McHale who investigated. There was a definite gravity rise, and she stumbled upon entering, picked herself up again carefully - and stared at her hand, which was now furred and four fingered. So was the other one. The gravity no longer bothered her, and she had also acquired a long, grey-furred pelt that made nothing of the cold, a tail, and a muzzle. With the exception of color and height, in fact, she seemed to have turned into an Altan. Curious about this unexpected property of the Temple, I followed and was promptly turned into one

of the familiar red-furred 5'2" Altani, as did Sura the cat, and anyone else who came through, with the exception of my bronze fire lizard, Adareth, who remained a fire lizard, but retained the ability to fly and appeared to have adapted quite well to the gravity. I guess, since cold never bothers fire lizards anyway, he didn't need such a thorough adaptation. At last, everybody came on in, for it had become sufficiently late on the Forest side that we must either return immediately, or find a place to sleep for the night. Testing revealed that it was indeed possible to be awakened from sleep on this side of the door, and our current forms would enable us to sleep in the snow with no difficulties, so we propped the door open with a fallen log, set a watch both inside and on top of the Temple (ferried up there by the flying types at first, then using ropes), and turned in."

The Ascention of Brother Vandal "Came the dawn, and with it an attempt by Brother Vandal to start a fire. In the Forest of the Veen. Collecting some of the litter of leaves and small twigs from the ground, he attempted to ignite it from his tinder box. Something kept it from catching for quite some time, but finally he got a small flame going, which was promptly spat back at him by the litter! Enough is enough. As he began to gather even more leaves, building the heap up against the base of a tree, the rest of us went back through the gate to the snowfields, with the exception of Kala, who shapechanged to a Phoenix and perched on a limb outside the door where she could see him, and give us a running commentary on the action. Once again, he attempted to ignite the Forest, there was a slight *poof* and he backed away, slightly scorched from what looked like a small fireball [2 hp worth]. Carrying stubbornness to incredible extremes, he tried again. There was a loud *whoosh*, as flame leaped out to where Kala was sitting. That was the last of Brother Vandal! I wonder if he made Vandal sainthood?"

Some Surprises "Throughout the preceeding, I had been preoccupied with a puzzle of my own. There was a pile of skis and related gear nearby that seemed to be connected with it. Strange unfamiliar memories had been coming to mind all night, and seemed now to be getting stronger with every minute. T'Ko and E'Kan seemed similarly preoccupied... T'Ko? E'Kan? Wait a minute... And myself, T'Isan, or Allanne? 'Ellen, Sura?' The names didn't sound quite right as I called to the other two. Comparing notes, we found that the first three of us to come through the door the night before seemed to have picked up an extra identity apiece. It wasn't like being possessed, or like possessing the body of another mind, but more like having an entire set of attitudes, memories and abilities added to our own. I could still remember, clearly enough, the events that had happened to Allanne the griffin, yet I was also beginning to remember training at the Academy Spire, and piloting space ships. And the mission. There was a job that the three of us were to do soon..."

"I suppose the wisest thing to do would have been to go back out to the Forest with the rest of the group, but then I have never been accused of over-much wisdom, nor have I been in the habit of turning my back on adventure. Nor, considering the Altan space force's reasonable attitude towards small pets, would there be any trouble in keeping Adareth with me. Ellen's entire career thus far had been made up of the investigation of strange places and the learning of new lore. And Sura was a cat, with all of a cat's normal curiosity. So it was determined that the three of us would stay for a while, and see what would happen. The rest meant to go on investigating doors, so we three promised to be back at this spot in a year or multiple of years so they could find us again through the Hall of Planets. As it turned out, we needen't have worried about the door closing on us during the night, for it proved impossible to close until all magical artifacts had passed back through. Even when shut, the door was still there in some intangible way, and the three of us sensed that we would be able to find and reopen it ourselves, whenever we wished."

Somewhat encouraged by this discovery, we put on our skis and headed off to the city which lay in the distance beyond where the gate had been."

Han "Our three Altani identities were apparently already well acquainted. I, Comrictorob Tuu Ira Isan (the first is a rank indicator - approximately equivalent to Navy Lieutenant, the second a Pack (i.e. family) name, the third indicates sex - female - and the last personal name) was a fairly average Altan who had gotten into the Star Arm through the combination of a reasonable school record, a highly influential Pack, and an unusually high capability for telepathic attack [40 on 4 d10]. Fortunately, really, my telepathic resistance was only average, with the result that I had learned caution with that last attribute at an early age. (My? Well, T'Isan's, anyway. For purposes of simplicity, I will refer to T'Isan as "me" unless it becomes important to differentiate the human-turned-griffin from the Altan. It should be pretty obvious most of the time, anyway.) My training was as a line officer, and my next assignment was to be pilot/commander of a 14 Altan exploratory ship sent to investigate a region of space from which no one had heard in a long time. Sura was our Security officer, Tal Ira Ko, rank approximately equivalent to a non-com, and by far the oldest and most experienced of all of us. Ellen had become Esal Ira Kan, rank equivalent to a non-line admiral, due to her being one of the rare individuals [1 in 1000] gifted with an empathic healing talent. She had also the peculiarity of height and color often associated with the ability, a silver fox among us red ones. She, of course, would be ship's doctor"

"The three of us, as nucleus of the crew, were given our choice from a number of individuals to make up the remaining 11 members of the crew. The final tally, besides ourselves was:

Selaras Kavian Mikaras Deval : another Healer (!), female, from the R'Den colony where the name schemes differ from Han's.

Su Ira Lin: communications expert

Tau Rhen Ira Dobrin: ground survival expert (from L'Dyen III where this is a most difficult task indeed!)

Ysan Ir Sind: planetologist and ancient weapons hobbist

Bakal Markav : biologist/botanist (another R'Den female)

Ashal Ir Ko : relief pilot and officer-in-training

Tuu Ir Larin: second in command (a very promising young line officer)

Brin Ir Tals: engineer

Au Ira Riai [No, not THAT one! It's a common name.]: weapons systems officer

Kal Ira Shen: cultural anthropologist and sociodynamics expert

Camerol Skal: xenoecologist (another R'Den, male)

In particular, I had been delighted to note the R'Den Altani on the duty list, for the R'Den culture is different enough from that on Han to insure that T'Ko, E'Kan and I would not be the only ones used to dealing with cultures outside their own."

30 Lightyears
Per Hour "Preparations being complete, we lifted ship and headed for the target area, a region of space roughly 12 lightyears across located at a considerable distance from our starting point, even through Jump space where you can move at the equivalent of thirty light-years per hour. We made four stops for sanity's sake on our way out. Even allowing for the ship's mind screens, without which the whole thing would have been impossible, a 14 altan scout ship can be entirely too small for comfort when there's nothing to do but cover distance. In some ways, the Healers had the worst of it - we gave them as much room as we could, but it's hard being 6 feet or so tall in a ship built for beings 5'2" in height. The first stop was an altan world, much like Han but with slightly higher gravity and average temperature. As a result, we tended to stay inside a lot, but it takes a pretty small building to not feel roomy after a scoutship. The second world was inhabited by Korli, a species resembling three foot tall ground squirrels. They

prefer to live in large groupings and are completely non-telepathic - with the result that our first reaction was to unanimously get as far away from town as possible. No one's shields are THAT good! No Altan's, anyway. We spent a few relaxing days in a sparsely populated recreational area before leaving again. Our next scheduled stop was to be a H'Reli world, and we were several hours along in flight when Communications officer S'Lin reported a very large object approaching from behind on roughly the same course as we were following, at somewhat greater speed. Putting the ship on Battle Alert, I asked her to try and open communications with the whatever-it-was, which she did, only to receive her own signal back again, bounced off of it. This was not the sort of thing to be expected from another ship! At this point, I was suddenly reminded of something, as Biologist Bakal Markav. Testing this, I maneuvered in a bit closer, and sure enough, it was a space whale."

"Any lifeform the size of an asteroid of large dimensions deserves it's own paragraph... This critter was something I had heard of in both sets of memories. In fact, back in Griffin's lair there is a holo-cube of one, souvineer of a trip to the zoo on Han. [via the Hall of Planets] This was the first time I had ever actually seen one, though! The best description of the thing I can give is as a sort of living starship, capable of "diving" in and out of Jump space at will, and feeding on interstellar dust motes the way certain Terran whales feed on plankton. No one knows much more than that about them for, although they aren't likely to be intentionally deadly to anything much bigger than a hydroxyl radical, the wake a space whale kicks up as it moves through Jump space is turbulent enough to wreck anything smaller than a battleship. As a matter of fact, they don't seem to take much note of anything too big to eat, so, unless someone ever figures out how to get in telepathic range of one, the odds are against even finding out how intelligent they are. Feeling rather like a pt boat next to an oil tanker, we backed off again, and proceeded on an alternate course."

"Not wishing to encounter the wake of the space whale, we proceeded to a different port than planned, one belonging to a colony of Bjora. These beings resemble giant Kodiak bears of 12 feet or so in height, and tend to be rather pleasanter to be around than H'Reli, so we were just as glad it came out the way it did. We reported the last seen location and course of the space whale as a hazard to navigation upon arrival, causing at least one freighter (human run) to choose an alternate course, and relaxed for a few days. The local gravity was somewhat less than Han's, and some heavily snowed regions proved a marvelous place to go skiing. Then it was off again, with one more stopover, on an altan world and thence to our destination."

Inventory "In case anyone out there is unfamiliar with the identification of stellar types by spectral class, the order, from most luminous (and largest) to least (and smallest) runs O B A F G K M, Earth's sun being a G2 class star, and Han's sun an F5. For more complete information, go look up a Hertzsprung-Russell diagram. Stars encountered which were not on the Main Sequence (i.e. red giants, white dwarfs and the like) will be identified in the familiar terms for such rather than by spectral class."

"The first star we encountered was a somewhat faint K type. Interestingly enough, for a number of wavelengths, notable radio waves, the second planet out from the primary shone considerably more brightly than the star. After noting that, it came as no particular surprise to us to find that the planet was inhabited. S'Lin started feeding the signals through her computer and, within a few days had them sufficiently analyzed to understand much of the language, and show television pictures on the computer screen (It's times like this that I begin to wonder if we left all the mages back in D&D land!). They were a reptiloid folk, not surprising as their world was a fairly hot one, quite close to it's primary. And they had a reasonable civilization and

technology, having reached, and placed a station on their moon. Fortunately for us, they did not have the detection equipment necessary to see our ship behind our defensive screening - in fact we were able to orbit the planet for several times gathering data without ever being noticed. Standard contact procedure being usually saved for after the species in question has developed its own stardrive and can be expected to have a sufficiently high level civilization not to collapse from the encounter, we left them in ignorance of our visit and went on to our next destination."

"This proved to be a trinary system consisting of a K type and white dwarf pair orbited by a G9. As usual for multiple sun systems, there were no planets."

"The third system had an F8 primary, many planets plus an asteroid belt, and a weak beacon set about planet #6, a gas giant. This we investigated, it being the only thing in the system radiating with the exception of the star and the gas giant, both of which showed the expected output. And found a large orbital factory of clearly altan type, as recognized by the ship's computer. Well, MOST of an orbital factory, for one quarter had been slagged down by some sort of heat weapon. Assuming our computer records were accurate, the administrative section was located in the undamaged part of the factory, so I located an undamaged landing bay, and sent Security officer T'Ko and T'Dobrin in to see what records, etc. they could find, under orders to maintain telepathic contact with the rest of us back at the ship. There were no problems finding the center, which was undamaged enough to be readily identified, and the computer records were recovered (a handful of crystals about the size and shape of d20s). The cryogenic chambers were found in a room just outside the admin. center and, despite the destruction of most of them, one remained intact. And, according to the data readouts on the front contained a still living occupant. This chamber, we removed intact and placed in the cargo space of the ship. Being fully self-contained, and with 40% remaining power, the chamber would easily last the trip back until we could get it to the appropriate authorities. Considering that the condition of the chamber indicated 1000 years or so of use, the occupant was going to have quite enough adjusting to do without having to awaken in the middle of a crowded scoutship! Not that we had the hospital facilities required in the first place."

"The age of the cryo tank also indicated that what we had found here was a remnant of the Second Imperial War, fought between the humans and the altani, primarily over gas giant atmosphere mining rights, thus explaining the wrecked factory. The asteroid belt proved to be an even more spectacular form of wreckage, for computer analysis of the orbits indicated that it had been formed in comparatively recent times from what had been an inner planet well within the habitable range. Apparently there HAD been a colony here, once... A closer inspection of the pieces had Planetologist Y'Sind practically in fits, for his instruments indicated elements present which he'd never even HEARD of. We Stopped by several chunks to let him take samples, the last being a piece of material only 4 inches or so across and massing 100 or more times what he did. After a futile effort at budging it himself, he attached the thing to the grav sled and brought it back into the ship and was about to give it a more thorough examination when we spotted something new. Warships. Most obviously wrecked with large pieces missing, some with no apparent external damage, although all were indicated on instruments as being completely without power and at the normal background temperature of their location. They formed the wreckage of two fleets, one set with altan markings, the other with the stylized gryphon and globe of the Earth Empire, a thousand and some years ago. Confirmation, as if we'd really needed it, of the date of what had happened here. Both sets of ships included those with turrets containing unfamiliar-looking weaponry, and T'Ko checked the computer to see if it could identify them. Apparently so, for she was promptly informed that the information was classified. Very classified. Need to know, and available only to those authorized by the Board of Strategy.

(the ultimate Altani ruling body) Planet wrecking equipment, or something akin to the Nova weapon once used to destroy suns? In which case, I didn't really want to know, anyhow. There being no practical way to get at the logs or other records of the warships without considerable unnecessary risk to the investigators due to possibly still operating internal security systems, I reluctantly dropped the idea and, after getting as much information about the ships and the wierd elements as we could, pointed the ship for the next star system."

"The next system had a G0 primary and a number of planets, two of which were (just barely) in the habitable zone, one with a faintly operating beacon. A hopeful sign - as we had now been cooped up in the ship for two or three months, I was as much on the lookout for a good rest stop as for useful data for the authorities back home. The closer of the two planets was much too hot, and with too little atmosphere to consider seriously. The planet with the beacon wasn't that much better, being a hot, sandy place, but it could be handled at the proper latitude as long as you wore a breather mask. This beacon was on the surface of the planet instead of in orbit, next to a small landing strip on which we landed, beside a small building. There was a slight force screen about the entire area which kept the sand off of the landing field but was no barrier to anything more solid. After having T'Ko and T'Dobrin check out the area, I allowed Y'Sind to get out his equipment and start surveying, then, leaving sufficient force to lift ship if necessary, let everyone get out and stretch their legs. Rank hath its priviledges - I left T'Larin in charge of the ship force and got out myself."

"It was, as Quizic would have put it, rather like herding blink puppies. We were all in great need of room to stretch - Y'Sind was busy digging a hole down to where his instruments indicated something was buried under the sand, the biologists, Camerol Skal and Bakal Markav were searching dilligently for life, uncovering a rock with lichens on it with delight more appropriate to the discovery of the secret of life, and everyone just staring off into distances farther than the hull of the ship, with the result that nobody noticed, at first that A'Ko was missing. At least not until we heard faint sounds from the building and I noticed that I couldn't find his mind anywhere about. I sent T'Ko into the building, with instructions to look it over and retrieve A'Ko if he was in there, then come back out to report if, as I suspected, the building was mind shielded. Sure enough, A'Ko had decided to investigate the building and had been delighted to discover that, as he entered through the airlock, both air circulation and lights came on, the latter illuminating all sorts of interesting, if unidentifiable (to him at least) equipment. By the time T'Ko found him, he had finished looking over the main room and started down a shaft to the lower level. He was dissuaded from going further and brought back outside along with the news that the place contained what looked like planetological equipment. Being reasonably sure that our Security officer would have said everything that needed to be said to him, I confined my remarks to T'Ko. After all, I hadn't given any orders that people were to stay out of that building."

At length, Y'Sind's excavations uncovered what appeared to be part of a space ship hull buried deep in the sand, and I called him over to look at the equipment inside the building. T'Ko was right, for the building proved to be a planetological survey base, the records of which indicated an approximate age of 2000 years. Figuring it might keep him out of trouble, I sent A'Ko along to assist T'Ko in investigating the lower level. This contained living quarters...and the thoroughly mummified remains of the survey crew! And a message, from the commander of the base explaining that the shuttle they had been using for transport had somehow missed the end of the landing field and crashed into the sand, wrecking it past repair with the materials at hand. Unfortunately, not only were the supplies on hand inadequate for survival until they were expected back (let alone, until someone might look for them - they'd meant to resupply wherever was handiest), noone knew exactly where they'd been going in the first

place. So with some embarrassment (in the commander's case, at least) at an essentially dumb, though lethal situation, they recorded various messages and killed themselves. We gave the remains the appropriate rites and cremated them."

"In the interest of sanity, we remained on the planet for a week - long enough so that when I overheard Y'Sind muttering about all that lichen on his nice rocks, and the biologists griping about all the sand on their nice lichens I was reasonably sure that they were kidding. We also rigged up a small breathing apparatus for Adareth so that he could fly around outside. While he had put up with it about as well as the rest of us had, it is rather trying for a fire lizard having to remain inside something as small as the ship for months, especially since I had asked him not to go *between* when people could see him. Frankly, I wanted to keep that ability a secret except in the case of a real emergency - it wouldn't do for the authorities to get too interested in my pet... He wasn't too happy about the fact that his battle station was inside one of the life tanks in the bio section, either, but he would have taken up too much room if I'd tried to have him inside my spacesuit with me."

Then, it was on to the next star. This one was a real wierdie. The system consisted of an F6 star which was rapidly being pulled into the accretion disk about the other component, a black hole. Fortunately for us, we came out of Jump space well away from the spectacular x-ray beam emitted from the middle of the disk. We took readings on everything we could think of, and went on.

[Excuse the change in typeface - the above was done on Lee Gold's Selectric.
--K]

"The next system consisted of an F4 primary almost smothered in planets including two in the habitable zone. Our first stop, however, was planet #8, a large gas giant [2 - 3x Jovian] about which circled another operating beacon. When we were about 8 planetary diameters out from the planet, three large ships came up from the surface of the gas giant headed directly at us. Paranoia time! I must have put the ship on Battle Alert, asked S/Lin to try to contact them, and started the ship back out to ten planetary diameters, in case we had to use the Jump drive within 6 seconds. The communications officer had a little trouble, but finally established contact with them and I relaxed just a bit. While we hadn't heard of their having colonies out this way, the beings in question were indisputably Ilirians, a rather easy going race inhabiting gas giants. While not members of the Hegemony, the Ilirians often trade with them, giving atmospheric mining rights in exchange for a variety of manufactured items. These were evidently no exception, for, when I was put in touch with the planetary leader (an individual faintly resembling a slightly squashed crab) his first question was "Where have you been?" S/He (does anybody out there know a good indeterminate pronoun? I don't know how many if any sexes Ilirians have, much less how to tell them apart) positively glowed at the suggestion of resuming trade. (I suppose it should be noted that culturally, the Ilirians have one rather large problem - with a natural lifespan of something like 500 or 600 years, coupled with fairly free use of a number of drugs to extend it even further, their individuals tend to live for so long that cultural, and especially technical progress is so slow as to be nearly nonexistent. Witness how in all this time they had neither developed their own star drive to replace those the Hegemony had supplied, or found a way to investigate why the inner planets had not contacted them for so long. While the entity I spoke with was probably not old enough to remember

the last Altan trading visit, his parent(s) might well have.) We promised to mention their existence to those who might be interested in their trade and left, to investigate those inner system planets."

"Planet number five was obviously inhabited, signs of agriculture being plainly visible from orbit as were a number of cities, and many lights on the night side. We amped the place from orbit, taking as much data on everything as we could get from orbit then, then located a reasonably sheltered place from which we could observe one of the cities from a distance and landed. After all, at the very least we really should verify the species of the inhabitants."

"K'Shen and Y'Sind were just setting out in a mind shielded grav sled to place some pieces of equipment, when T'Ko spotted a slight figure on top of an overhanging rock staring down on them. She fired at it with her stunner and saw it collapse, just as a crossbow bolt came out of the underbrush, catching her in the leg. Then Y'Sind fired at the source of the bolt, and the fight was over. We checked the area for signs of anyone else, finished setting up ship's defenses (including a line of intruder sensors and a camouflage web about the ship rendering it functionally invisible), Selaras healed T'Ko (and retired to her bunk to recuperate), and inspected our find. They were certainly Altani, male, and the equivalent of twelve to fifteen year old humans. They had also obviously not eaten very well for most of their lives. Consequently, when the first one revived about three hours, after ascertaining that he knew a rather formalized version of L'Doran Universal, S'lin and K'Shen, who as communications specialist and cultural anthropologist were conducting this part of the investigation, offered him some food. Judging by his reactions, while the agricultural level was reasonably high, the general technical level was considerably lower [About the equivalent of terran Alexandrian level.]. Certainly, he had never seen anything to match the plastic plate the food was on, or the knife they lent him to eat it with. He was extremely polite, repeatedly referring to the two scientists as "Highborn" and asking relatively few of the questions he obviously had. The formalized Universal he spoke appeared to be a carefully preserved, perhaps ceremonial language, for when his younger partner revived, the two of them exchanged a rapid series of remarks in a language which obviously had its roots in the first, but had been substantially modified. It was only vaguely recognizable although some of us could make out references to "the wizards that once were" and a couple of other fragments. Anyway, the elder broke off the conversation quickly, either not wanting to offend the two "Highborn" or possibly not wanting to give too much away. We also fed the younger one. When, on S'lin's suggestion I sent T'Larin out ostensibly to deliver an order, both of the young Altani were most enlighteningly confused at his evident rank. Apparently, then there were no male "Highborn", at least in their experience. The eventual conclusions of S'lin and K'Shen were that politically and culturally, the planet was divided into a number of separate states, of which the local ones, at least, were matriarchal, operating on a caste system. The two young hunters were of the lowest class, above which there were at least three more - merchants, artisans, etc., above them a minor noble class composed mostly of male relatives and/or mates of the highest class, the matriarchs or "Highborn". In general, female members of any given class tended to be socially the equivalent of the next highest class. In all, a rather typical developing Altan society for the given technological level."

"After concluding the interviews, we took the two a couple of miles away to release them, struck camp, and departed, well before local dawn. As the sound of a ship lifting on contra-grav is approximately equal to that of a 747 taking off, the hunters undoubtedly observed our departure, however we were far enough away from the nearest settlement so that it was unlikely that anyone else did. I doubted that anyone else would hear about us either - that older boy seemed a rather smart individual. Privately, I hoped that he could survive his current

social situation long enough for that intelligence to do him some good. As we set out for the other planet in the habitable range, I commented to T'Ko. "Well, looks like I finally made Wizard."

"Planet number four showed little sign of intelligent life except for the obvious presense of small wood fires on the night side. We had just landed after the usual orbital survey, when a figure rose out of the grass and threw a stone axe at us, which bounced harmlessly off of the hull. Well, you could fault his/her brains, but you had to admit that whoever that was had guts. I glanced over at K'Shen "Want to interview that one?" Not really needing any more data than that stone axe implied, we departed."

"Two more systems followed in fairly rapid succession. Both were binaries; one a white dwarf paired with an A8, the other a K9 and an M9 giant. On the third, the instant we came out of Jump space, the entire weapons board lit up, causing me to put the ship on Battle Alert and make yet another mental entry in the "Systems That Gave The Captain Heart Failure" file. We had come out of Jump directly into the path of a huge communications maser pointed outsystem from planet number five. Fortunately for us, we weren't very far from an asteroid belt, which was making its own little interruptions in the beam, so we imitated the rocks and drifted out of its path unobserved. The weapons board readouts returned to normal and stayed there. A collective sigh of relief, and we returned to our more normal investigation status, the equivalent of wartime cruising. The primary was an F7, and planet number five was obviously occupied, with interplanetary transport capabilities of a high order, although apparently not including contra-grav vehicles. There was one notable exception from the continuous-acceleration rocket driven craft out at the other end of that communications maser was a noticably red-shifted Bussard ramjet headed for the system containing the two Altan inhabited worlds and the Ilirian colony. Amazingly enough, we weren't spotted as we completed our investigations as best as possible (obviously landing on the planet was not practical...) and departed. Here, at least was one system which could be safely contacted without much risk to the culture. In fact it was almost imperative, if we wanted to stop them from contacting the Altani of the system for which the ramjet was headed. Presumably someone will be there to meet them in about 8 years when the ramjet arrives. Once again, we went back into Jump space."

"The next two systems consisted of a rather complicated quaternary array of a K7, an M0, a M4 and an A2, and a single massive M5 giant which, if it had ever had any planets had eaten them back when it'd left the main sequence and swollen. After that, we found a G2 whose third planet had a predominantly oxy-nitro atmosphere with a truly incredible (20%) xenon content, along with a number of other inert gasses. To the delight of the biologists, it had life on it, although none was sentient. After the usual orbital survey, we landed, taking the usual precautions (including environmental suits, as xenon puts Altani to sleep with the same rapidity as it does Terran mammals) and turned the scientists loose on it. Between Y'Sind digging holes in whatever didn't move, and Pakal Markav and Cameroi Skal taking samples of everything that didn't move fast enough (I fully expected THAT pair to come in dragging a stunned brontosaurus and ask if they could store it in the hold...) it was an interesting planetfall."

"Two more systems, both binaries - a B0 and M9, and a M9 and an A4, and we were finished with the study area. So it was back to Han, to the tune of excited conversation from all the scientific sorts on the information they had uncovered. Y'Sind's massive rock from the destroyed planet proved to be a chunk of some 4th stable series element, probably created by the explosion. When he wasn't expounding on that, the biologically inclined were constructing theories on how life managed to not only exist on a planet with a 20% xenon concentration in its atmosphere, but to actually require xenon to survive."

Or the anthropological types would have some interesting new deduction about the inhabited planets. Not bothering to stop anywhere en route back home, we arrived in considerably less time than it had taken us to reach the study area. Thank goodness..."

Epilogue "Thus it went. Debriefing lasted a long time, but T'Ko, E'Kan and I still had plenty of time for other things, including meeting the individual we'd brought back in the cryo tank. After the initial shock of finding herself 1000 years past her own time, she was doing quite well in retraining. The three of us also got in a little shopping, before we had to turn up at the entry point from the Temple of Infinity to meet the others from D&D land. I, personally, felt more and more reluctant as the date grew closer, but it wasn't until we had almost reached the area that I realized why. Quite simply, I didn't really want to go back. Not that I hadn't had rather a lot of fun in D&D land, and I would miss the griffin pride considerably, but I had a far stronger sense of belonging here than I had ever had back there, and, despite the occasional shocks of the survey trip, I had enjoyed it far more than anything else I had done in a long time. And it was not as if that would be an unusual assignment, either - thanks to the success of this mission I had been confirmed in command of the scoutship which meant I would be doing this sort of thing frequently. It turned out I was not the only one who felt this way, for T'Ko announced to the rest of us before the gate opened that she intended to stay. And so, after the door from the Hall of Planets opened for us, did I."

Since the above expedition, the retread human/griffin/cat/whatever Altan population threatens to expand considerably. So far Jordan Brown's persona, has already joined T'Isan, using a wish to give himself a name and background, and two, possibly three of Wayne Shaw's characters are considering it. Ever get the feeling that you were being followed?

My apologies to Nicolai, but this is not going to come out an even number of pages, sigh.

Bye all,

Kay/Allanne/ Comrichtorob Tuu Ira Isan

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Magazines of possible interest to D&D/FRP gamers

Wyrms Footnotes...Fanzine edited by Greg Stafford. Available from the Chaosium PO Box 6302, Albany, Ca. 94706. Irregular publishing schedule, 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 schedule (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. 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 schedule VERY irregular. Bimonthly, quarterly, or every six to eight months schedule.

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-contributors from Lee Cold, 3965 Alla Rd., Los Angeles, CA 90066.

Different Worlds... 48 page (issue #1) offset prozine published bimonthly by the Chaosium, PO Box 6302, Albany, CA 94706. \$6/year for American subscriptions, foreign subscribers add \$3.50 per year. A single copy price: \$1.75. A must for the dedicated Runequest fanatic.

RUNES IN SPACE

Part I

by Nicolai Shapero 8886 Earhart Ave. Los Angeles, Ca. 90045 213-MI-1-DUXY

In this issue of The Lords of Chaos, my wife described a strange science fiction role playing game currently undergoing design and playtesting in the mad publisher's lair. In order that one and all might make somewhat more sense of this insanity, I will be publishing the first version of the rules here in TLOC. (Apologies, by the by, to Steve Perrin for the horrible working title but...thems the breaks.)

Incidentally--this SRP game depends heavily upon Runequest for much of its mechanics, so anyone at all interested in trying to set up their own campaign had best be advized to buy a copy of Runequest ASAP.

CREATING TH CHARACTER -- The Characteristics rolled

Strength: Used to determine the encumbrance, allowed, and damage adds with melee weapons. Modifiable by experience.

Effective Strength: Used to calculate all skill modifiers as per Runequest. For all species in Runes in Space, this characteristic is a function of the raw Strength roll (above). Modifiable by experience.

Intelligence: Used to determine initial skill percentages in certain technical skills. May NOT be modified by experience.

Effective Intelligence: Used to determine skill modifiers as per Runequest.

Telepathic Strike Capability: A determinant of the ability of the character to launch telepathic probes or attacks against other individuals. A rating of zero in this characteristic indicates that the character is completely incapable of learning or being trained to use any "extranormal" mental powers. Where this characteristic is non-zero, the individual may be trained as a telepath (a value of 4 is necessary to qualify as a functioning telepath). This characteristic, if non-zero at the start of the character's career may be improved upon by training and experience.

Telepathic Resistance: A measure of the character's ability to screen himself against mental probes/invasions. May be increased by experience and/or training (independently of telepathic strike capability). FOR THE PURPOSE OF DEFENSE AGAINST MAGIC (a la Runequest) TREAT TELEPATHIC RESISTANCE TIMES TWO THIRDS AS POWER (unless character in question is being run using Runequest rolls, in which case his TR roll should be set to 1.5 times his power roll).

Basic Health: Rolled on 4D10 for all ^{man sized} species. This characteristic indicates basic body recovery rate for damage taken. May be improved with training, exercise and experience.

Endurance: Rolled on 4D10 for all ^{man-sized} species. Indicates how long strenuous activity may be continued. May be increased through training.

Constitution (as in Runequest) equals 0.7 times the average of Endurance and Basic health.

Reaction Speed: Used in place of dexterity for determination of Runequest strike rank.

Effective Dexterity: Used to determine the skill adds for Runequest skills (and other dexterity based skills to be enumerated later). May be increased.

Marksmanship: Rolled on 4D10 for all characters. Initial roll + 25% equals the basic hit probability for a character with a handgun. This hit probability will be modified by circumstances. May be improved by training.

Leadership: Rolled on 4D10 for all characters. Used as a modifier in NPC reaction rolls...multiply by 2/3 to determine Charisma. May be modified by experience.

Size: Used as size in Runequest.

CHARACTERISTICS FOR THE VARIOUS RACES IN RUNES IN SPACE

Humans:

Strength	3D6+4	Effective Strength = Strength roll
Intelligence	3D6+2	Effective Intelligence = Intelligence roll
Basic Health	4D10	Endurance 4D10
Reaction Speed	3D6	Effective Dexterity = reaction speed roll
Marksanship	4D10	Leadership 4D10
Size	3D6+4	

Telepathic Strike Capability= 0 on roll of 1-5 on D6
 1 on roll of 6 on D6

Telepathic Resistance 1D4+1

H'Reli	Strength 4D8	Effective Strength = $2/3 \times$ Strength roll
	Intelligence 3D6+2	Effective Intelligence = intelligence roll
	Basic Health 4D10	Endurance = 4D10
	Reaction Speed 4D8	Effective Dexterity $2/3 \times$ reaction speed roll
	Marksmanship 4D10	Leadership 4D10
	Size 3D6	
	Telepathic strike and Telepathic resistance as per humans	

Bjoran	Strength 10D6	Effective Strength = $2/3 \times$ Strength roll
	Intelligence 3D6+2	Effective Intelligence = intelligence roll
	Basic Health 10D10	Endurance = 10D10
	Reaction speed 3D6-1	Effective Dexterity = reaction speed roll
	Marksmanship 4D10	Leadership 4D10
	Size 8D6	
	Telepathic strike as per human and h' reli	
	Telepathic Resistance = 2D6	

Altani	Strength 4D10	Effective Strength = $2/3 \times$ strength roll
	Intelligence 4D10	Effective intelligence = $2/3 \times$ intelligence roll
	Basic Health 4D10	Endurance 4D10
	Reaction speed 4D10	Effective dexterity = $2/3 \times$ reaction speed roll
	Marksmanship 4D10	Leadership 4D10
	Size 3D6 - 1	
	Telepathic Strike Capability 4D10	
	Telepathic Resistance 4D10	

THE ARDUIN TRILOGY: A REVIEW

comes to you from Mike Gunderloy, 930 N. Bushnell Ave., Alhambra, CA, 91801; phone (213)-284-0940. This is Pretzel Press publication #79, and is intended for general distribution among FRPers everywhere in the multiverse.

THE ARDUIN TRILOGY is a masterwork of rules additions for D&D by Dave Hargrave. It consists of three volumes: THE ARDUIN GRIMOIRE, WELCOME TO SKULL TOWER, and THE RUNES OF DOOM. All three volumes are available from Dave's Multiversal Trading Company for \$8.95 each. Multiversal's address is 2161-C Salvio Street, Concord, CA, 94520; phone (415)-671-7256.

THE ARDUIN TRILOGY is not D&D, but it is not another game-- rather, it is a D&D supplement. It depends on the original trilogy by E. Gary Gygax for its foundation, but expands and changes extensively the basic game of D&D. It is a hybrid game.

This hybrid is not for everybody. It reflects Dave's style of gaming, and you have to like this style before the trilogy will be much worth to you. The attitude which Dave (and I) have towards FRP is that it is an endless vista. The rules in The Arduin Trilogy are designed in such a manner as to expand the horizons of FRP with bigger monsters, more danger, and better rewards for those facing the danger.

This is not to say that Dave is a giveaway Monte Hall type DM. One look at the Experience guidelines (yes, he's even rewritten the experience system) will convince you of that-- 325 EP for killing something 4 times your size, for example.

There are a number of broad categories that the rules in The Arduin Trilogy fall into. I will attempt to discuss the major categories that I see in the work in greater detail below.

There are a large number of character classes in the trilogy, ranging from rewrites of such familiar ones as The Paladin, to expansions on ones barely mentioned in the original rules (the Sage), to totally new ones (the Rune Weaver). On the whole, these classes are well balanced, with advantages and disadvantages. Some of the explanations are not too complete, such as the one for ninja, but this should serve mostly to encourage some thought on the part of the individual DM. A few of the classes require that you be rather firmly attached to Dave's Mana point system, being not very adaptable to Gygaxian or Klutz Factor magic--the Rune Weaver is a good example of this sort.

There are a fair number of new rules and clarifications in the trilogy on just how magic works in Arduin. One of my main complaints has to do with the fact that he doesn't bother to adapt the original D&D magic to Arduin spell points. Dave gives mana point costs for all his new spells, but neglects to list them for established ones from Gygax's rules. I suspect that this is because of copyright and similar legal bushwah, but perhaps I can persuade Dave to release his listing of costs for amateur publication.

Of course, this brings us to the question of new spells, which Dave has provided in abundance. There are hundreds of Mage, Cleric, and Druidic spells in the trilogy. These range from the absurdly weak (Anti-web Aura, which keeps webs from sticking) to the extremely powerful (The Curse of Tindalos, a 20th level mage spell which would be bad news for almost anyone. The spells are clearly explained, and will add variety to any game which uses them. Some people may be wary of letting all of these spells out into the world; I would suggest they preserve the basic D&D list as the public spells generally known and use Dave's as Ancient Lore found only on scrolls. This will keep these spells under control and add variety to your game without allowing Dave's spells to dominate magic to the exclusion of the older favourites.

Some people will no doubt be disturbed by some of the spells, thinking that they are unbalanced or too silly. I have not found the spells to work out this way, but for those who do, there is a simple answer: eliminate the spells that bother you. Remember, the Arduin Trilogy is a set of rules additions, not a definite set of rules; you are free to pick and choose what you want to use.

There is a large assortment of new treasures presented, as well as a good set of magical price charts, something which the game of D&D has been in definite need of. The magical items tend to be very powerful (+5 being seen in not a few spots), but used in small numbers, they will add spice to your game.

There are many notes on combat scattered through the trilogy, including new rules for familiar weapons, complete rules for unfamiliar weapons, and tables for such things as critical hits and fumbles. I am not qualified to express an opinion on the accuracy of these rules; all I can say is that they play right. Be careful with the critical and fumble tables though, because they are really vicious. Dave says that they should be applied once per 100 strikes, and this is still enough to make them an important addition.

And then we come to monsters--lots and lots of them, as well as tables for the chances of encountering them. Many of these monsters seem to be the same after a while, perhaps a result of their proliferation, but all can be used in the game if you want to. The monsters, for the most part are very powerful compared to those in the original game, but fit right into a more dangerous universe, or into spots off the beaten path for good reason. Dave does not, unfortunately, make his listings quite compatible with what most people are used to; you will have to come up with your own chances for treasure, for example. Also, he perpetuates an annoying error found in the original printings of MONSTERS AND TREASURE (D&D Vol. II): He gives "% liar" for each creature. While this is a useful concept, it is not the same as the "% in lair" that you are probably used to, and this may perhaps be a source of confusion to less experienced DMs.

We come next to what I consider one of the best parts of the Arduin trilogy: Demon lore. Dave has supplied this rather extensively, giving rules for summoning and controlling demons, names and descriptions of Greater and Lesser demons, and descriptions of the 21 planes of Hell, among other things. Demons are, and should be, fearsome things. Dave's demons are almost a last resort to face courageous players with. This is far and away the best set of demonology rules I have seen.

There are a number of miscellaneous tables scattered throughout the trilogy, dealing with such things as rope breakage, reincarnation, Hell spirals (reminiscent of The Pattern in the Amber series) and a number of other things. Some of these are more useful than others, but even if you don't feel like using Dave's exact tables, they should give you ideas for use in your own world.

I have saved the best for last. Dave gives extensive information on a subject neglected in most FRP rules: The design and detailing of a world. In over 40 pages of tightly-packed information, Dave lists facts and figures on such things as The Inns of Arduin, the Principle Noble Families and Highwaymen of the Realm, places where treasure has been found, History, the Arduin calendar, and such things. This is not information

which I would recommend stealing wholesale for your world, but information to be used as a base for your own world. Dave has put many hours of thought into deciding what the details of a world should be, and by all accounts Arduin is a well-detailed world. Draw up, for example, your own table of Inns using Dave's as a guide. It will be hard work, but worth it in the knowledge that you will gain of your own world's workings.

In fact, this is how I use much of the material in The Arduin Trilogy--not straight from Hargrave's pages, but rather tempered with my own ideas. Used in this manner, the Arduin Trilogy can be a source of almost endless inspiration.

The above should not be construed to mean the trilogy is perfect; no set of rules is anywhere near perfect. There are some glaring omissions. The biggest is the lack of organization. Rules relating to the same subject are in different parts, often different volumes of the trilogy. Worse, not only are there no cross-references, but there is no index either. This disorganization is the natural result of the fact that the Trilogy was not written all at once; Dave, and his worlds, grew and changed between Volumes I and III. I'm afraid the only cure for this is to use the trilogy; after a while you will know where the parts that you want are located.

One more thing that should be mentioned is the artwork. Volume I has illustrations by Errol Otis; Volume II has more Otis work plus many by Morno; and Volume III has work by Greg Espinoza and Otis again. This is the best collection of art in any set of FRP rules that I know of, with the possible exception of Empire of The Petal Throne. The Trilogy is almost worth buying just to look at the pictures.

To sum up, I'd say that no referee who has decided to expand his world beyond the horizons of the original rules should be without The Arduin Trilogy. I have cribbed ideas for my world from such disparate sources as Empire of The Petal Throne, Traveller, and Chivalry and Sorcery, but none of these has been as much use as the Arduin Trilogy to me. Buy it, you'll be amply repaid in ideas and enjoyment.

ALL THE MYRIAD UNIVERSES

By Margaret Gemignani
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typed by Charlie Luce--on the office typer
for hopefully more readable results.

As time has passed, I have developed a new philosophy about dungeoneering and world adventuring. Most come to worlds like robbers bent only on greed and violence, having no purpose but to seek gold to be spoiled in wastful living. But in a PBM world, I have walked, I have seen the common folk, those whose dreams are of settling down, of safety of property and from disease. I have met those of most lawful temperament who put honor and love before life; and I have seen such things reflected on Forest Children as cheating who troubled themselves to follow that path.

In time, one becomes almost sorry for a matured world whose staging area can find no worthy opponent. I saw in interacting between PC and DM a ballet dance of life and death. If it is done right, if combat is done with style and magic with intelligence and clerical powers with wisdom, it is a wondrous thing to see.

A PC must be more than a robber and landless lout; he must be a fully rounded persona with a purpose: forever searching for knowledge, not ashamed to work, not ashamed to feel the softer emotions, and not afraid to think. The day of the battler vs. the butcher is ending. D&D is revealing itself as the thinking man's game, with EP given for interacting among PC and NPC, for cooperation and learning the fine art of skillful attacks, as credit for outsmarting a beastie as well as outfighting it.

/ a brief interruption: HEAR, HEAR!! --CL /

As D&D matured, so did I. I saw D&D would be a living game with a purpose to learn, to know, to feel, to understand the mechanics behind a world and a game.

Perhaps, as I travel the long road to building a world, you would like to know something behind the Purpose behind the mechanics of that world.

Let them speak for themselves.

I am Mirrorlight--rainbow planet traveling in the Endless Seas. Long ago I was born of my Rainbow Sun. As she cooled, she threw off part of herself. Then Naldar the Hospital and Cosmic the Creator reached down and took the pieces of the sun: her blood, her tears, her flesh; took them and fashioned a world. They then fashioned two people, the Clay Mother and the Thunder Father, and gave them charge over the newborn world.

Three sons they had: the lord of fire, the lord of water, and the lord of air, and one daughter, Nova, the lady of the land. Now Terron, ruler of the worlds above the world, the lord of air, was content to live on his clouds above the world; but the lords of Fire and Water grew hateful of each other and abused their powers.

Now did Clay Woman make from the lady of the land, her daughter Nova, people made of clay, and she breathed life into them and gave them to Nova to people the lands.

Now did the lord of fire take up his flaming sword and go against the lord of the sea with his dripping trident and flowing beard. Then did the sea boil and the land burn until there were none living there, and Nova cried out at the murder of her children.

At this did Clay Woman and Thunder Father send for Naldar the Hospital and his brother Cosmic the Creator to put an end to this wrong. The twin creation gods rebuked the lord of fire and water and sent them back to their dominion.

"Never again shall you interact to destroy the land. The good lord of air, Terron, who did no harm, will remain free in the cloudy world of his domain, but you two who have murdered your sister's children shall remain in her dominion, limited by it and confined within its borders."

Clay Woman picked up the pieces of the clay people and made another clay man, and he was called Pax, for peace was restored in his time. But he did not live, for part of him was missing. Now the twin Creators when out upon the Endless Sea saw the Sons of Star Born and the Eldritch race, and from them they fashioned the missing part, and Pax lived. That part was his heart.

But there was no woman for Pax to marry, so the Thunder Father created a great ship and gave it the power to sail the Endless Sea, using his Thunder Bolts. He told Pax his son to seek races whose hearts were like his and loved the peace to which he was born; to seek wives from them and learn of their knowledge. So Pax went out in his ship of light and learned of the ways of many races. Many wives he had, including many demi-goddesses. His seed was scattered over the Endless Sea, and his children paid the debt to those who had fashioned his heart, so that he might live. One of his seed was Mondo whose sisters Alean and Leona married the descendants of the Star Born and Eldritch Race. When they fled to the stars, the sons of Leona and Alean began the long journey to gather together the seed of Pax and return to Mirrorlight.

They, my sons, have come to me to bring into being the many races who inherited my world. The long sleep was over, and myself and my two children, my satellites, would host many nations; all due to Pax and his debt to those who had given him his heart.

So shall unfold the tales of world who was bridge between many races, for numerous and strange were the races of Mirrorlight, the sons of Nimord the man created from the Star Born races; some were known for their maind and exotic beauty, sons of Leona and her mighty mate. Those of the Eldritch Races, sons of Alean and her fair husband, and those saved by Marion the daughter-in-law of Noah from the Flood that came. Now those born of her blood line who came with their mythos brothers and sisters remember the Nexus that had been opened to save the creators, not man, from the flood, for they had committed no wrong.

One of theses was Bronze Dragon King, he who built the City of Bronze Dragon King; he dreamed a dream of a city called the Golden Globe, which would trade with many worlds, many nexi. Adventurers and traders would bring tales of many worlds and the knowledge and ways of many peoples. He built the City that was to be his Tomb; he built the Trading City, his monument; he built the Golden Globe and commissioned his ships built as were those of Pax and Mondo had been, to sail the Nexus in search of wonder.

And this king, this trader and friend of dragons, who was said to have ridden to his weddings on the back of the Platinum Dragon, king of all the dragon kinds, built the Palace of the Dancing Doll. Even to inanimate things he gave life, as a monument to his great love for Ninja Dancing Girl.

As time will allow, more tales of the Mirrorlight and her people, of the fabulous Bronze Dragon King, of his Tomb City and his Trading City, and the Palace of the Dancing Doll he built from living rock; these tales will be unfolded.

More stories of wonder and adventure to follow next time...

Comments on last TLOC:

Ken Pick, is not the words Battle Magic interchangeable with the ones Power Ritual? A Shaman is called to his calling by an Allied Spirit whom he generally gets during a purification ritual.

Diana Myers, you might try grouping colors under the 12 signs of the Zodiac and under the four elements. If you take 12 hours to figure out what disease, injury or poisons have happened aren't you a bit too late? When a Cleric knows his Wisdom is weak, isn't he going to get the idea he is not going to make fourth level spells under your system? Otherwise very good work.

Kay Shapero, very good work. On the Para-cleric it has been suggested that the brevet on cure and neutralizing poison be up to the DM.

Charlie Luce, interesting point about mages using voice, Clerics using prayer and illusionists using hands. Illusionists should tell their party what they are doing so that they will have a save against the spell and roll for disbelief.

Mike Gunderloy, interesting zine. Did you name the mancy used to divine by the throwing of bones that was used in the German rites and throwing of coins like used in the I Ching?

I remember a lot of excitement in a MIT dungeon over a jock strap which gave you a rash but also gave you a better chance of fathering a male child. Usable only by males, of course.

Wouldn't the war hammer be purified by fire without harming it? I am surprised that the Dwarf's party did not get him, he was more dangerous than the Beholder.

Steve Perrin, good Alchemist rules--Runequest is not the only game which needs such rules.

Deanna Sue White, very lovely and well spoken.

For anyone who is interested, Cosmic the Creator and Naldor the Hospital are from Scott Rich's Midgard Ltd.

Peggy

A SHORT COMMENTZINE FROM THE ONE-EYED MYSTIC

by Charlie Luce

NICOLAS CHAOSLORD: Those Illusionists are showing themselves to be far too potent (yours, not mine). While amusing to hit a party with in a non-serious encounter, they seems to be able to deal with any party they wish to when run intelligently (and aggressively). Have you done any modification since the write-up appeared?

DIANA MYERS: I enjoy your Color Magic very much, though having to relevel each mage that comes into Witch World can be irritating. How is the expansion work coming along? Are the rules for improvisation worked out enough to publish?

KAY: An all around excellent zine for the campaign referee--lots of lore to spice thing up, and beasties to fill in the gaps in the wilderness. Well met!

PEGGY: I have done some work on exotic species' reproduction. Which ones did you have in mind?

ILLUSIONISTS: The duration is for those feared, as the standard Mage spell.

DEANNA: Next, please?

Next time maybe even a real zine--OK?

Charlie L.

TODAY WE CHOOSE... #1

By Kim Beattie, 2514 Fair Oaks Blvd #203, Sacramento, CA 95828

SPACE QUEST: Screens and Armor

Overall, SQ is a good system. But like any system it has its problems. The biggest problem that I see is that of screens and armor.

Screens and Armor, in theory anyway, are supposed to protect you. Screens and armor in SQ hardly give any protection at all. For example. Power armor generates, on the average, 10.5 points of screen. A blaster, on beam setting, does 14 points of penetration, on the average. So, on the average, there will be 3.5 points of penetration. Times a damage factor of 10, and we have 35 points of damage. An average 1st level warrior (human or Trilax) has 28 hit points. (Average vitality of $10.5 \times 2 + 7 = 28$). One shot and he's dead. Some protection. Remember the blaster gets two shots. If the first hit doesn't kill him, the second will for sure. Let's go one step further. Power armor comes equipped with a blast rifle. On beam setting the B-rifle does, on the average, 21 points of penetration damage vs power armor. $(21 - 10.5)10 = 105$ points of damage. That's the equivalent of a 12th level warrior ($((10.5)(2) + (12)(7)) = 105$ HP for an average 12th level warrior).

It's my feeling that PCs and NPCs alike could do with a little more protection. I've come up with some ideas and I present them for your interest and amusement. Comments and suggestions will be appreciated.

1) Use a d8 instead of d6 when rolling for armor and screens. Continue using a d6 for penetration and damage. This will help somewhat, particularly on the lower end. Using this method a blaster does an average 14 points penetration vs an average power armor screen of 13.5 for an average penetration of .5 or 5 points of damage. The blast rifle still does a lot of damage, however, 75 points. About equal to a 7th level warrior (on the average).

2) Upgrade screen and armor. It seems to me, that screen and armor would be designed to counter whatever weapons were most often used. With this in mind, power armor should be able to stop most of what its going to come up against. Since a blast rifle does 6 dice of penetration, let's give power armor 6 dice of screen. And 6 dice of armor to stop AP missiles and the like.

Type	Screens	Armor
Power Armor	6 dice (d6)	6 dice (d6)
Dualevel Screen	4 " "	--
Monolevel Screen	2 " "	--
Q-screen Harness	6 " "	2 dice (d6)
Macroplast Armor	--	2 " "
Space Armor	--	2 " "
Combat Space Armor	--	4 " "

This may make battles a little longer, but it's more reasonable, I think. Battles become more than a quick draw duel.

3) The "steady state" theory. Having screens that generate a variable amount of protection doesn't seem to be such a good idea. You could never really depend on them. Screens "should" generate a constant amount of protection.

Type	Amount of P points absorbed
Monolevel Screen	25
Dualevel Screen	50
Q-screen Harness	75
Power Armor	75

Each type of screen can absorb so much penetration energy before overloading and failing. This is cumulative. No penetration energy gets through the

screen until the screen reaches its overload point. After this point is reached all energy gets through to do damage. The screen unit should have a chance to recover from the effects of absorbing energy. Every 20 mt (a GAL-minute) that the screen has not been under attack 10 points are recovered. Or it might only be recovered when the suit or belt gets a new charge. At any rate, once the screen is "breached" it is lost and can't generate any more screen until repaired, replaced or recharged.

This method is more predictable, and it reminds me of E.E. Doc Smith's space battles. As screens took more and more damage, they changed color through the spectrum until they went black and collapsed.

4) This last idea is an "exotic". (Its borrowed from Dune by Frank Herbert.) A screen-shield stops all projectile weapons of any type with no harm to the wearer. An energy attack of any type (be it an energy projector like a blaster, or a handweapon like a luxblade, or gamma mace) that contacts the screen-shield will result in an explosion equal in force to a 1 ERG Crystal explosion. The only weapons that can penetrate the screen-shield are the non-energy hand weapons.

This idea does away with armor completely. It also reduces the combatants to using swords, maces, etc. in most fighting situations. A nice twist.

If any of these alternatives are used (especially the last one!) some of the monsters will have to be redesigned to fit into the new scheme of things.

Personally, I like the second idea because it's effective and is still basically the same system used in the rules. But I think #4 would be fun to play around with also.

Who am I? I'm currently attending school here in Sacramento at CSUS. I've been interested in FRP since '73 or '74. I haven't played much in the last couple of years due to lack of people to do it with. (I'm very shy). For Fantasy RP I prefer RUNEQUEST, but will play anything. I like SPACEQUEST more than I like TRAVELLER, and I'm just getting into BUSHIDO which looks really good. By the way, just to avoid confusion, I'm male.

I'm a Roger Zelazny fan and I read lots of fantasy and science fiction (probably more than I should considering I'm a student). I hope to contribute to TLOC on a regular basis, but only if I have something to share.

Enough of me for now. Time to wrap this up. One last comment. How many of you have read the Well of Souls books by Jack Chalker? Wouldn't that make a perfect FRP world? With high-tech hexes, and low-tech hexes, and magic you could use it for the background of any type of game you wanted, and include anything you wanted. I wonder if Chalker FRPs, or has even heard about it.

That's all for now, or until midnight at the well of souls.

ANNOUNCING

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WITCH WORLD * ALL THE COLORS OF MAGIC

Diana Myers 3532 Mentone #2 LA., CA. 90034

Other Magic Using character classes are adaptable to the Color Magic system. Druids use the same principles and spells as Color Mages do but are limited to Green, Brown, Indigo, and Gold. The exception is (of course) the Raise Dead. Some character classes use more than one color at first level, however only limited portions of these colors are useable and the character can never use the other portions of those colors, nor can they ever use any other colors. They are essentially specialists. However no specialist bonus is allowed. The only bonus is being able to start with more than one color at low levels. The Illusionist character class uses portions of Silver, Blue, and Yellow Magics. Silver Magic includes visual, tactile, and taste illusions, but does not include Moon Magic, lycantropes, the Metal Silver, sleep, or dreams. Blue Magic includes sonic, scent, and some telepathic illusions but does not include air, wind, sonic damage spells, birds and other flying creatures, ESP, perceptive psi talents, etc. Yellow Magic includes the misdirections, the nondetections, and other similar effects, but does not include magic resistance, magic turning, reflections, inversions, and protections, etc. The WERE-RIDERS are fighter-illusionists whose Silver Magic includes Moon Magic, the Metal Silver, and lycanthrope related spells (since they ARE weres). Alchemists use portions of Green and Copper Magic. Green Magic includes herbal alchemy, organic chemistry, detect/analyze plants and plant based substances, etc. but does not include the growth plant, speak with plant, control plant, or magical healing effects. Copper Magic includes chemical alchemy, inorganic chemistry, enchanting of potions, detect/analyze minerals, etc. but does not include mining, metallurgy, smithcraft skills, or the making and enchanting of magic weapons and items. Bardic Types use Magical Blue, Clerical Blue, and Orange Magics. Magical Blue includes all sonic damage spells, sonic illusions, speak languages, and all other basically sonic effects. Because a Bard is a performer and needs to be sensitive to his/her audience (whatever it is), the Magical Blue also includes empathy, telepathy, ESP, clairaudience, and most detect spells. Magical Blue does not include control of birds, wind, etc. Clerical Blue includes blesses and damns, speak with animals (no control implied), Circles of Protection and Binding, and Remove Curse, but does not include Wisdom/Foolishness, Create Water/Food, Quest, Commune, Word of Recall, Find the Path, Wind Walk, or any of the Clerical Symbols. Orange Magic includes the suggestion and charm-like spells, but does not include the Thief Skills, treasure evaluation, dexterity or self-confidence spells. Another Magic Using subclass I have generated is the Mage - Beast Master (not the same as the Beast Master class previously written up in Alarums and Excursions). This class has the same E.P. requirements and number of spells as the regular Color Mage. They use portions of Blue, Brown, Grey, and Black Magics. Blue Magic includes birds and other flying creatures, but does not include sonic damage spells, sonic illusion spells, wind or air magic, or perceptive psi (with the exception of animal empathy and animal telepathy). Brown Magic includes mammals, reptiles, and other ground and underground creatures, hunting and tracking spells, but not spells that deal with the earth itself. Grey Magic includes amphibians, fish, and other water creatures, but not fog, clouds, rain, or water spells. Black includes insects, arachnids and similar creatures but does not include any of the Magic dealing with death and unlife. There is a subclass of mage called the Artificer, who can enchant from first level but uses no 'combat' magic. This, in my system would be simply a Color Mage who is specializing in Copper Magic only and would get the bonuses I have previously described for specializing. There have been a large number of Esper/Psychic/Psionist classes written up. Because the Witch World Color Magic system is based on the assumption that Magis IS Psi, this type of class is irrelevant to this system.

FIFTH LEVEL CONTINUED

(clerical spells continued from my last zine)

Constitution III

Range=3", Affects 1 entity, Duration 9 days

Adds 3 points of Constitution to life forms.

Subtracts 3 points of Constitution from unlife.

Debilitation II

Range=3", Affects 1 entity, Duration 9 days

Subtracts 3 points of Constitution from life forms.

Adds 3 points of Constitution to unlife.

Regeneration I

Range=3". Affects 1 entity

Regenerates minor limbs, partly severed limbs, external features, etc

Rejoins totally severed limbs if replaced within constitution of victim minutes. Does not regenerate Germ Plasma, internal organs, or brain tissue.

It takes 2 weeks before the process is complete and the affected limb is usable. OR This spell will cancel Degenerate I.

Acts as Regenerate I to unlife.

Degenerate I

Range=", Affects 1 entity

Degenerates Minor limbs, external features, etc. Caster specifies. It takes 2 weeks for the process to be completed. During the first week the affected region becomes gradually weaker and weaker. During the second week the affected area degenerates away. Since the victim takes no damage to Hit Points, it may be some time before he/she/it notices anything wrong. OR

This spell will cancel Regenerate I.

Acts as Regenerate I to unlife.

SIXTH LEVEL

Cure VI

Range=3". Affects 1 entity

Cures 16d6+16 points of damage to life forms.

Causes 16d6 points of damage to unlife.

Uncure VI

Range=3", Affects 1 entity

Causes 16d6 points of damage to life forms.

Cures 16d6 +16 points of damage to unlife.

Regeneration II

Range=3", Affects 1 entity

Regenerates Major limbs, Internal Organs, Brain tissue, Germ plasma, etc.

It takes 2 weeks before the process is complete and the affected area is usable. (In the first week the tissue grows back. In the second week the

muscle tissues become stronger and the nerves reestablish coordination.

This also applies to Regeneration I, above.) OR This spell acts like

Regeneration I, but only takes 2 days for the process to be completed.

OR This spell will cancel Degeneration II. OR This spell will cancel a

Degenerate I and act as a regular Regeneration I. OR This spe

Acts as Degenerate II to unlife.

Degeneration II

Range=3", Affect 1 entity

Degenerates Major limbs, Internal Organs, etc. It is the opposite of

Regeneration II, above. See also, Degeneration I above.

Acts as Regeneration II to unlife.

SEVENTH LEVEL

Cure VII

Range=3", Affects 1 entity

Cures 22d6 +22 points of damage to life forms.

Causes 22d6 points of damage to unlife.

Uncure VII

Range=3", Affects 1 entity

Causes 22d6 points of damage to life forms.

Cures 22d6 +22 points of damage to unlife.

Constitution IV

Range=3", Affects 1 entity, Duration 16 days

Adds 4 point of Constitution to life forms.

Subtracts 4 points of Constitution from unlife.

Debilitation IV

Range=3", Affects 1 entity, Duration 16 days

Subtracts 4 points of Constitution from life forms.

Adds 4 points of Constitution to unlife.

SEVENTH LEVEL CONTINUED

Regeneration III Range=3", Affects one entity,
Regenerates anything instantly.
Degeneration III Range=3", Affects 1 entity
Degenerates anything instantly, caster specifies location.
Symbol of Stunning
Stuns 150 level points.

CLERICAL PRAYERS

BLUE MAGIC

FIRST LEVEL

Detect Magic Range=6", Duration 20 mins.
Standard
Detect Evil Range=12", duration 1 hour
Standard
Detect Good Range=12", Duration 1 hour
As above.
Detect Curse Range=6", Duration 20 mins.
Detects the presence of a curse on being or object.
Blessing I Range=3", Duration 3 hours, Affects 1 entity
+1 to hit, +1 to saves, does not stack with other bless type spells.
OR Cancels Damning I. OR Cancels a Damn I on one entity.
Damning I Range=3", Duration 3 hours, Affects 1 entity
-1 to hit, -1 to saves, does not stack with other damns.
OR Cancels blessing I. OR Cancels Bless I on one entity.
Wisdom I Range=3", Duration 1 day, Affects 1 entity
+1 to wisdom, not stackable with other wisdom spells or devices.
("God grant me the wisdom to be a better cleric....."), etc.
Foolishness I Range=3", Duration 1 day, Affects 1 entity
-1 to wisdom, NS(Not Stackable with other spells or effects of the same type)

SECOND LEVEL

Circle of Protection I Range=adjacent, Duration 3 hours, Radius 1 meter
A stationary circle which may shield up to 3 mansized beings from those of opposite alignment or unfriendly intent. Such beings cannot cross over the perimeter of the circle. There is effectively a wall of force that will prevent any hand/claw/tentacle from passing through. If someone in the circle hits someone/thing outside the circle with, melee weapon, missile weapon, or magic, then that someone/thing has an opportunity to try to enter the circle by making a saving throw when he/she/it reaches the circle.
Circle of Binding I Range=3", Duration 3 hours, Radius 1 meter
A stationary circle which imprisons up to 3 mansized beings (or 1 very large being, provided it fits in the circle) of opposite alignment or unfriendly intent. If someone outside strikes the imprisoned one with a melee weapon, missile weapon, or magic then the one inside has an opportunity to escape, one chance per hit. The prisoner must make a saving throw to escape. The victim, of course, gets a saving throw when the circle is first attempted to be broken if it was effective.
Bless I Range=3", Duration 1 hour, Affect 20 entities
+1 to hit, +1 to save, NS (standard)
Damn I Range=3", Duration 1 hour, Affects 20 entities
-1 to hit, -1 to saves, NS
Find Traps Range=3", Duration 20 mins.
Standard

SECOND LEVEL CONTINUED

Speak Languages Range=3", Duration 1 day, Affects 1 entity
 Recipient may speak one language. It is necessary the the recipient hear some words of the desired language before he/she may speak it. (per The Leewit)

Speak with Animals Range=3", Duration 1 hour, Affects caster only
 Standard

Silence Radius=5 meters
 Standard

THIRD LEVEL

Locate Object Range=9' + 1 /Level of Caster, Duration until found
 Standard

Remove Curse Range=3", Affects 1 Curse
 Standard

Blessing II Range=3", Duration 9 hours, Affects 1 entity
 +2 to Hit, +2 to Saves

Damning II Range=3", Duration 9 hours, Affects 1 entity
 -2 to Hit, -2 to Saves

Wisdom II Range=3", Duration 4 days, Affects 1 entity
 +2 to Wisdom

Foolishness II Range=3", Duration 4 days, Affects 1 entity
 -2 to Wisdom

FOURTH LEVEL

Circle of Protection II Range=adjacent, Duration 9 hours, Radius 3 meters
 As Circle of Protection I, but may protect up to 27 man-sized beings
 It may protect larger than mansized beings, but such a being equals several mansized beings. A mule or light horse = 3MSB, a medium horse = 4MSB, and a heavy horse = 5MSB.

Circle of Binding II Range=3", Duration 9 hours, Radius 3 meters
 As Circle of Binding I, but may imprison 27 mansized beings. (Also see Circle of Protection II above.)

Bless II Range=3", Duration 2 hours, Affects up to 40 entities
 Standard bless times 2.

Damn II Range=3", Duration 2 hours, Affects up to 40 entities
 Standard damn times 2

Speak to Plants Range=3", Duration 1 hour, Affects caster only
 Standard

Create Water Standard

FIFTH LEVEL

Commune Standard

Quest Standard

Create Food Standard

Blessing III Range=3", Duration 27 hours, Affects 1 entity
 +3 to Hit, +3 to Saves

Damning III Range=3", Duration 27 hours, Affects 1 entity
 -3 to Hit, -3 to Saves

Wisdom III Range=3", Duration 9 days, Affects 1 entity
 +3 to Wisdom

FIFTH LEVEL CONTINUED

- Foolishness III** Range=3", Duration 9 days, Affects 1 entity
 -3 to Wisdom
Dispel Evil Radius 3"
 Dispel Evil Clerical spells and sendings. This does not dispel the soul of a lich or any other self-motivated undead out of its body, any more than a Dispel Good will separate the soul of life form from its body. It requires an Exorcise to Dispel a Possession.
Dispel Good Radius 3"
 Dispel Good Clerical spells or sendings.
Exorcise I Range= adjacent
 Forces a ghost, dybbuk, or lesser Demon out of a body that it has Possessed. Once forced out of the body, the ghost, dybbuk, or lesser Demon can never return to it. The chance of success of the spell is as a Dispel Magic, with the cleric's level versus the level of the ghost, dybbuk, or lesser demon.

SIXTH LEVEL

- Circle of Protection III** Range= adjacent, Duration 27 hours, Radius 9 meters
 As Circles of Protection I and II but may protect up to 253 man-sized beings.
Circle of Binding III Range=3", Duration 27 hours, Radius 9 meters
 As Circle of Binding I and II, but may imprison up to 253 man sized beings.
Bless III Range=3, Duration 3 hours, Affects up to 60 entities
 Standard Bless times 3
Damn III Range=3", Duration 3 hours, Affects up to 60 entities
 Damn I times 3
Find the Path
 Standard
Speak with Monsters Range=3", Duration 1 hour, Affects caster only
 Standard
Word of Recall
 Standard
Exorcise II Range= adjacent
 As Exorcise I, but affects greater Demons. If you use this spell versus ghosts, dybbuks, and lesser Demons, there is a 20 percent less chance that the spell will fail.

SEVENTH LEVEL

- Blessing IV** Range=3", Duration 81 hours, Affects one entity
 +4 to Hit, +4 to Saves
Damning IV Range=3", Duration 81 hours, Affects 1 entity
 -4 to Hit, -4 to Saves
Wisdom IV Range=3", Duration 16 days, Affects 1 entity
 +4 to Wisdom
Foolishness IV Range=3", Duration 16 days, Affects 1 entity
 -4 to Wisdom
Find Talk
 Standard
Exorcise III Range= adjacent
 As Exorcise I, but affect GREATER DEMONS and NAMED DEMONS. If you use this spell versus ghosts, dybbuks, lesser demons the chance of failure is 40 percent less than Exorcise I. If you use this spell versus greater Demons, the chance of failure is 20 percent less than Exorcise II.
Symbol of Protection
 No one of opposite alignment or hostile intent may pass by this symbol. The entity concerned will be warned off. If the entity ignores the warn off, then he/she/it will be disintegrated.