

May No. 5



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1978

# THE LORDS OF CHAOS

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

**DEADLINE FOR ISSUE NUMBER SIX: 1 October 1978 for zines not needing to be typed, 25 September for those needing to be typed.**

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Apologies to one and all who had to wait far too long for this issue of TLOC to appear. In my defence I can only say that, what with moving to Los Angeles, finding a new job, finding a new house, and getting married, it has been a somewhat hectic few months. Ghu and the ink spitting mimeo willing, there will be no further such delays in the publishing schedual.

## CONVENTIONS OF INTEREST TO THE FBP OR D&D GAMER.

POLYCON: An SF and Fantasy convention being held at Cal Poly Pomona, with films and gaming, costume competition, D&D, panel discussions, celebrity speakers, dealers, etc. The SCA (Society for Creative Anachronism) will present a demonstration of the Art of Medieval Sword Fighting. 16 rooms available for D&D on a 24 hour basis. Also, an art show will be held. OCTOBER ISSUE OF TLOC WILL BE COLLATED AND DISTRIBUTED AT THE CON. OCTOBER 6-8, 1978, Cal Poly, Pomona. For further information, write to the Cal Poly SF Club, 3801 W. Temple Ave., Pomona, Ca. 91768. Membership is \$7.50 now, \$10 at the door. (Students with valid student ID will receive a \$2.50 discount at the door).

PACIFIC ENCOUNTERS<sup>TM</sup> 1978 (formerly GenConWest): Miniatures, boardgames, tournaments, D&D, Manufacturers' displays, lectures. September 2-4 1978 at the Villa Hotel in San Mateo, Ca. Write for info to:

Pacific Encounters 78

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OPERATION: CHAOS #17

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Well, after a perilous wilderness adventure, the mad Russian is back in business. Apologies to one and all for the delay in getting the zine out, but moving and starting out in a new job made it sadly necessary to postpone the leggy old magazine ever so slightly.

Last issue, I presented my critical hit system. Now, to complete the project, my funble tables:

When a natural 1 is rolled, roll again on D20--if the result is a roll that would normally have been a miss on the given target, a fumble has resulted, and decimal dice are rolled and the result read off the following table:

01-08	Weapon twists in hand	Make dexterity roll or reduce hit probability in half (or hit at 6, whichever is worse) on next blow this melee
09-16	Wild blow	Reroll for others (friendly or enemy) adjacent and within range of weapon
17-24	Weapon arm strained	All blows will do $\frac{1}{2}$ damage for 1D6+1 melee rounds (if hit). Do $\frac{1}{2}$ damage Do $\frac{1}{2}$ damage
25-32	Hit nearest ally	Do normal damage
33-40	Hit self	Do normal damage
41-48	Hit nearest ally	Make dexterity roll or fall down
49-55	Hit self	Fall down
56-62	Stumble	Both must make dexterity roll or fall
63-69	Lose footing	Fumbler falls down, ally must make $\frac{1}{2}$ normal dexterity roll or fall down
70-76	Collide with nearest ally	Take $\frac{1}{2}$ damage and lose use of limb until cure serious done.
77-83	Lose footing and collide with nearest ally	Weapon lost, roll 4D6 for number of feet weapon thrown.
84-89	Muscle pull in weapon arm	Torso or arm hit only--roll on critical hit table in issue #4
90-93	Lose weapon	Reroll on critical hit table in issue #4
94-96	Critical hit nearest ally	Reroll on critical hit table in issue #4
97-98	Critical hit nearest ally	*****
99-00	Critical hit self	*****

THE MATHEMATICAL DRAGON: or, everything you never wanted to know about the old worms...

For more than a little while, I have been more than slightly annoyed at what "the rules" did to dragons. I have never felt happy with the idea of a creature that some have pictured as being the size of a small house hitting with the same damage as a dagger blow.

For a while, I toyed with using Charlie Luce's monster system--it being ready made, and fairly reasonably well done. But at the time, Charlie's system involved very irregular jumps in both power, hit dice.(not to mention experience).

And, being something of a mad number cruncher, I finally came up with a system for Ye olde Worms.

In HellsGate/StormGate Universe, the physical strength of a dragon is ~~part~~ a function of size.. And the size of a dragon is a function of two variables: (1) the number of hit points the dragon has, and (2) the number of hit dice the given dragon type has at maturity. (Number of hit dice at maturity is equal to the "book" value for number of hits dice for a dragon of the specified variety.)

Given that the number of hit points of the dragon is HP, and the number of hit dice at maturity is HDM, the size from nose to tailtip of the dragon is given by the formula following:

$$\text{Size} = \text{HDM} * ((\text{HP}/\text{HDM})^{(1/3)})$$

Thus, if we have two gold dragons, one twice the size of the other, and both of the same body type (eg both small Golds), then the larger of the two can be expected to have approximately eight times the number of hit points of the smaller. If one is correlating mass and hitpoints (a not unreasonable procedure in this particular case) the result works out quite nicely. And, given the nose to tail tip distance, other figures follow from the following relations:

$$\text{Height at shoulder} = 0.65 * \text{nose to tail tip}$$

$$\text{Wingspan (fully extended)} = 1.5 * \text{nose to tail tip}$$

$$\text{Width (wings folded)} = 0.35 * \text{nose to tail tip}$$

These values are,at least in part, by the body size ratios developed by Charlie Luce. I cannot find his values around anywhere, so I cannot determine how close we came to each other (or whether I have unconsciously copied his figure or not).

Given that the nose to tail tip size of the dragon has been determined, the damage from his/her/its various attacks is determined by consulting the following chart:

<u>Size Range</u>	<u>Description</u>	<u>Bite &amp; Tail blow</u>	<u>Claw blow</u>
up to 4.8'	Hobbit sized	1D3	1
4.8+ to 7.3'	Man sized	1D6	1D3
7.3+ to 10.5'	Ogre sized	1D10	1D5
10.5+ to 13.5'	Hill Giant sized	2D8	1D8
13.5+ to 16.5'	Stone Giant sized	3D6	1D10
16.5+ to 19'	Frost Giant sized	4D6	2D6
19+ to 21'	Fire Giant sized	5D6	2D8
21+ to 23'	Cloud Giant sized	6D6	3D6
23+ to 25.5'	Storm Giant sized	7D6	3D8
25.5+ to 28.5'	Ice Giant sized*	8D6	4D6
28.5+ to 33'+	Hell Giant sized*	9D6	4D8

\*--both Ice giants and Hell giants are local creations. Their descriptions will appear (hopefully) in the next issue of TLOC.

Note: The sizes of some of the giants given differ from those given in the first three book set + Greyhawk.

NB: Dragons get two claw attacks, one bite, and one tail bash EACH MELEE ROUND.

## Dragon Breath Weapons

I have, in addition to my other changes to dragons, altered the old three breaths per day rule. And, being something of a fanatic on spell point systems for magic, I decided to design something similar for dragon breath activity limits. (Please note--this only works as described for damage causing breaths like fire, acid, cold, etc. For breaths that cause confusion, slow, etc., somewhat different methods must be used.)

For dragons with damage causing breaths, the number of breath points expended in a given breath is just the maximum damage rolled (thus in the case of a 10 HD dragon breathing 10D6 of fire and the 10D6 roll coming to 37, the breath would cost the dragon 37 breath points). A dragon whose breath is a strict damage causing breath (acid, cold, fire, or lightning for example) may roll any number of D6 (up to the number of hit dice the dragon currently has) to determine the strength of the breath. Should the number of pips rolled result in a higher breath point cost than the remaining number of breath points the dragon has, the power of the breath is reduced to the power level corresponding to the remaining breath points. Dragon breath points are calculated as follows:

$$\text{Breath Points} = (\text{Constitution}/10.5) * (\text{Hit Points}/\text{Expected Hit Points at this level}) * (\text{Hit Dice at Maturity}/2) * (\text{Hit Dice} * 3.5)$$

Thus an average dragon of 10HD body type (as many Golds) can expect to breath roughly five times before expending all breath points. (Please note that fractions are rounded down after the above calculation is performed, so that a dragon never has fractional breath points left over.) Breath points are regenerated at a rate of 1% per hour (rest or no rest, the rate remains the same).

For dragons with non-damage causing breaths, the number of breaths allowed is  $(\text{Con}/10.5) * (\text{HP}/\text{Expected HP}) * (\text{HDM}/2)$  rounding fractions down. Breaths are regenerated in this case at a rate of  $\frac{1}{4}$  this value per day (keep track of fractions, but "fractional" breaths are not allowed).

## Dragons as Player Characters

As has been noted by numerous writers here and elsewhere, one of the more important features of a new character class/allowable player character species is balance. And I have taken this to mean that the experience points required to go up levels should have some relation to the power of the being at the given level.

I have developed a reasonably simple system, which works fairly well on the cases tested, for determining the ep requirements.

In the case of dragons, the system works as follows:

(1) First the Hit Dice at Maturity is determined for the given dragon (this can be looked up in the original rules, or in the write up of the dragon type in whatever zine it first appeared). This determines how fast the dragon will grow in size with increased hit points, and how large he will become--and thus how much damage his claws, tail, and bite will do in melee.

(2) Next, determine the expected damage vs an Armor Class 2 fighter of level equal to HDM (hit dice at maturity) of the dragon in question. Assume expected rolls for hit points of the dragon in order to determine precisely the damage expected per blow. Also assume the dragon breaths.

(2) Assume further that the dragon will breath for the maximum number of dice permissible, though expected damage only on the dice rolled (remembering to modify the expected damage for breath weapon to take into account the effect of saving throws).

(3) Compute the expected damage for a fighter of level equal to the hit dice at maturity against the AC 2 dragon (modify this AC if the dragon has a different armor class at maturity). Assume that the optimum weapon is chosen (usually the greatsword). Assume also that the fighter hit probabilities are graded evenly within combat classes (so that a 3rd level fighter hits a bit more often than a 2nd level fighter, who hits a bit more often than a 1st level fighter).

(4) Compute the ratio of the value computed in (2) to the value computed in (3). This is the initial multiplier factor (IMF).

(5) Take the experience required to reach the level indicated for the fighter used in step (3) and multiply this value by IMF, and determine the level of fighter that would have that number of experience points (retain fractions of levels at this stage).

(6) Determine the expected hit points of a fighter of the level computed in step (5) (retaining fractions) and calculate the ratio of this number to the expected hit points for the dragon at maturity... call this final correction factor FCF.

(7) Compute final multiplier factor  $FMF = IMF/FCF$

(8) The experience points for a dragon fighter to reach a certain level is now  $FMF$  times the experience points required for a human to reach that level of fighter. As dragons are mages as well in my universe (always) mage ep is then directly added on, and a dragon of level  $N$  becomes a mage of level  $N$  with all the powers that that would give him.

Now a few assumptions have been made in my calculations of the following charts. The most important of which is that fighters and mages (human ones, that is) only require 120k and 100k/level respectively after lord and wizard respectively. I also allow the dragons to continue going up in hit dice until they reach twice their hit dice at maturity. Also, I assume that the number of ep/level keeps doubling for dragons at least until they reach the level corresponding to their hit dice at maturity (in the fighter column at any rate). Move as per rules.

Experience Chart for  $HDM=4D8$ , AC 2 at maturity, Dragon

Level	Armor Class	HD	Breath Weapon max	EP (FM)	EP(MU/FM)
1	9	1D8	1D6	0	0
2	6	2D8	2D6	5300	7800
3	4	3D8	3D6	10600	15600
4	2	4D8	4D6	21200	31200
5	2	5D8	5D6	42500	62500
6	2+1	6D8	6D6	85000	120k
7	2+1	7D8	7D6	170k	220k
8	2+2	8D8	8D6	320k	395k
9	2+2	8D8+2	8D6	640k	740k

For each level above 9, add 2 pips per level. Fighter ep is +320k/level, MU/FM ep is 420k/level. Please remember that these figures are based on 120k per level for fighters, 100k per level for mages. Adjustments will be needed for other systems.

Note: on the remaining charts, I am only showing combined FM and MU experience. For straight fighter, subtract mage ep for the level.

Experience Chart for HDM=5D8, AC 2 at maturity, Dragon

Level	Armor Class	HD	Breath Weapon Max	Experience Points
1	9	1D8	1D6	0
2	7	2D8	2D6	10800
3	5	3D8	3D6	21500
4	3	4D8	4D6	43k
5	2	5D8	5D6	86k
6	2	6D8	6D6	167k
7	2+1	7D8	7D6	315k
8	2+1	8D8	8D6	570k
9	2+2	9D8	9D6	1090k
10	2+2	10D8	10D6	1585k

+2 pips per level above 10th, +595k ep/level above 10th.

Experience Chart for HDM=6D8, AC 2 at maturity, Dragon

Level	Armor Class	HD	Breath Weapon Max	Experience Points
1	9	1D8	1D6	0
2	7	2D8	2D6	10900
3	5	3D8	3D6	21800
4	4	4D8	4D6	43500
5	3	5D8	5D6	87k
6	2	6D8	6D6	169k
7	2	7D8	7D6	318k
8	2+1	8D8	8D6	611k
9	2+1	9D8	9D6	1170k
10	2+2	10D8	10D6	1705k
11	2+2	11D8	11D6	2240k
12	2+3	12D8	12D6	2775k

For each level above 12, add 2 hit points per level. 635k additional per level.

Experience Chart for HDM=7D8, AC 2 at maturity, Dragon

Level	Armor Class	HD	Breath Weapon Max	Experience Points
1	9	1D8	1D6	0
2	7	2D8	2D6	12400
3	6	3D8	3D6	24900
4	5	4D8	4D6	50k
5	4	5D8	5D6	100k
6	3	6D8	6D6	195k
7	2	7D8	7D6	370k
8	2	8D8	8D6	670k
9	2+1	9D8	9D6	1300k
10	2+1	10D8	10D6	1895k
11	2+2	11D8	11D6	2490k
12	2+2	12D8	12D6	3085k
13	2+3	13D8	13D6	3680k
14	2+3	14D8	14D6	4275k

+2 pips per level, +695k per level above 14th.

## Experience Chart for HDM=8D8, AC 2 at maturity, Dragon

Level	Armor Class	HD	Breath Weapon Max	Experience Points
1	9	1D8	1D6	0
2	8	2D8	2D6	12900
3	7	3D8	3D6	25800
4	6	4D8	4D6	51700
5	5	5D8	5D6	103400
6	4	6D8	6D6	201800
7	3	7D8	7D6	383500
8	2	8D8	8D6	700000
9	2	9D8	9D6	1350k
10	2+1	10D8	10D6	1975k
11	2+1	11D8	11D6	2600k
12	2+2	12D8	12D6	3225k
13	2+2	13D8	13D6	3850k
14	2+3	14D8	14D6	4475k
15	2+3	15D8	15D6	5100k
16	2+4	16D8	16D6	5725k

+2 pips per level after 16th, +725k per level ep above 16th level.

## Experience Chart for HDM=9D8, AC 2 at maturity, Dragon

Level	Armor Class	HD	Breath Weapon Max	Experience Points
1	9	1D8	1D6	0
2	9	2D8	2D6	14600
3	8	3D8	3D6	29300
4	7	4D8	4D6	58300
5	6	5D8	5D6	117k
6	5	6D8	6D6	229k
7	4	7D8	7D6	438k
8	3	8D8	8D6	800k
9	2	9D8	9D6	1555k
10	2	10D8	10D6	2280k
11	2+1	11D8	11D6	3005k
12	2+1	12D8	12D6	3730k
13	2+2	13D8	13D6	4455k
14	2+2	14D8	14D6	5180k
15	2+3	15D8	15D6	5905k
16	2+3	16D8	16D6	6630k
17	2+4	17D8	17D6	7355k
18	2+4	18D8	18D6	8080k

+2 pips per level above 18th, +825k per level above 18th.

I realize at this point, that it might be helpful to show in detail how I worked out one of these charts.

A 10D8 HDM dragon is expected to be  $10 * ((4.53) * (1/3))$  feet in length, or approximately 16.55 feet from nose to tail tip. This slips into the Frost Giant size class, and assuming that all blows land, the expected damage from said blows is 42 points. A 10 hit die monster hits AC 2 on a 9, so there is a 60% hit probability, so the expected damage per melee round from physical melee weapons is 25.20 pips per melee round. The expected breath damage vs a 10th level fighter is 30.375 pips for a grand total of 55.75 pips per melee round.

Now a 10th level lord hits AC 2 on a 10 (assuming no bonus). As a 2 handed sword hits AC 2 at +1 and does 3D6 vs larger than man-sized targets (as a 16.5' dragon certainly is), his expected damage vs the dragon becomes  $10.5 * 0.60 = 6.3$  pips per melee round.

Thus the IMF is  $55.575 / 6.3$ , or approximately 8.8214. A tenth level fighter in StormGate Universe has 360k ep, so multiplying this value by the IMF we get 3175k ep, or the ep corresponding to that needed for a 33.46th level fighter, who expects to have approximately 89.699 hit points.

As the dragon expects to have 45.3 hit points at 10HD, this means that we have an FCF of approximately 1.9801.

End result---FMF=4.455.

Thus the ep. will be as follows:

Level	EP	Level	EP	Level	EP	Level	EP
1	0	6	178k	11	3320k	16	8.72M
2	14.1k	7	335k	12	4400k	17	9.80M
3	22.8k	8	610k	13	5480k	18	10.88M
4	45.6k	9	1169k	14	6560k	19	11.96M
5	91.3k	10	2240k	15	7640k	20	13.04M

And levels above 20th cost 1.18M.

Now of course, a certain discontinuity is noted---it is easier at first for the 10HDM dragon to advance than the 9HDM (due to the inclusion of the FCF factor in the determination of FMF). However, as the 10HDM dragon continues to double the fighter side ep until 10th (as opposed to 9th for the 9HDM dragon) this results in much slower development after full growth is reached. And, in my humble opinion, the greater time spent at lower armor class more than makes up for any slight jiggles in the system.

Armor Class progression for 10 HDM dragon is as follows:

level	1	2	3	4	5	6	7	8	9	10
Armor Class	9	9	8	8	7	6	5	4	3	2
Level	11	12	13	14	15	16	17	18	19	20
Armor Class	2	2+1	2+1	2+2	2+2	2+3	2+3	2+4	2+4	2+5

Hit dice and breath weapon max. go up at 1D8 and 1D6 respectively until 20th, and hit points increase at 2 pips per level thereafter, breath weapon maximum remaining the same thereafter.

## Experience Chart for 11HDM Dragon, AC 2.

Level	Armor Class	HD	Breath Weapon Max	Experience Points
1	9	1D8	1D6	0
2	9	2D8	2D6	10750
3	8	3D8	3D6	21500
4	8	4D8	4D6	38000
5	7	5D8	5D6	88000
6	7	6D8	6D6	167k
7	6	7D8	7D6	314k
8	5	8D8	8D6	570k
9	4	9D8	9D6	1.09M
10	3	10D8	10D6	2.08M
11	2	11D8	11D6	4.06M
12	2	12D8	12D6	6.14M
13	2+1	13D8	13D6	8.22M
14	2+1	14D8	14D6	10.30M
15	2+2	15D8	15D6	12.38M
16	2+2	16D8	16D6	14.46M
17	2+3	17D8	17D6	16.54M
18	2+3	18D8	18D6	18.62M
19	2+4	19D8	19D6	20.70M
20	2+4	20D8	20D6	22.78M
21	2+5	21D8	21D6	24.86M
22	2+5	22D8	22D6	26.94M

+2 hit points per level above 22nd, +2.18M/level above 22nd.

## Experience Chart for 12HDM AC 2 Dragon

Level	Armor Class	HD	Breath Weapon Max	Experience Points
1	9	1D8	1D6	0
2	9	2D8	2D6	10600
3	8	3D8	3D6	21100
4	8	4D8	4D6	42200
5	7	5D8	5D6	84400
6	7	6D8	6D6	164k
7	6	7D8	7D6	310k
8	6	8D8	8D6	560k
9	5	9D8	9D6	1100k
10	4	10D8	10D6	2200k
11	3	11D8	11D6	4.2M
12	2	12D8	12D6	8.1M
13	2	13D8	13D6	12.0M
14	2+1	14D8	14D6	15.9M
15	2+1	15D8	15D6	19.8M
16	2+2	16D8	16D6	23.7M
17	2+2	17D8	17D6	27.6M
18	2+3	18D8	18D6	31.5M
19	2+3	19D8	19D6	35.4M
20	2+4	20D8	20D6	39.3M
21	2+4	21D8	21D6	43.2M
22	2+5	22D8	22D6	47.1M
23	2+5	23D8	23D6	51M
24	2+6	24D8	24D6	54.9M

+2 pips per level above 24th, +4M/level above 24th.

OPERATION: CHAOS #18

A Personalzine by Nicolai Shapero for TLOC #5  
8886 Earhart Avenue, Los Angeles, Ca. 90045

213-641-3899 Do NOT call before 0900 or after 2200 hours local time

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Well, the beloved editor did it again. Not only did he type up his complete dragon system with a glitch included, but he ran the entire bloody thing off without noticing the goof. Oh well, such is life.

CORRECTION TO ERRORS IN OPERATION: CHAOS #17 FOLLOW:

Everywhere that the breath weapon of a dragon is indicated as doing a certain number of D6s in damage--replace this by D8s (same number of dice). Further, the number of breath point formula should read

BreathPoints=(Con/10.5)\*(Hit points/Expected Hit points)\*(HDM/2)\*  
(Hit Dice\*4.5)

Also note that with constitution bonuses figured in, the expected number of hit points is approximately 4.53 pips/level (as long as character is still in the level range to roll D8s for hit points).

Sigh...It has been a very long week.

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Magazines of possible interest to D&D/FRP gamers...

The Space Gamer...Prozine from METAGAMING PO BOX 15346, Austin, Texas 78761  
Bimonthly, subscription is \$8 for 1 year, \$15 for two. Subscribers get discounts on Metagaming products.

Wyrms Footnotes...Fanzine edited by Greg Stafford. Available from the Chaosium, PO BOX 6302, Albany, Ca. 94706. Irregular publishing schedual, minimum of 3 issues/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 undoubtedly invaluable zine to subscribe to for the Runequest fanatic. (49 pages)

Underworld Oracle...An offset fanzine available from Phil Alexander 113 Bruntsfeld Place, Edinburgh, Scotland or Lou Nisbet, 206 Morrison Street, Edinburgh, Scotland. 40p (+postage, presumably for out of UK subscribers) per issue. (27 pages)

Spellbound...An offset fanzine available from Carl Mueller, PO BOX 635, Stony Brook, NY 11790. Quarterly publication schedual. Subscriptions available for \$4/year (single issue is \$1). Last issue seen (#3) had 23 pages. Some very fine artwork in issue #3.

The Apprentice...a quarterly offset fanzine available from David Berman, 24 Seguin St., Ottawa, Ont. K1J 6P3, Canada...currently only in first issue (May 1978). Subscriptions available for \$5.50 for 6 issues in Canada and the US. (23 pages).

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

Alarums and Excursions...mimeo quasi-APA like TLOC in some ways, only much larger (160 pages). Available for \$1+postage/issue from Lee Gold, 2471 Oak St., Santa Monica, Ca. 90405

# Ye News from Nexus



Missive the Fourth; a TLOC-zine by:  
Ken Pick, 175 N. Poinsettia Ave., Monrovia, CA 91016

Greetings for the fourth time from the City Beyond the Edge. For this TLOC, I will present the first part of my Combat System--sequencing during the melee phase. The other parts will be published as they are playtested. But first, some miscellaneous tables and conventions from tal-Nexus:

First, I have abandoned the 18(percentile) notation for characteristics. Following the lead of the old Claremont group,  $18(01-50)=18$ ,  $18(51-75)=19$ ,  $18(76-90)=20$ ,  $18(91-99)=21$ , and  $18(00)=22$ . A characteristic of 23+ is totally superhuman (such as Giant Strength). This notation is more consistent, being a simple numeric progression; plus, it eases the running of Strength spells and the like.

A high characteristic also affects the maximum "top-out" level of Elves and Dwarves as described in the following table:

Prime Req	Elf Ftr	Elf Mage	Dwarf	$\frac{1}{2}$ -Elf Ftr/Mage
up to 16	4th	8th	6th	6th
17	5th	9th	7th	7th
18	6th	10th	8th	8th
19	7th	11th	9th	9th
20	8th	12th	10th	10th
21	9th	13th	11th	11th
22	10th	14th	12th	12th
23+	----	--unlimited--	----	----

In other words, if that Dwarven Prince coming at you is a 14th-level, you know damn well he's got at least Hill Giant strength. The only exception to the top-out rules are the Noldor (Great Elves) who are always unlimited in advancement.

In tal-Nexus, all characteristics of 18 make the percentile roll, resulting in a range of 3-22. Ken (jive Clive) Rowland, an excellent though unconventional local DM, adds that characteristics of 3 should also be percentiled to even things up on the low end, but I haven't yet found the right distribution.

An aside on Elves: In tal-Nexus, an Elven Mage (not a Fighter/Mage) may wear magic armor and use magic weapons, but is permanently 1st-level with the weapons in melee.

Because of the superior characteristics of certain nonhumans, I have moved to the racial-roll method of determining race. My system is to first roll 2D6; 2-8 means human, 9-12 roll 2D6 again; this time 2-8 means a standard nonhuman--Elf, Dwarf,

Hobbit, Melnibonean, Half-bloods of these, or Lycanthropes; 9-12 any other non-human. This system is based on one Wayne Shaw used in his Traveller campaign.

TAL-NEXUS COMBAT SYSTEM  
Part 1--Sequencing

This system was created in the aftermath of a Temporalana run at OrcCon, but elements of it may be traced back to the Perrin Conventions, Caltech, and the private combat system of Phil MacNamee, 7-year SCA veteran and resident Shai Dorsai.

A turn is five minutes long; and is divided into five minutes. Each minute is divided into four ~~melee~~ phases of fifteen seconds each. In each ~~melee~~ phase, four actions are open to a character:

- (1) Move more than 10 feet if afoot, or 10 meters if mounted. Movement speeds are figured at 1 game inch=10 meters, and time in ~~melee~~ phases.
- (2) Fire a missile weapon, or throw missiles.
- (3) Melee.
- (4) Cast a spell.

Only one of the four may be done in one ~~melee~~ phase, but "impulse movement" of less distance than those given is action (1) may be combined with actions (2)-(4). The action taken by each character must be announced to the DM at the start of the phase; likewise, the DM must inform the players of his NPC/monster actions.

Combat is first. To speed the game, all combat is simultaneous. Players will roll their characters' hits and damage rolls; the DM will do likewise for the monsters. Magi will cast spells and determine effect, then announce target to the opposition for saving throw purposes. After all dicing is done, targets are announced, damage is taken, etc. After this combat, all movement is done to determine who is in range or ~~melee~~ distance for the next phase.

Actual sequence (ideally) is about as follows:

- (1) DM announces start of phase.
- (2) DM and players announce their respective actions.
- (3) All combat dice are rolled, hits & damage determined.
- (4) Targets are announced, saving throws made, damage taken, and "kills" removed and noted.
- (5) All movement takes place.

It is the player's responsibility to take care of his character's to hit number and damage. It is the DM's responsibility to inform the players of the targets' armor class. The players are also responsible for giving the DM in writing their characters' armor classes (preferably on a single signup sheet that is easily marked by the DM as to which characters took what action).

Haste/Slow is dealt with by giving the Hasted/unSlowed characters a free swing ~~melee~~ phase before the simultaneous phase (after the simultaneous phase when the unHasted/Slowed characters have superhuman Dexterities).

I have been playtesting this sequencing system since January; it is fast and decently realistic. Next issue Part 2--Missiles & Melee. From the City Beyond the Edge,

*Ken Pick, DM of Tal-Nexus*

## HOW BIG IS A %) GP DIAMOND, ANYWAY?

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

One of the things that always struck me as rather poorly thought out in the original D&D was the treatment of gems. Considering the number of adventure stories centering around the great sapphire eye of the golden idol, or three emeralds the size of plover's eggs (however big those are), it seems kind of tame to reduce the things to "and you find 200 gold pieces, plus 10 gems worth 10 gp ea". What sort of gems? How big? What do they look like, anyway?

ROMAN: It was with questions like those that I started attempting to find a more reasonable format, only to find that either the truly knowledgeable about gems were not interested in D&D, or else knew so much about the things as 100 to be appalled at the task. At long last, it became apparent that, if I wanted a decent table, I was going to have to do it myself \*sigh\*.

(To forestall a lot of comments, at this point I may as well mention that yes, I have seen the Arduin Grimoire and yes, I did see Dave's table. It was interesting, and one of the factors that finally got me started on this project, but it was not nearly as descriptive as I wanted, and, based as it was on the gems present in Arduin it did not contain everything I wanted and had a number of gems I didn't)

The following, then, is what I finally came up with. Note, please, that it is not a complete table as such - the final result cannot be obtained entirely by rolling dice. I considered such a system, but the sheer number of tables required made it impractical. (Of course if someone else can come up with a reasonably elegant solution I would LOVE to see it). The information on which this is based came almost entirely from "Van Noststrand's Standard Catalog of Gems" by John Sinkankas, published by the Van Noststrand Reinhold Company, which seems to be the standard reference work on the subject and is fascinating to read. In fact, I would highly recommend that anyone who is at all interested in gemstones and precious minerals acquire a copy. It's well worth the cost (\$4.95 in paperback) and contains far more information than you will get from this article.

Once you've determined the presence of gems in the treasure, you may proceed to decide the number and value either by the system given in Monsters and Treasure, or as follows: (Note - all values are given in silver pieces, with 5 SP = 1 GP, and one SP approximately equivalent to 4 or 5 dollars. It may be scaled up or down depending on the economy of your campaign)

TOTAL VALUE OF ALL GEMS IN THE TREASURE: Roll 1 D10 and multiply by the monster's level, and consult the following table:

VALUE ROLLED x MULT	VALUE OF TREASURE IN SP
1 - 10	1 - 10
11 - 40	1 - 100
41 - 90	1 - 1000
91 + (two-digit sum divided by 100)	1 - 10,000

end page one

Now roll for value of each gem. Continue rolling until total total is near or equal to the total just rolled for the treasure.

% Die Roll	Value of Gem
1 - 50	1 - 10
51 - 89	1 - 100
90 - 99	1 - 1000
00	1 - 10000

Now comes the fun part. Just what sort of goodies have you got there, anyway?  
Roll three D10:

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE/QUAL.	VALUE RANGE
001 - 010	Actinolite	green catseye (weak) cabochon*	small, clean	1/2 SP/ct
011 - 019	Taylor	clear to cloudy yellow to 2" dia	1-15 ct	1-15 SP
020 - 029	Amblygonite	straw - med. yellow to 2" dia faceted**	1-15 ct	1 - 10 SP
030 - 039	Andalusite	color varies w/ angle red brown or green to red. faceted (usually)	3-7ct	2 - 10 SP
040 - 049	Apatite	green-yellow, rarely pink or purple (pink fades w/ strong light) faceted	purple (to 2 ct) others (to 15 ct)	20 - 30 SP/ct 1 - 4 SP/ct
050 - 059	Aragonite	pale yellow. faceted	1/2-8ct	4-8 SP/ct
060 - 069	Axinite	red-brown-violet faceted (look best if small due to density)	to 5 ct	1 - 10 SP
070 - 071	Azurite	blackish blue. cabachon	to 2" dia.	1/2 - 2 SP/ct
072 - 081	Barite	golden brown. faceted	to 5ct	3 - 10 SP/ct
082 - 083	Benitoite	deep purple blue, blue shades. rarely clear. faceted	1-3ct	4-38 SP/ct

\* cabochon cut is rounded and polished, such as is usually used for opal or star sapphire.

\*\* faceted cuts are those designed to reflect from inside the stone such as the "brilliant" cut associated with diamonds, and the "step-cut" associated with emeralds.

One carat (ct) = 1/5 gram

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE/QUAL.	VALUE RANGE
084 - 091	Beryl	colorless, faceted	1-8ct.	3-10SP
roll % dice				
01-04	Emerald	brilliant to pale green, faceted	1-8ct.	5-1300SP
05-14	Aquamarine	blue, blue-green faceted	3-15ct	4-30SP/ct
15-31	Morganite	purple-pink faceted	3-45ct	1-30SP/ct
32-50	Green B.	pale green to yellow-green shades, faceted	3-50ct	1-10SP/ct
51-70	Golden B.	yellow	3-60ct	1-15SP/ct
72-99	Goshenite	colorless, faceted or cabochon	1-25ct	1-3SP/ct
00	Black Star	very deep brown (inclusions in green beryl), cabochon	3-50ct	10-50SP/ct
092 - 101	Beryllonite	colorless, faceted	1/2-3ct	3-10SP/ct
102 - 103	Boracite	transparent green faceted (step cut)	to 2 1/2ct	4-30SP/ct
104 - 113	Brazilianite	golden brown, pale to medium, faceted	1-6 ct	2-10SP/ct
114 - 115	Cassiterite	clear, often brown tinted (which reduces value), faceted	1/2-5ct	10-25SP/ct
116 - 125	Cerussite	colorless or brown tinged, faceted or cabochon (good catseye)	5-25ct	2-10SP/ct
126 - 127	Chondrite	brown-red, faceted	1/2-2 ct	15-22SP/ct
128 - 134	Chrysoberyl			
roll D6				
1	Alexandrite	green in normal day-light, red in artificial light, faceted	1-5ct	50-100SP/ct
2-6	Chrysoberyl	yellow, yellow-green cabochon (catseye) or faceted	1-15ct	10-300SP/ct
135 - 144	Clinozoisite	dark brown to green-brown, faceted	1-3ct	3-5SP/ct

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VALUE RANGE
145 - 151	Coral	pink through orange-red. cabochon or polished sections	to 4"dia	to 15SP ea
152 - 161	Corundum roll % dice			
01-10	Ruby	vivid red to pale red. faceted	1/2-5ct	40-1200SP /ct
11-20	Blue Sapphire	rich violet blue to blue. faceted	1/2-5ct	20-400SP/ct
21-50	Green S.	pure green to olive faceted or cabochon	1/2-5ct	2-50SP/ct
51-70	Yellow S.	golden yellow to orange. faceted or cabochon	1-10ct	2-30SP/ct
71-81	Orange S.	red-orange. faceted or cabochon	1-10ct	10-50SP/ct
82-97	Purple S.	bright red-purple faceted or cabochon	1-5ct	15-60SP/ct
98-99	Star S. - re-roll as above for color		1-10ct	50-1000SP/ct
00	Black Star S.	Black	1-10ct	60-1500SP/ct
162 - 163	Danburite	colorless to yellow faceted	1/2-5ct	1-10SP/ct
164 - 173	Datolite	very pale green faceted	1/2-5ct	4-10SP/ct
174 - 181	Diamond roll % dice	clear or slightly tinted. faceted	to 10ct	40-1200SP/ct
01-75	clear			
76-83	pink			60-1400SP/ct
84-91	green			60-1400SP/ct
92-99	yellow			60-1400SP/ct
00	blue-white			100-2000SP /ct
182 - 191	Diopsid	dark green. faceted if less than 5 ct) cabochon	1-15ct	10SP/ct

ITEM NUMBER	NAME	DESCRIPTION/CUT	SIZE	PRICE
192 - 201	Diopside	deep emerald green faceted (step-cut)	1/4-1ct	10SP/ct
202 - 211	Enstatite	brown/green-brown faceted	1/2-10ct	1-2SP/ct
212 - 221	Epidote	very dark green faceted (if less than 1 ct) or cabochon	1-15ct	1-4SP/ct
222 - 223	Euclase	pale purple, blue, green to yellow faceted	1-2ct (blue) 1-10ct	15-30SP/ct
224 - 233	Feldspar roll D6	yellow to orange colorless to pale green w/sheen cabochon or (if small) faceted	1-30ct	1/2-2SP/ct
4-6	Sunstone	transparent blue to silver-white w/sheen cabochon (may be star)	1-50ct	3 - 15SP/ct
234 - 235	Fibrolite	pale blue faceted	1-5ct	12-16SP/ct
236, 245	Fluorite	purple, blues, reds faceted	1-50ct	1/4-2SP/ct
246 - 255	Garnet roll % dice	purple-red to brown red. faceted or cabochon (may be star)	1-15ct	1-15SP/ct
21-30	Andradite	transparent emerald green to yellow-green faceted	1-10ct	8-130SP/ct
31-50	Grossular	brown orange to color- less. faceted or cabochon	1-15ct	1-4SP/ct
51-70	Pyrope	very dark red. faceted (if under 1 ct) or cabochon	1-15ct	2-7SP/ct
71-90	Rhodolite	medium to light purple- red. faceted	1-10ct	2-70SP/ct
91-100	Spessartine	pale orange to red- orange. faceted	1/2-10ct	2-50SP/ct
256 - 265	Hambergite	colorless. faceted	1/4-5ct	5-15SP/ct

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VALUE RANGE
266 - 275	Hematite	dead black w/ metallic sheen. cabochon	to several hundred ct	1/4-1SP/ct
276 - 285	Howlite	opaque white, often veined w/ black. cabochon	1/2-2" dia	2-6SP/ea
286 - 295	Idiocrase	transparent to green- yellow, faceted or cabochon	1-2ct (if transp) 1-15ct	7-14SP/ct
297 - 305	Iolite	deep violet, blue- violet to pale violet faceted or carved	1/2-8ct	2-10SP/ct
306 - 315	Ivory	white or yellowish animal tusk. cabochon or carved	depends on source	1-10SP/gm
316 - 325	Jadeite	intense green (semi- transparent) to mot- tled. the finer grades of jade. cabochon	1" - sev. feet dia	800-1500 SP ea for 14mmcab
326 - 327	Kornerupine	greenish to brown faceted or cabochon	1/2-4ct	3-13SP/ct
328 - 337	Lapis Lazuli	fine grained violet- blue to pale blue. May have white or gold inclusions/ cabochon	5-25ct	3-5SP/ct
338 - 347	Leucite	colorless to pale straw- yellow. Internal "fire" faceted or cabochon	1/4-1/2ct	5SP/ct
348 - 357	Malachite	medium green. banded (prolonged skin contact fades polish) cabochon	1/2-1" dia	to 6SP/1b
358 - 367	Natrolite	clear, faceted (step- cut)	1/2-1 1/2ct	4-7SP/ct
368 - 377	Nephrite	yellow green, green or black. best grades unmottled. the other "jade" stone. cabochon	any	5-10SP ea for 14mm cab.
378 - 387	Obsidian	black & shiny (volcanic glass) May have gold sheen or white "snowflake" markings. cabochon	1-10" up	to 8SP/1b
388 - 397	Olivine	yellow green to deep green. cabochon	1-25ct	5-20SP/ct

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VAL
398 - 405 roll % dice 01-33	Opal White O.	white, "fire" (white background, internal "fire", cabochon)	1-10ct	10-50SP/ct
34-66	Fire O.	transl. yellow or red background, "fire" cabochon	1-10ct	10-40SP/ct
67-99	Catseye O.	yellow-green, "fire", cabochon	1-10ct	4-8SP/ct
00	Black O.	grey to black back- ground w/ lots of "fire", cabochon	1-10ct	100-1000SP /ct
406 - 415	Petalite	colorless, may have white inclusions, faceted	½-3ct	1-10SP/ct
416 - 425	Phenakite	colorless, faceted	½-5ct	3-6SP/ct
426 - 435	Pollucite	faintly straw yellow or colorless, faceted	½-2ct	3-7SP/ct
436 - 445	Pumpellyite	light to dark green patches which seem to shift about as gem is turned under light.	to ¾" dia	1-15SP ea
DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VAL
398 - 405 roll % dice 01-05	Opal White O.	white, "fire" (white background, internal "fire", cabochon)	1-10ct	10-50SP/ct
446 - 778 roll % dice 06-10	Quartz Amethyst	white background, internal "fire", cabochon	3-25ct	10-20SP/ct
34-66	Fire O.	purple-pink, faceted or cabochon	1-10ct	10-40SP/ct
67-99	Greened A.	cabochon	1-10ct	10-40SP/ct
00	Catseye O.	heat treated ameth. pale to dark green depending on original shade of purple, faceted	1-10ct	4-8SP/ct
11-15	Black A. Adventurine	blue-green to yellow- green, cabochon	1-10ct	100-500SP ½-1SP/ct
1016-2017	Catseye	green, red, grey or yellow, fibrous cabochon	1-10ct	½-5SP/ct
4121-2525	Cacoxenite	clear, violet or yellow w/ parallel yellow fibers, cabochon	1-10ct	4-6SP/ct
426 - 435	Pollucite	or fibrous, faceted	½-2ct	3-7SP/ct
436 - 445	Pumpellyite	light to dark green patches which seem to shift about as gem is turned under light.	to ¾" dia	1-15SP ea

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VALUE R.
	Quartz (cont)			
26-30	Citrine	strong red-orange or yellow-orange faceted or cabochon	to sev. hundred ct	1-5SP/ct
31-35	Rock Crystal	clear, faceted or cabochon	to sev. hundred ct	1-1SP/ct
36-40	Rose Q.	rich pink to pale pink, milky faceted or cabochon (may be star or catseye)	1-50ct	1/4-1SP/ct
41-45	Rutilated Q.	clear w/ criss-cross yellow/gold shafts, cabochon	10-45ct	1-3SP/ct
46-50	Smoky Q.	pale to dark grey faceted or cabochon	to sev. hundred ct	1/4-1SP/ct
51-55	Star Q.	clear (weak star unless given mirror or colored backing, cabochon	1-10ct	4-8SP/ct
56-60	Tigereye	strong yellow-brown, fibrous, cabochon	any	1/2-1SP/ct
61-65	Tourmalinated Q.	clear or smoky w/ black clumped tourmaline needles, cabochon	10-45ct	1/4-1SP/ct
66-70	Bloodstone	dark green w/ red spherules, cabochon	10-50ct	1/2-2SP/ct
71-75	Carnelian	rich red, often banded w/ white, cabochon or carved	any	1/4-3SP/ct
76-80	Chalcedony	agates in general whites, greys, may be banded, cabochon or carvings	any	1/4-1SP/ct
81-85	Dyed C.	black (onyx) or blue, green, red, cabochon or carved	any	1/2-1SP/ct
86-90	Chrysocolla	translucent, pale to medium blue, cabochon (faceted if very clear)	5-15ct	1-4SP/ct
91-95	Chrysoprase	apple-green or yellow-green, cabochon	any	1/2-1SP/ct

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VALUE RANGE
96-00	Quartz (cont)	translucent w/ dark interwoven green or black filaments. may form tree or fern-like patterns. cabochon	to several hundred ct	1/2-20 SP/ct
779-788	Rhodonite	brownish red trans. or massive red. may have black spider-web markings. faceted (if trans. and under 2ct) or cabochon	any	3-20SP/ct (faceted) or 1/4-1 SP/ct
789-798	Rutile	very dark red. (appear black if over 1/2ct)	1/4-1/2ct	1-7 SP/ct
799-808	Scapolite	colorless to med. yellow, rarely blue or pink. faceted (step-cut) or cabochon	1-2ct (blue) 1-3ct (clear) 1-15ct (yel.)	13 SP/ct 6-10 SP/ct 2-6 SP/ct
809-818	Scheelite	orange-yellow or colorless (which show high dispersion of light). faceted	1-20ct	4-10 SP/ct
819-828	Serpentine	translucent green to blue-green. may be banded. rarely used for jewelry. cabochon	to 1 1/2" dia	1-6 SP/ct
829-838	Shell	Mother-of-Pearl whole shells or pieces depends on of shell. shiny white or source.... black w/ sheen. shell exterior can be colorful		1/2-10 SP/ea for small ones
5-6	Pearl	round or "baroque". white, yellowish or black	varies w/ source. (usu. to 12mm dia.)	to 3000 SP ea
839-848	Sinhalite	pale yellow brown to rich brown, green-brown or black. faceted (step-cut)	2-40 ct	3-7 SP/ct
849-858	Smithsonite	pale yellow or blue-green. faceted or cabochon	1/2-20 ct	1-3 SP/ct

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VALUE R.
859 - 868	Sodalite	dark blue, opaque. often mottled w/ white. cabochon (some rare transp. types faceted if less than $\frac{1}{2}$ ct)	to sev. hundred ct	5SP/ct (faceted) or $\frac{1}{2}$ -2 SP /inch dia
868 - 878	Sphalerite	very pale green, rich golden yellow to orange red. faceted soft.	5-45ct	$\frac{1}{2}$ -5SP/ct
879 - 889	Sphene	dark brown, yellow- green to emerald green. faceted (small ones may heat-treat to orange)	1-5ct	2-50SP/ct
889 - 898	Spinel	red, orange-red, blue to blue grey, finest quite vivid. faceted (may be cabochon - rarely star)	3-20ct	2-75SP/ct
899 - 908	Spodumene	violet or purple, emerald- green to yellow or color- less. Purples tend to fade with time, faceted	5-50ct	2-6SP/ct
909 - 918	Staurolite	clear dark-brown. faceted	$\frac{1}{2}$ -2ct	12-20SP/ct
919 - 928	Tektite	natural glass - dark green to yellow, black. faceted or cabochon	1-20ct black 1- 100ct	1-4SP/ct
929 - 938	Thomsonite	fibrous banded pink and green, soft, polishes well. cabochon	$\frac{1}{4}$ - $\frac{1}{2}$ "	$\frac{1}{4}$ -1SP/ct
939 - 948	Topaz	(in order of value) purple, red, orange, deep yellow, blue, yellow, brown, clear. brown fades w/time. faceted	1-15ct	$\frac{1}{2}$ -70SP/ct
949 - 958	Tourmaline roll 5 dice			
01-09	Rubellite	violet-red, purple. faceted or cabochon (may be catseye)	3-15ct	$\frac{1}{2}$ -30SP/ct
10-39	Indicolite	rich blue, blue-green, faceted or cabochon	3-15ct	1-7SP/ct
40	Achroite	colorless. faceted	1-5ct	2-4SP/ct

DIE ROLL	GEM	DESCRIPTION/CUT	SIZE	VALUE R.
Tourmaline (cont)				
41-70	Dravite	brown, faceted	1-20ct	1-3SP/ct
71-00	misc.	pink, green, bi- or multi colored. faceted or cabochon (best are good bi- colored ones - incl. catseye)	1-15ct	1/2-15SP/ct
959 - 968	Turquois	pure medium blue, blue w/ spiderweb black lines, cabochon	best to 1/2" dia. otherwise any	1/4-6SP/ct
969 - 978	Unakite	pink & green patched granite. cabochon	tol" dia	1/4-1 1/2SP/ct
979 - 988	Willemite	orange, olive-green, to yellow. May be olive w/ red hematite platelets (make int- eresting catseyes) soft & brittle. cabochon	1-20ct	2-4SP/ct
989 - 991	Zincite	deep orange-red to dark 1/2-6ct red. faceted(if under 1/2 ct. for dk. red. Orange may be larger)		3-30SP/ct
992 - 000	Zircon	(in order of value) rich red, orange-red, blue, green, orange, yellow, pale blue, clear. blues may fade w/ light if long exposed. faceted	1-30ct	4-20SP/ct

\*\*\*\*\*  
NOTES:

1-Most clear stones, given the proper fiberous inclusions, will show the "catseye" or star properties.

2-Most stones, especially those commonly cut cabochon style may also be tumble-polished.

3-If any gem type is rolled which is limited in value to considerably less than the value rolled, either re-roll gem type or assume multiple stones.

4-Size ranges given are the most common. In most cases, larger stones are possible, but rare. Thus value may be considerably higher than the per carat value indicated.

5-Values of star stones and opals reflect their value as bases for magical items in my campaign. If this is not a factor in yours discount by about 50%.

THE COSMIC CHRONICLE  
Chronicle the First.

By John Sullivan 17062 Apt. A Tustin California 92680.

Herein is the first of many columns written expressively for THE LORDS OF CHAOS. Comments welcome. As I have promised Nicolai, a somewhat different look at the MONK character class.

THE SHAOLIN MONK

The SHAOLIN MONK is a sub-class of Fighter, with an emphasis on certain Clerical and Thievish aspects, depending upon the particular style that is chosen by the initiate.

The SHAOLIN took a path somewhat divergent from the norm as expressed by the general Fighter, this being a confidence upon oneself, as opposed to artificial melee weapons; and as such, they developed a very deadly style of unarmed combat.

There are five different styles of SHAOLIN MONK, each discipline expresses a slightly different approach, although all are similar in rough, general context. The styles are CRANE, SNAKE PREYING MANTIS, TIGER and DRAGON. Each of these has been reworked to fit game mechanics for DUNGEON & DRAGONS, so they do not follow exactly the theories and concepts of KUNG-FU.

The SHAOLIN MONK has certain limitations, they can use only certain Magic items, and these being rings and miscellaneous magic items usable by Thieves. They can not use potions or scrolls, except for DRAGON style, which is able to use Clerical scrolls. This is even further minimized by some styles, such as TIGER.

A SHAOLIN MONK has managed to increase the damage done by them, by rigorous training, in both body and mind, and as such, they will NOT use items such as, Girdles of Giant Strength, or any spells which will magically or artificially increase their attributes, this includes any and all Haste items and spells.

The SHAOLIN do not believe in followers, and they will neither have them, nor be them. SHAOLIN MONKS are HUMAN only, this includes Melniboneans and Deryni can not be SHAOLIN.

Unlike their BLACKMOOR style cousins, the SHAOLIN do not have any type of structured order and thus there is no need to seek out higher level SHAOLIN MONKS and challenge them to combat. Experience is Fighter times 1.2, thus a second level SHAOLIN needs 2400 experience points to get to second level.

The SHAOLIN MONK does not top out at 16th level, but no further abilities are gained after that point. They use eight sided dice up to 10th level, then +2 afterward. They save like Fighters or Clerics, whichever is better. The CRANE and SNAKE styles go up in experience groups of four, while the PREYING MANTIS, TIGER and DRAGON go up in groups of three. The prime requisites are as follows:

	CRANE	SNAKE	PREYING MANTIS	TIGER	DRAGON
STRENGTH:	12	13	12	15	13
INTELLIGENCE:	-	-	-	-	13
WISDOM:	14	15	15	12	15
DEXTERITY:	16	15	15	15	15.

Should a situation ever occur in which one style of SHAOLIN MONK enters into melee with another style, the following matrix should be utilized.

ATTACKER	DEFENDER				
	CRANE	SNAKE	PREYING MANTIS	TIGER	DRAGON
CRANE	0	+1	-1	-1	0
SNAKE	+1	0	0	+1	-1
MANTIS	-1	0	0	+1	-1
TIGER	+1	+1	+1	+1	+1
DRAGON	0	+1	0	+1	-1

These bonuses and subtractions are in addition to anything else. For example, CRANE attacking SNAKE gets a +1 to attack, and CRANE attacking TIGER, subtracts one from his total.

#### Type I CRANE (Grace and self control)

This discipline reflects stealth as opposed to power. They have Thievish abilities like a Hobbit Thief, one level lower (4th level CRANE style SHAOLIN MONK has the Thievish abilities of a 3rd level Hobbit Thief). If the CRANE is lawful, it does not gain the Secret Strike Thieves have

CRANE surprises on a 1 on a six sided dice, from 1st through 4th level, 1 on an eight sided dice at 5th and 6th level, and a 1 on a ten sided dice 7th level and above. They have full climbing abilities, as well as falling abilities as per BLACKMOOR to that style MONK of equal level.

At 5th level, they can perfectly Simulate Death, and at 8th level, they gain the MONK healing ability. ALL SHAOLIN MONKS have a resistance to Esper style spells, that Hold, Read or Control, as well as Magical and Clerical Holds and Controls. At first level, they have a 10% resistance at 11th level mage. They get +10% per level up to 16th level.

CRANE style SHAOLIN MONKS have only the MONK stun ability. When a hit +5 above what was needed to hit occurs, this skill comes into play. The stun ability at 1st level is 5%, +5% each additional level up to 40%. No kill ability with this style SHAOLIN. The stun for any of the styles, is a four sided dice plus the MONKS level in melee turns. CRANE style can use any weapons a Thief can, as well as any Oriental style weapons, except those which are two handed.

This style MONK has a special saving throw against non-magical style missles, such as normal and Magic arrows, spears, sling bullets ect. This does not function against such things as Magic Missle, Javalins of Lightning, ect. They may deflect up to half their level (round up) in missles if a save vs. Death Ray is made.

CRANE does not use armor, but may use items usable by Thieves and all classes. They do not gain a damage bonus when using weapons; however, they do get all dexterity bonuses including those to armor class.

Level	Move	A/C	Attacks/Melee	Damage
1	12	9	1-1	1-3
2	13	8	1-1	1-3
3	14	7	1-1	1-4
4	15	6	1-1	1-4
5	16	5	3-2	1-4
6	17	4	3-2	1-6
7	18	3	3-2	1-6
8	19	2	3-2	1-6
9	20	1	3-2	1-8
10	22	0	3-2	1-8
11	24	-1	3-2	1-8
12	26	-2	3-2	1-10
13	28	-3	2-1	1-10
14	30	-4	2-1	1-10
15	32	-5	2-1	1-12
16	34	-6	2-1	1-12.

#### Type II SNAKE (Suppleness & Rhythmic Endurance)

SNAKE discipline has the advantage of endurance and agility. They have Thievish abilities like a human Thief, two levels lower. They do not gain the Thievish Strike. They surprise as a normal man from 1st-4th level, a 1-6, 5th-7th, and 1-8 at 8th level and above.

Their climbing abilities are equal to a human Thief at the same level, with fall breaking abilities like CRANE. At 4th level, they are empathic to animals, and at 6th level, they can speak to animals. They gain the MONK healing abilities at 5th level, and at 8th level, they gain the ability to simulate death.

The stun ability of SNAKE is 10% at 1st level, +5% up per level, up to 45%. The kill ability is 5% at 7th level, and does not improve.

They save like the other SHAOLIN with the following exceptions, a +2 against non-damage causing spells, and if they save vs. Magic against damage causing spells, they have a -1 off each dice of damage.

SNAKE discipline MONKS do not use armor, and they do not gain any dexterity armor class bonuses. They can use any items usable by Thieves and all classes, and they can use all Oriental style weapons (including two handed), but they add no damage bonus when using weapons.

At 8th level, they gain the Snake Strike. With this, they can strike at an opponent at AC 9 (this includes Magical protection, but not dexterity of hide) and does their strength

doubled in damage points. They can do this once per day, with an additional time every three levels.

Level	Move	A/C	Attacks/Melee	Damage
1	9	9	1-1	1-3
2	10	8	1-1	1-4
3	11	7	1-1	1-4
4	12	6	3-2	1-4
5	13	5	3-2	2-5
6	14	4	3-2	1-6
7	15	3	3-2	1-6
8	16	2	2-1	1-8
9	17	1	2-1	1-8
10	18	1	2-1	1-8
11	19	0	2-1	1-10
12	20	0	2-1	1-10
13	21	-1	5-2	1-12
14	22	-2	5-2	1-12
15	23	-3	5-2	2-16
16	24		5-2	2-16

### Type III PREYING MANTIS (Speed & Patience)

PREYING MANTIS style focuses upon Wisdom of Attack, diligence and speed of preparation. They have Thievish abilities equal to a human Thief three levels lower, and they do not gain the Secret Strike. They surprise on a 1-4, 1st-5th level, and at 6th level and above, 1-6. Their climbing abilities and falling abilities are one level lower than CRANE.

The stun ability of PREYING MANTIS is 15% at 1st level, +5% per level up to 50%, no kill ability. They value knowledge and respect opponents. At 3rd level, Simulate Death; 4th, Animal Empathy; 5th, Talk to Animals; 7th, MONK Healing, and 8th, Haste Self once a day for one turn.

They can attempt to parry all missles (including Magical) is a save vs. Death Ray is made; they can parry as many missles as their level, but they can not attack the melee turn they attempt to parry missles.

PREYING MANTIS style does not use regular weapons, preferring the Oriental style weapons, they add a damage bonus when using these weapons, of 1 extra hit per two levels attained.

If they prefer, PREYING MANTIS can attempt to parry, at 1st level, this skill is 10%, +5% per level, they cannot strike back the phase they attempt to parry. If they parry, they take no damage, not even touch life-drain, this is a full parry.

PREYING MANTIS style does not wear armor, but can use items usable by Thieves, Fighters and all classes. They do not add a dexterity bonus when adding for Armor Class.

PREYING MANTIS style, will never kill a sleeping or unconscious opponent.

Level	Move	A/C	Attacks/Melee	Damage
1	9	9	1-1	1-3
2	9	9	1-1	1-4
3	10	8	1-1	1-4
4	10	8	3-2	2-5
5	11	7	3-2	2-5
6	12	6	2-1	1-6
7	13	5	2-1	1-6
8	14	4	2-1	1-6
9	15	3	5-2	1-8
10	16	2	5-2	1-8
11	17	1	3-1	1-8
12	18	1	3-1	1-8
13	19	0	3-1	1-10
14	20	0	3-1	1-10
15	21	-1	4-1	1-10
16	22	-1	4-1	1-10

## Type IV TIGER (Tenacity &amp; Power)

TIGER is strength and force, these MONKS feel that the body is the ultimate weapon, and they disdain the use of artificial weapons, in fact, they have progressed to the point of not using weapons at all! They can wear unmagical leather armor, and they do not get Thief abilities, though they can climb and fall as CRANE.

They surprise as a normal man. At 4th level, they no longer need silver to hit things and beings hit only by silver, at 7th level, they no longer need Magic to hit things or beings hit only by Magic up to +2, and at 10th level, they can hit barehanded things that need high magic to hit, +3 Magic and higher.

Their stun ability is 20% at 1st level, if the to hit number is succeeded by +3 or better; they add an additional +5% per level up to 60%. Their kill ability is 5% at 1st level, +5% per level up to 25%.

They can heal one hit upon themselves for every level they have attained, once per day. At 7th level, they get the 'Quivering Palm' attack as per BLACKMOOR. They subtract 1 off of every dice of damage causing spell, regardless if save vs. Magic was made or not.

Except for weapons, they may use all items usable by Fighters and all classes. They do not deflect missles. At 10th level, once a day, and once again every additional two levels, TIGER style SHAOLIN may invoke the IRON FIST. This takes one melee phase to properly summon, during which the MONK may not make any attempt to attack. After one melee turn, the TIGER has HILL GIANT strength for one full turn, and his attacks are at +4, with an additional 2-16 damage to their regular hand damage. When this condition wears off, TIGER feels as if he had just been Raised from the dead; this lasts for 4D6 turns, then he is back to normal.

Level	Move	A/C	Attacks/Melee	Damage
1	9	9	1-1	1-6
2	9	9	1-1	1-6
3	9	9	1-1	1-8
4	10	9	1-1	1-8
5	10	8	3-2	1-10
6	10	8	3-2	1-12
7	11	8	3-2	2-16
8	11	7	3-2	3-18
9	11	7	3-2	2-20
10	12	7	3-2	2-24
11	12	6	3-2	3-24
12	12	6	2-1	3-30
13	13	5	2-1	5-30
14	13	5	2-1	4-32
15	13	4	2-1	3-36
16	14	3	2-1	4-40.

## Type V DRAGON (Windrider)

DRAGON style is the Mystical discipline, where awareness of forces allows one to focus defense and attack. They have Thievish abilities like a human Thief three levels lower. They do not have the Thievish Secret Strike. They have climbing and falling abilities like CRANE only one level lower. They surprise on a 1-6 and it does not change. Their stun ability is 20% at 1st level, +5% per level up to 75%. No instant kill ability. They can use Clerical Scrolls and Staffs, but otherwise they can use only Oriental style weapons up to +2, and no items with Ego or Special Purpose.

They can use items usable by Fighters and Thieves and all classes, except for Bracers of A/C. They add weapon damage bonus for Oriental style weapons, 1 per level attained. At 3rd level, Animal Empathy; 4th, Speak to Animals; they can Heal one hit of damage to themselves for every two levels they have. At 6th, Plant Empathy, also their Mental Resistance is 10% higher than the rest of the SHAOLIN. 7th level, Speak to Plants, Dragon Empathy; 8th, speak to Dragons; at 11th level they can restore one life level a day with no energy loss to themselves.

At 12th level, they too get the IRON FIST, it goes up to CLOUD GIANT strength, and the turns of exhaustion are an eight sided dice times the amount of dice damage done by Giant type. It takes a Melee turn per strength level to summon, Hill Giant 1, Stone Giant 2, ect.

DRAGON style SHAOLIN have a resistance to life level loss, one level lower than a DEMON FIGHTER. They do not wear armor; and if a save vs. Death Ray is made, they may deflect as many missles as half their level rounded down. If they make their save vs. Dragon Breath, they take no damage. However, if DRAGON style does die by Dragon's Breath, there is no need to make a body saving throw, as this style MONK can be killed, but not destroyed by this type of weapon.

Level	Move	A/C	Attacks/Melee	Damage
1	9	9	1-1	1-4
2	10	9	1-1	1-4
3	11	8	1-1	2-5
4	12	8	3-2	2-5
5	13	7	3-2	1-6
6	14	7	2-1	1-6
7	15	6	2-1	1-8
8	16	6	2-1	1-8
9	17	5	2-1	1-8
10	18	5	5-2	2-8
11	19	4	5-2	2-8
12	20	4	5-2	2-8 Hill
13	21	3	5-2	1-10 Stone
14	22	3	3-1	1-10 Frost
15	23	2	3-1	1-10 Fire
16	24	1	3-1	1-10 Cloud

Any questions or comments on the SHAOLIN MONK, are welcome, as some things might be ambiguous. I will try to reply, and make any modifications as necessary, I hope you can get at least some use out of the being, known as SHAOLIN.

#### COSMIC COMMENTS:

Nicolai Shapero: Well, here it is, all finished. Can I have my soul back now?

Ken Pick: The write up on armor was very enlightening to a Dark Wolf.

Jordan Brown: I feel you are pushing it somewhat with the 'Vampire Balrog', I feel something is either Undead, or Demonic, but not both. Take Wayne Shaw for example.

James C. Herold: I was glad to see The Engineer as a character class, not so much that it was a greatly needed character (it is though for campaigns), but it is refreshing to see a Character Class that does not need to hack, stab and maim to go up, but instead, work at his profession.

Charlie Luce: Interesting swords. Do they come in basic blue.

Kay Jones: Yay!!! Lets hear it for the Mongooses. (Mongeeses? Mongeeses? Er...thanks for the Mongoose.)

Margaret Gemignani: Glad you liked the cover, I am waiting for your letter.

I am at present trying out a new system for role playing, it is THE FANTASY TRIP, with MELEE, WIZARD, and DEATH TEST. The mechanics are simple, and it lets one concentrate on role playing, as opposed to getting bogged down in the mechanics. I may soon be starting a closed world campaign with it, and I will keep all you minions of Chaos informed.

May the blessings of ALLFATHER be with you all.

Elaikases's Tower #3  
typed while home on vacation  
by Steve Marsh

### What Magic Means to Me

a short essay on a different approach to magic

Those of you familiar with computers and with magic will probably have seen many similarity(ies) (pardon the bad pun). The basic power of magic can be looked at as the assembler. The different types of magic (such as green & moon magic) as different compilers, and the runes of power are similar in function to functions.

Now, if one were to write magic languages, he would have control over all research and enchantment (as research would be 'merely' the writing of new programs). Also, it offers the opportunity to bring back some internal consistency to the whole concept of magic-use(ers). Personally I lack the time and ability to undertake such a thing, but I am sure that some of you. . .

Much to my surprise, after three or four months, I found the portions of my TRAVELER campaign that I had lost. To forstall permanent loss, here is a portion of what I just recovered.

#### RNA DRUGS

throw 8-tech level over 15 per field for availability

Cost:	50K	level	$\frac{1}{2}$
	100K	level	1
	500K	level	2
	2M	level	3 (min of tech 16)
	10M	level	4
	50M	level	5 (tech 17 required & body)
	200M	level	6
	1KM	level	7 (tech level 18 required)

RNA treatments fade on a throw of 6-  
modify +1 for intel 7+, +1 ed8+, +2 for practice, +1 for previous RNA.

#### Simulations Equipment

physical conditioning set: 1M credits and 2 tons

physical conditioning drugs at 75K/dose

8 weeks in conditioning and 8 doses spread over 4 months will result in +1 to strength, endurance, and dexterity. must make dedication throw.

#### educative simulators:

10M credits x 1D6/(admin or broker dms) for the simulator and 4 tons must be used in conjunction with a mental simulator that uses 2 spaces in the computer, costs 2M credits/2 tons space and requires use of med. slow using the physical simulator for 2 wks/month for 4 months, and the mental for 2 days a week for 8 weeks will raise one to the 1st level in a skill. the simulator requires specific tapes to function (one use, cost is  $\frac{1}{2}$  of the RNA equivalent). training tapes from levels 1-6 currently sold. simulators require yearly maintainance (treat as repairs for cost--20 to 120% of the origional cost of the simulator).

#### PSI modifications

services available

psi regeneration:  $10Mcr \times 10^x$  (x= # of points regained-admin dms)

psi training (1Mcr x  $10^y$ , y= ? x the # of pips you missed that skill by)

. . . and many other things that no one has yet to encounter.

for a mythical tech level 19 weapon I have been considering a Partical-accelerator that fires small particals of antimatter (hmm, I have the word particle on the sheet)

Hmm, seems that using an electric typewriter is not the wisest decision that I ever made. But

comments on TLOC 4

Nicolai: are you presenting the first draft of your equivalent of The Arduin Grimoire?

George: Gary Gygax once told me that high level clerics went around zapping the undead to cut down their numbers. shortly after that I re-arranged my undead rules . . .

Ken: there were a lot of ronin in Japan who went armorless . . . however your tables are useful for making sense out of the mish-mash of armors that blow in from the multi-verse.//I liked the castle system especially the area controlled/needed rules.

Jordan: gross outs, giant pigeons, mad dogs and englishmen . . . but then it is from MANIA.

James: enjoyed your presentation. Now please do the same for sages . . .

Charlie: talking of monsters, one of the people in my pbm had a question that I am adapting to a suggestion. how about when it says 2 claws/1 bite, make that 2 claws or one bite?? Watch a cat or a bird or a dog fight.

Kay: why the min. req. requirements for giant mongooses (or melniboneans or demon fighters or monks, or . . .)?//for a 'crock' cat-tail try greek stirges which look very similar.

Peggy: on retreat, what about the guy in no armor (like a monk) backing away from the guy in plate as another example of disengagement for Nicolai//rather enjoy your zine.

### Psionic Encounter Rules

whenever psi is used roll a d6. on a roll of 1 something just became aware of you.

1-50% roll for encounter normally. at least one in party will be psionic

51-75% roll for a demon on the astral plane

76-100% use a psionic monster (such as those in EW or those below)

(note that 'obviously' if the person who just became aware is weak psionically they will tend to avoid psionic contact. this system works best with either simplified psi (like that in A&E or the type given to jedi knights) or prerolled monsters. I plan to use it to explain why most of the people in my world prefer to remain psionically invisible--i.e. no psi and do not test for/use if they have it. This allows me to accomodate psi without (usually) having to bother with the mess. I have considered reducing the % having psi to either 1 or 2%).

gliphs: these appear as giant amoebic shapes on the astral plane. they have 10 psi points per age group and 1 power. they also have psychic blast and mental shields. they move 32" a turn in fluid agony, and pursue astral forms, attacking by engulfment. roll to see if they hit. then compare the gliphs age (rolled on a d10) to the victim's level. if the gliph can roll over that fraction (similar to a mongoose jump) he has absorbed the soul. If he rolls under the soul escapes and gets a free move. If the roll is equal to the fraction, then roll for both. Who ever gets the higher roll may attempt to absorb the other next round or choose to continue or break off the combat (at least until caught again).

seras: small, ethereal creatures, they look similar to a dog sized "crown of thorns" shaped starfish. they travel in groups of 2d6. AC 5, 1d4 of d6's each (age group 1-4). move 12" a turn ethereal/8" a turn in phase. they hunt by echo location using pulses of psi, or by waiting for a burst of psi energy to home in on. they have no abilities except for mind crush (psychic crush) and one out of four will project intellect fort. they have 1d20 x age group psi points. They also fight with their bodies (either 1d10 attacks of 1 pt each using their limbs or 1 bite for 1d4 and 1d2 blood loss per melee round unattended). sometimes they will have pretty stones (10% chance of 1d4 in gems).

page 3

and now for a brief advertisement:

GAMELOG

POB 800

Elk Point, SD 57025 45¢/issue, 12 issues for \$4.50 & 1 free issue if they can use your name for their contact list (which means that you can get a free sample issue just for writing in). It is lovingly produced by an artist (figuratively speaking) who has been in the business of putting it out for about 4 years now. It was the first place the rules for thieves appeared and has been twice as hot since. One of the oldest semipro magazines in the hobby (the name may change but the editorial crew is always the same).

If anyone is interested, I never did (lets change that // I might yet)

I finished my basic outline for the plane of ice.

On the good side, it makes sense (at least to me) and has lots of new monsters.

On the bad side, the print job I got was terrible, the monsters are a bit sketchy if you haven't met them, there is only 10 (offset) pages worth & I am charging 30¢ & postage for the horrid mess.

Information on myself:

I am 22 years old, a jr. in econ (minor in philosophy), 5'5". 165 lbs, blond hair, etc. I've been in Japanese Karate on and off since 1972 and judo since 1967 (more off than on) I started D&D in 1974, was paid with 1 copy of Blackmore for my material therein (what was left of my underwater encounter charts after the editor was finished with them--70% of the monsters gone and the remainder simplified and not arranged by terrain type).

I got nothing for my work in EW and finally bought a second copy (having returned the first copy I bought due to my being in transit & having no place to keep it).

I was promised a lifetime sub to TSR's periodicals for the monsters & stuff of mine they printed in same and I got (tho the post office may have swallowed some) 4 issues of the SR and one of The Dragon. I was also promised recognition when they used my material . . .

If/when I return to A&E I will probably start with excerpts from letters from tsr showing their system (at times past) vs mine and then showing the current system they use . . .

-- Since the feedback I got from Gygax when I wrote him at his home indicates that he is not to blame . . . (you guessed whom I blame for the mess).

I dislike the people from cal. tech that I have contacted, finding them vain, ignorant and reminiscent of player-characters. Anyone who is/was involved with the scenario of the Rev-renaunt knows that I enjoy high energy gameing. Anyone who has played with me in Hellsgate knows I love low energy worlds. People in my pbm who have compared notes will find that I run both.

In spite of my actions in Hellsgate I tend to be a cautious player. When I am running a lawfull character that caution/concern is extended to the party I am with. When I have a chaotic it is a little narrower. I have not participated in backstabbing per se but I did sacrifice a couple of player characters to demons in hellsgate (one of which was the famous "turkey" sacrifice--it was a race between the party members to kill the character off. It 1) saved our skins (we successfully summoned a demon & survived) and 2) got rid of the guy. he was a worse turkey than I (tho a good guy in real life he can't play D&D)).

I started D&D while in the midst of developing my own fantasy system and am slowly returning to it. The first campaign I played in had a 97% or higher kill rate, systematic dungeons, a large wilderness (where much of the action took place) and only allowed one character per player. We used the chainmail combat system, quantaball & bolt (the total damage is  $xd6$ ) and used the treasure as rolled. 170 or so hours of successfull play would usually get a player to 6th or 7th level. We loved it! (It took Emaikases about 168 hours and lots of luck (I became a legend at BYU--a year later my brother's girlfriend wrote me as a result of people still talking about my luck) to make warlock--and after 4 months he was the highest player character in the game).

I have been accused of being both jaded and naieve, of having a wisdom of 1 and of 20 and in general of being easily predictable and of being impossible to anticipate. Regardless, I wish you all the best.

—Steve Marsh

KATHOM LI ROSHARN--A New Campaign on a New World  
by Jack Harness

RO-SHARN is an Earthlike planet populated mostly by humans and the customary L.A. mix of Elves, Dwarves, Hobbits and Weres. Characters are fitted into an overall Background and Players have more restricted options than in D&D as to Character Type and Species. High Wisdom does not always indicate a Cleric, nor high IQ mean a Character can automatically be a Magic User. But Players will still have certain options with each Character rolled.

The intention is a more varied set of roles and challenges and thus a more interesting game than constant Pillage. Society is Pseudo-Renaissance rather than Pseudo-Barbarism. There is not as much Background to conform to as in The Empire of the Petal Throne or Chivalry and Sorcery but there is more initial setup of Characters than straight D&D. I think that it will be more interesting.

You are invited to set up a Kingdom of your own after some play and familiarity with the rules and structure, and I'm really quite open to suggestion. Your Kingdom can have its own Rules.

PSI operates independently from Magic.

The world bears a heavy taint (or "unique stench") of Demons, for it was liberated from them within certain written memories. The eldritch flavor comes from Leiber rather than H.P. Lovecraft. The rules, alas, are influenced by C&S. Rather than coin new words, Elf and Hobbit and Dwarf are used. And some new character types are available.

"Trust me."

HOW TO ROLL CHARACTERS

A: Characters may be rolled entirely according according to Chivalry and Sorcery (henceforth abbreviated C&S--NCS) rules if desired. I'm not fussy.

- 1.. Roll %D to determine SPECIES (see chart to follow). Choose the GENDER. A SPECIES % of 01-25% will require a trip to the GM for a consultation on obscure matters and your options. The GM has a Worldview that is not all yet down on paper. Your options include reviewing the Characteristics you roll to help determine SPECIES. Reroll %D to get exact SPECIES/RACE.
2. Roll SIZE (HEIGHT and FRAME) using C&S charts.
3. Roll for ALIGNMENT using C&S charts (be sure to record both the number and the alignment). NOTE: Some SPECIES have predetermined numbers.
4. Roll %D to determine SOCIAL STATUS. Human Social Status with additional %D to get Background/Rank/Occupation information follows this chart (and non-Human Social Status follows this chart).
5. If desired, roll Sibling Status, etc., as per C&S rules.
6. Roll for CHARACTERISTICS, using either 3D6, 1D20, 2D10 or approved alternate roll. Roll Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma, plus PSI power and Aarghacity. Optional rolls for Bardic Voice and Speed. There is a 50% chance of rerolling just one CHARACTERISTIC to try for a higher value. Certain of the scores will influence other Characteristics.
7. Determine Character Type. Note that certain Social Classes will not permit Magic or Clericism, while others will make it almost mandatory, regardless of Prime Requisites.

8. Roll hit points. Roll fatigue points, being sure to add Bonuses and Debits from Characteristics & the Size (as per C&S). Fatigue points are important because ordinarily an opponent must exhaust a Character's Fatigue points before Damage is scored directly against the Body Hit Points.
9. Roll Initial Money and purchase weapons, supplies, etc as per Ro-Sharn prices. This also determines Armor Class.
10. Record Spell(s), Talents, Special Abilities, etc. Some of the Swanson and Abilities and others are available.
11. Complete Character Description from Race, etc, and Personal Goals, from your knowledge of the world.

COMBAT MATRIX  
See Chivalry and Sorcery

#### SPECIES

01-05	Exotic
06-10	Animal
11-20	Subhuman or Alien Non-human
21-25	Shapechanger (This category always includes Weres)
26-85	Human
86-95	Elf, Hobbit or Dwarf
96-00	Players' choice

#### Exotic

01-05	Entity or Shapechanger (including Were)
06-10	Demon (05-25% Physical)
11-15	Half-Demon (10-55% Physical)
16-25	Nature Spirit (35-80% Physical)
26-35	Orc, Goblin, or Kobold
36-40	Troll, Ogre, or Giant
41-50	Monster
51-60	Legendary Beast
61-65	Dragon
66-70	Vampire, Shambleau, or Life-Drainer
71-75	Undead
76-85	Balrog or Shapechanger (including Were)
86-90	Plant
91-95	Standard Species (See table below)
96-00	Players Choice

#### Standard Species (Includes Animals, Submen, Non-human Aliens, & Weres)

01-10	Underground Type	36-80	Ground Dwelling Type
01-25	Giant Burrower		(Ratman, Catman, Fox, Human, Giant Animal, Horned Man, Minotaur, or other mammal)
26-50	Giant Mole		
51-00	Moleman		
11-25	Aquatic Type		Desert Type (Includes Snake Men)
01-10	Giant Fish	81-85	Aerial Type (Birdman, Batman, Flying Animal)
11-25	Sharkman		
26-40	Giant Fish or Frogman	86-95	Players Choice (Including Cyborg & Fire Dwellers)
41-50	Merman or Human/Merman		
51-00	Merman	96-00	
26-35	Arboreal Type (Apeman or Giant Ape)		

Note: Local Population ratios will vary from this standard table, which shows overall planetary population. Player has an extra 5% chance both up and down to obtain a desired species.

## SIZE

See Chivalry and Sorcery

## ALIGNMENT

See Chivalry and Sorcery

There is no Alignment Language: some Holy Words are known and used by all three Alignments. Some species have preset numbers or ranges of numbers though individuals may vary from this range and even be totally changed by circumstances. GM will monitor a Character's Alignment. Detect Evil might not detect 16-18 Characters who are not practicing Evil at the time. Due to various factors, even 1-3 Characters may be on the wrong track, studying and even invoking Diabolic Forces. "Evil shall come of Good, and Good yet arise from Evil" say the Apocrypha. And there is that story of the advice Arjuna was given by Krishna.

Possibly, a player's analysis of a Character's actions will do more to describe that Character than any amount of labelling. Possibly a Character should be judged by multiple criteria--and all at once.

An Expedition may have quite a range of Alignment withing and not start killing itself off.

## THE HUMAN RACES

Terran	01-15	Mongolian	Yellow
	16-40	Caucasian (Alpine)	Pink
	41-50	Caucasian (Mediterranean)	Olive
	51-60	Negro	Brown
	61-65	Amerind	Russet
Barsan	66-75	Heliumetic	Crimson
	76-85	Tharkastic	Green
	86-90	Azurian	Blue
Delian	91-95	Lenta	Olive
	96-99	Uldra	Grey
	00	Albino (Roll for Race)	

## Optional Rule for consideration of mixed parentage

Roll 3D:

- 60% Both Parents are of the same Race and Planetary Stock
- 30% Both Parents are of the same Planetary Stock. Reroll for Races.
- 10% Parents are mixed Planetary Stock. Reroll for Races and Planetary Stock.

Note: the reroll may eliminate the differences in Race and Planetary stock. Mixed marriages are rare.

## Dominant Genetic Traits of the Human Races

(Recessive traits also listed--followed by (r))

Mongolian	Epicanthus Fold	Straight Hair
Alpine	Blue Eyes (r)	Light Hair (r)
Mediterranean	Olive Skin	Hazel Eyes

## Dominant Gentic Traits (cont.)

Negro	Dark Skin	Wiry Hair
Amerind	Roman Nose	Russet Hair
Heliumistic	Yellow Eyes (r)	Crimson Skin
Tharkastic	Slit Pupils	Clawing Nails, Tusks
Azurian	Slanting Eyes	Violet Hair (r)
Lenta	Singled Eyebrow	Rainbow Hair (r)
Uldra	Icicle Nose	Grey Skin

Albinos are traditionally adopted by the Scholar Caste (Reduce Constitution and Charisma by 2 each, and Increase Intelligence and/or Wisdom by a total of 4 points).

Barsan Races have an automatic 12 minimum Strength and Constitution and are Cold Resistant and Long Lived (500 active year usual lifespan) but cannot read Terran minds. They are incapable of interbreeding with Elves, Hobbits or Dwarves. Skillful swordsmen, moralistic, with a keen sense of Honor, but subject to suggestion, Charm, and belief in phantasms. The Lenta are implanted with a symbote.

## THE BARSAN RACES

In the Apocryphal Texts, it is related how the Lords of Law "translated" the three Barsan races from the planet of the War God, Barsan. For the Demons, with their limited perceptions, could not see into the Higher Heavens. The races have high courage and morale and are excellent swordsmen. They use no shields, but some use a main gauche or other similar devices. Their leather harness may glitter with gold and gems. They are all highly honorable; some say they go to great lengths to "save face." They are Cold Resistant +2 and take decreased damage both from cold and deprivation from oxygen. But they totally lack the ability to read Terran minds. They are +2 Suggestible to Charm, Hold, Suggestion and Phantasms, rendering fanatical loyalty unto death. It is difficult for Demons to see them clearly. The Green are fierce warriors, and in their dispassion seem cruel. The Blue are skilled Magicians and Psionicists. They are variously believed to worship Barsan as God or as planet, or primal tribal gods.

From the Barsoom stories of E.R. Burroughs

## THE DELIAN RACES

"Delian" is a word no longer understood. The Lenta, "the Sons of the Swan," are distinguished by rainbow (iridescent) hair and a large, continuous eyebrow. They possess some kind of Symbiote which the Lenta stock along can tolerate, and it is grafted in during their Rite of Passage in Puberty--with great pain and suffering. It gives them 1/4 Strength and Constitution, a longer life span, and a homicidal old age.

The Uldra are easily offended, always exacting steep revenge, even if only secret humiliation and ridicule. Demonic vengeance is not beneath them. Their origin is totally hidden.

Uldra men, with their tall, nervous physiques, gray skins dyed ultramarine blue with an oil, hair bleached white, and aquiline features, are in general presentable. The girls, fat and squat, have scalps shaved bare against the onslaught of a vermin, and lack charm. As they mature, they retain their heavy hips, and short legs, but elongate their torsos, arms, and face, the typically

long Uldra nose becomes an icicle, the gray skin muddy, the hair, verminous or not, is allowed to grow into an orange nimbus. So says Jack Vance, in The Gray Prince.

In contrast to the Barsan 85% Warrior, the Delian--especially the Uldra--have 85% chance of using Magic or Clerical powers. Both races are excellent at distance weapons.

#### APOCRYPHA

It is tradition that Elves, Dwarves and Hobbits are a Gift to Early man, in that the Lords of Law brought them to RO-SHARN "from Shadow" to ally with Man against the Demons and their Satraps, the Serpent Men.

#### RO-SHARN SOCIAL STATUS (Human)

01-05	Outlaw	71-75	Merchant-Trader
06-10	Foreigner	76-80	Mercenary (commoner-military caste)
11-15	Outcaste		
16-35	Serf(commoner)	81-85	Military caste
36-45	Yeoman (freeman)	86-90	Scholar caste
46-55	Townsman (labourer)	91-96	Priestly caste
56-70	Guildsman (skilled Labourer)	97-98	Nobility
	See D100	99	Players choice
		00	Players choice (including Royal caste)

#### OUTLAW

01-10	Outlaw of present nation, with price on head
11-30	Gypsy (special rules apply)
31-35	Vagabond, Nere-do-well
36-55	Banished victim from a hostile nation
56-75	Banished victim from a neutral nation
76-95	Banished victim from an allied nation
96-00	Players choice

#### OUTLAW STATUS

01-15	Parentage unknown and unknowable
16-25	Parentage unknown but devinable
26-40	Parentage known (roll for same)
41-50	Parentage known (person is in hiding)
51-55	Amnesiac (roll for it later!)
56-60	Were
61-75	Adopted
76-85	Spy (roll for loyalties)
86-98	Roll on 56-99 bracket on social status table for humans
99-00	Players choice

#### FOREIGNER RULES

Roll for social status in own country and per cent of political alliance with present counter.

Fluency in present country's language (roll 1D12)

1-2	Understands the simplest words only
3-4	Understands most words
5-8	Fluent with slight accent
9-10	Fluent with no accent
11-12	Totally fluent in Modern and Archaic

RO-SHARNE automimrew v.1.0 1000x1000 pixels

## OUTCASTE

01-10	Pariah	51-65
11-20	Cursed one	66-75
21-40	Slave (roll for owner status)	76-90
41-50	Cripple, beggar or thief	91-00

Proscribed professions

Secret Cultist

Heretic or Blasphemer

Players choice

Note that 66-00 can include unlimited Cleric and Magic User

## SERF, TOWNSMAN, GUILDSMAN, AND NOBILITY CLASSES

These can be constructed from C&amp;S tables or, to some extent, from Empire of the Petal Throne tables.

## MERCHANT-TRADER

01-05	Courier	66-75	Trader in commodities
06-15	Peddler	76-85	Smuggler
16-30	Shipman	86-90	Diplomatic Courier
31-55	Trader minor	91-95	Dealer in proscribed goods
56-65	Trader in valuables	96-00	Players choice

Note that 91-00 can include unlimited Cleric and Magic User

## SCHOLAR

01-05	Street accountant	51-65	Bureaucratic accountant
06-15	Student	66-80	Hieratic accountant
16-20	Commoner apprenticed to family friend	81-90	Accountant to the Nobility
21-35	Commodity accountant	91-95	Special consultant
36-50	Military accountant	96-00	Players choice

## ELF DWARF AND HOBBIT SOCIAL STATUS

## ELF

01-45	Forest	86-95	Half-Elven
46-60	Water	96-99	Noble
61-80	Guildsman	00	Royal Family
81-85	Adventurer		

Never slave or serf, but always yeoman or higher in Human eyes. Guildsmen are excellent travelers.

## HOBBIT

01-60	Yeoman	76-90	Alderman
61-75	Townsman	91-00	Half-Hobbit

30% chance of Adventurer, 5% chance of being away from home.

## DWARF

01-50	Deep Earth	91-95	Half-Dwarf
51-75	Mountain	96-99	Noble
76-90	Artisan	00	Royal Family

Regarded as commoners by Humans. Other races see them as Skilled laborer to Skilled Artisan. 15% chance of being one of the Swarf (SWARF: an intellectual by Dwarf standards--detects only shifty walls and characters, and sloping passages and foreheads).

AAARRRGHHH...NCS

## SUBMAN ALIEN AND ANIMAL

These are more likely to have a Human-like Social structure with appropriate castes and guilds. Aliens are more likely to have a Social System similar to the ones given above, Submen can breed only within their own species. Animals simply have a pecking order.

## MINIMUM CHARACTERISTICS OF SPECIES

If not met, Player has the option of inventing explanation, such as long-lasting wounds, to explain the sub-minimum. Or player may raise to the minimum and special limits or handicaps may be imposed onto the Character. GM must approve option.

ELF 13 minimum strength, intelligence, wisdom and charisma

DWARF 13 minimum constitution and ~~and~~ strength

HOBBIT 13 minimum constitution and dexterity

These species have no PSI power (unless GM rules that PSI actually is THE basis for magic, in which case it is the MU Requisite and used as Magic rather than PSI).

## HIT POINTS AND FATIGUE POINTS

Level	Dwarves	Weres& Hobbits	Elves	Clerics	M-U	Thieves
1	D8	D8	D8	D6	D6	D4
2	D8	D8	D8	D6	+1	+1
3	D8	D8	D8	D6	D6	D6
4	D8	D8	D8	D6	+1	+1
5	D8	D8	D6	D6	D6	D4
6	D8	D8	D6	D6	+1	+1
7	--	D8	D6	D6	D6	D4
8	--	D8*	D6	D6	+1	+1
9	--	D8	--	D6	D6	D4

## Fatigue Points

	Dwarves	Weres	Elves	Clerics	M-U	Thieves
1	2D10+4	2D8+2	2D8+2	2D8+2	D8	D6
2	1D10+2	1D8+1	1D8+1	1D8+1	D8	D6
3	1D10+2	1D8+1	1D8+1	1D8+1	D8	D6
4	1D10+2	1D8+1	1D8+1	1D8+1	D8	D6
5	D10	D8	D8	D8	D6	D4
6	D10	D8	D8	D8	D6	D4
7	--	D8	D8	D8	D6	D4
8	--	D8*	D8	D8	D6	D4
9	--	D8	--	--	D6	D4

Note that Dwarves top out at level 6, Weres, hobbits and elves at level 8.

Strength modifier: add body points to first level fatigue

Intelligence modifier: add body points to first level fatigue

Constitution modifier: Add body points to each hit die!

## FATIGUE POINTS RESTORED HOURLY DURING CERTAIN ACTIVITY

	constitution	7-8-10 to 12 to 16 to 20
Walking unencumbered	0	0
Resting	2	3
Sleeping	3	4

Hit Points (non-critical) restored by daily resting  
with varying constitution characteristic

	Constitution				
	1-7	8-10	11-12	13-16	17-20
hit points restored	1	1	2	3	5

Critical hits are (ordinarily) scored against the hit points. Ordinary hits are scored against the fatigue points first until these are used up.

STRENGTH: use C&S tables for related capabilities

INTELLIGENCE: use C&S tables for related capabilities

WISDOM: use C&S tables for related capabilities

CONSTITUTION, DEXTERITY, APPEARANCE AND VOICE: as above, see C&S tables.

#### AARGHACITY

1-4	Disgusting Vermin	Automatically singled out for stomping
5-6	Revolting Creep	Cannot startle or surprise
7-8	Wierdo	Produces unpleasant reaction
9-12	Average	
13-14	Striking	Opponents decide to think before acting
15-16	Formidable	Opponents wish to discuss matters
17-18	Exceptional	Opponents are daunted
19	Startling	Sudden appearance startles opponents
20	Awesome	Sudden appearance produces Fear Spell

Aarghacity is a somewhat alien charisma/command-presence characteristic.  
Batman=19, The Shadow=20.

#### ARMS AND ARMOR

Iron is very difficult to enchant. Magical Armor is ordinarily Mithril, sometimes copper. Mithril shields do not break if hit by ordinary weapons. Only check for breakage if hit by meteoric iron weapons, magical weapons, or mithril or adamantite weapons. Adamantite shields only check for breakage if hit by mithril, adamantite, demon blades, or weapons warranted against adamantite.

Weapons with an alignment have an Alignment number. They may be held, without damage, by anyone whose alignment number is within plus or minus four of that number.

DEMON BLADES were forged by demons long ago. They may be held, even by Lawfuls, without damage. Long use may shift alignment number. Their "plus" varies according to the following table:

	Vs Lawful	Vs Neutral	Vs Chaotic or Evil
Used by Lawfuls	+1/+2	+2/+2	Does no damage
Used by Neutrals	+2/+4	+3/+3	-1 hit probability
Used by Chaotics	+5/+6	+4/+4	+2/+2

ELVEN BLADES are suspected to have a magic ring in the hilt and it is believed most of the power comes from it.

METEORIC IRON: Especially useful against demons (also, the very rare blades that actually come from Barsan). (On Earth, all iron was originally meteoric and the carbon nickel content made it superior to the common iron that was first made when man began to derive iron from ore.)

Psionic devices are not limited by the magical limitations described, and may include iron, steel, mithril, perhaps even adamantite--but not enchanted materials.

Armor is sized according to the Height/Frame table (see C&S). Plate is fit to the individual, variance one inch up or down. Scale and chain are more flexible--4 inches up or down, 20 pounds up or down. SHIELDS used by Short or Light Framed individuals weigh 5% more of the Body weight than per standard chart. Demon Shields also exist.

In melee, a combatant may choose to use pluses for strength, dexterity, or armor either for defense or offence, but not both simultaneously--specify before a round which is being done.

Weapons: light...D4      Medium..D6      Heavy..D8 and above.

The description of the Magical system for Ro-Sharn begins on page 10

\* \* \* \* \*

## MAGIC

ROLL	INT%	DEX, VOICE%
1-3	10%	-15%
4	15%	-10%
5-6	20%	-5%
7-9	25%	0%
10-11	30%	0%
12-14	35%	+5%
15-16	40%	+10%
17	45%	+15%
18-19	50%	+20%
20	55%	+25%

DEVICE	+25%
SCROLL	+30%
WAND or STAFF	+35%
DEVICE: Omit Dex & Voice%	
SCROLL: Omit Dex%	
STAFF/WAND: Omit Voice%	
NO FATIGUE POINTS USED	

These are the basic percentages of a spell working, based on the characteristics of Intelligence as modified by dexterity & voice and whether a magical implement is used. Roll dice and if score is less than the percentage in tables above, spell is fired off. Recipients then make usual saving throws. IF PERCENTAGE ROLLED IS MORE THAN ABOVE TABLES, SPELL IS KLUTZED.

OVERROLL: 5%	Spell Effect is delayed 2 rounds.
10%	Spell Effect is delayed 4 rounds, Save @ -2.
15%	Spell Effect is delayed 6 rounds, Save @ -4.
20%	No Effect.
25%	55% Chance of Spell rebounding on user. No Save.
30%	95% Chance of Spell rebounding on user. No Save.
35%	Magic Shut-off 48 Hours.

TIME REQUIRED TO FIRE OFF SPELL	1 Round	Wand, Staff
	2 Rounds	Scroll, Device, L-1 Spell
	3 Rounds	L-2 Spell, L-3 Spell
	4 Rounds	L-4 Spell

Chances of obtaining 5% magic percentage enhancing devices are rare.  
Chances of obtaining one round spell-firing devices are also rare.

## Intelligence Required to use a Spell or Device:

1-6	Level One Spells
7-10	Level Two Spells, all Devices except Scrolls. VOICE BONUS.
11-12	Level Three Spells, all Devices and Scrolls. *DEXTERITY.
13	Level Four Spells, all Devices and Scrolls. *
14	Level Five Spells, etc.
15	Level Seven Spells, etc.
16	Level Nine Spells, etc.
17	All Spells, etc.

\* Intelligence below 7 cannot be trained to use Voice bonus, and below 11 cannot use Dexterity bonus. Must know language Scroll is written in to use the Scroll. Magic advancement limited by social caste.

## LIMITATIONS ON CLERICS &amp; M-U

Basically, Clerics come only from the Priestly Caste, and Magic-Users only from the Scholarly Caste, among humans, except as indicated by Social Status and Race. Elves and certain other non-humans are naturally Magic Users. Characters with a high requisite for Magic or Clericism not born

into the proper Station--well, they have a problem. They must be contacted by an Order in order to advance beyond a maximum of two first level spells. They obtain these two spells from private research, spurious Grimoires which give them basic, if faulty, information and so on.

In the East, it is said, "When the Chela is ready, a Guru will appear!... or as we would say in the West, "Don't call us, we will call you." At the end of each Level, a Character not in an Order to his or her liking may roll D6:

- 1 = unfavorable rumors prevent Contact this turn and next
- 2 or 3 = no contact
- 4 = one Contact, rolled at random from the Tables
- 5 = two Contacts rolled at random
- 6 = three Contacts, rolled at random

Catching up to one's allotted Spells is rapid in Orders. Not all Orders will admit all Characters. The following Minimum Intelligence is required for spells of certain Levels:

- L3 requires Intelligence of 10
- L4 requires Intelligence of 12
- L5 requires Intelligence of 14
- L6 requires Intelligence of 15
- L7 and L8 require Intelligence of 16
- L9 and above require Intelligence of 17

Each four levels the Magic-User goes up improve his Basic Spell Casting Ability 5% on the MAGIC CHART (P. 21). Thus at Level Five, Ability improves 5%.

Clerics operate in the same manner as above, but the Percentage of Spell Casting is 15% higher than the chart for Magicians, and Dexterity is not a factor in their spell casting. Only Voice modifies Clerical ability.

PSI-USERS do not operate through Orders as Clerics and MUs do. Since telepathy is common, the Esper guilds are well enough aware of individual Esper abilities and vice versa. Regarded as a gift, psi is treasured even among those of greatly different alignment numbers. To name the major guilds:

The Esper Guild trains alignments 1 through 9

The League of Psi takes 1 through 15

The Mind Masters takes anyone (usually only Chaotics stay)

Intentions are easily understood by Psychometry, a third level ability costing one spell point, which reads a person's history, and the history of an object held in the hands.

#### NOTES ON MAGIC SPELLS:

##### CURE LIGHT WOUNDS:

Roll D6	Lawful Cleric to Lawful Character	+2
	Lawful Cleric to Neutral Character	+1
	Lawful Cleric to Chaotic Character	-2
	Neutral Cleric to Lawful Character	+0
	Neutral Cleric to Neutral Character	+1
	Neutral Cleric to Chaotic Character	-1
	Chaotic Cleric to Any Character	-2

More than one Cleric may cure a wound, but only a single Cleric at a time.

## ROASHARN

## SLEEP:

This enchanted sleep lasts the number of hours which equal the number by which Character failed to save. Requires an Awaken (Level One Spell) to bypass the number of Hours imposed by the Spell. Psionic Blast can also awaken, but does 1-4 points of Fatigue.

## AWAKEN

Requires a kiss. Character saves, but needs +1 for the Save. Carrying Awaken as a Spell is +1 vs Sleep.

## CHARM:

Non-suicidal, but the Barsan have problems with it--see their write-up. Charmee is infatuated with MU.

## HOLD:

Can be suicidal, but Morale must be checked when the Held person is severely wounded.

~~SUGGEST:~~ ~~IS~~ Stronger than Charm and Hold. Suicidal Monomania is fully possible.

## PHANTASM:

Creates the Illusion of a being or object which must be touched twice in order to be dispelled. Charm or Suggest may be used on someone to maintain the Phantasm past the twice-touched stage.

## PHANTASMAL FORCES:

Creates the Illusion of Fireball, Wall of Fire, Thunderbolt, Avalanche or the equivalent of Wall of Water and other natural forces. Cannot Kill or render unconscious. Does quarter damage.

PF Damage from Fireball. Within the Radius of Operation, use D4, not D6 And Lightning, Etc. to compute damage.

## READ MAGIC

Eliminates the requirement to know the language Scroll is written in. Deciphers Runes.

## READ LANGUAGES:

Translates non-magical writing.

Spell points are not used. Casting a Detect (or Awaken) uses  $\frac{1}{2}$  Fatigue point. Other spells cost 1 fatigue point per level of the spell.. Voice determines how well commands carry in melee. Hit points may be used instead of fatigue: these cannot be cured.

## PSI - USERS (ESPERS)

PSI is considered a Universal Force (hmm,,,) that can be detected, concentrated, and utilized. It is not the same Force (Mana) a Magic-User employs. PSI Training prevents a Character from using Magic or Magical Devices as the regimens are incompatible, and vice versa. (Attempted Use would drain the powers of both User and Device for an hour.) Notwithstanding, certain paranormal effects may be accomplished by either means. SAVING THROW VS. THE OPPOSITE REGIMENT IS +3; FAILURE TO SAVE WILL BURN OUT THE USER OR ARTIFACT FOR ONE TO FOUR DAYS.

Esper may consort freely with other Characters, even MU without penalty: there is no antipathy to Anti-Magic (Technology). PSI Rating may be increased by Training and Artifacts and by "PSI BENEFIT" cast by another Esper.

Esper are limited to Leather Armor (including Cloak) & no Shield. They may use furniture and the like to PARRY. For distance weapons, they may use cloth, rope and wood furniture. Only when in face-to-face combat may the Esper draw a dagger... and the Esper cannot be aided in single combat by non-Esper...

in combatting more than one opponent at once, the Esper cannot be aided by non-Espers either.

**ADVANCEMENT:** As Magic-Users for Experience Points. On those levels where a MU would gain only 1 hit point, Esper gains 2 hit points. Use D&D, Greyhawk, or C&S, whichever is played.

**SAVING THROW:** As MU (but +3 vs. Magic).

**SAVE VS. PSI:** ALL CLASSES use the Resolution Table. PSI Rating may be rolled on the spot. MU Save as if PSI ROLLED (NOT RATING) IS + 3.

THE CHARACTER OF THE ESPER IS MODELLED AFTER DOCTOR STRANGE. IT MAY BE DIFFICULT TO ASCERTAIN, BUT THAT IS THE BASIC IMAGE. NOT ALL MAGIC SPELLS HAVE PSIONIC ABILITY EQUIVALENTS.

There are four basic ranges of PSI Ability: Three Foot Radius from the Esper, Thirty Foot Distance, 100 Foot Distance, One Mile Ellipse ONE MILE LONG AXIS, ONE THIRD MILE SHORT AXIS, ONE FOCUS FIFTY FEET FROM ESPER TO NEAR END OF ELLIPSE. The first is a "natural" area of sensitivity, the rest are PSI Abilities (Spells). Depending on the Rolled Characteristic Score, an Esper will have various Abilities within this Area of Sensitivity, the use of which is Four plus Experience Level free--- no Spell Point Equivalents being used---per hour. The Resolution Table applies to these Freebies as well as routine use.

PSI SHOULD BE PLAYED MORE INTIMATELY THAN MAGIC, BUT NOT TO THE EXTENT OF ALTERING RULES FROM MINUTE TO MINUTE.

ABILITIES CARRIED MAY BE CHANGED AT THE START OF EVERY EVEN-NUMBERED LEVEL. TWO L-1 CAPACITIES MAY BE EXCHANGED FOR ONE L-2 AND SO ON: EG: ONE L-1 AND ONE L-2 FOR AN L-3 ABILITY.

#### ESPER RESOLUTION TABLE

VERSUS	00	01	02	03	04	05	06	07	08	09	10	AS DEFENDER
00	50	33	20	10	05	01	--	--	--	--	--	FIGURE SHOWN IS SAVING THROW VS ESPER RATING IN THE LEFT COLUMN
01	67	50	33	20	10	05	01	--	--	--	--	
02	80	67	50	33	20	10	05	01	--	--	--	
03	90	80	67	50	33	20	10	05	01	--	--	
04	95	90	80	67	50	33	20	10	05	01	--	
05	99	95	90	80	67	50	33	20	10	05	01	EXAMPLES:
06	--	99	95	90	80	67	50	33	20	10	05	RATING 9 ALWAYS DEFEATS AN R.3.
07	--	--	99	95	90	80	67	50	33	20	10	RATING 8 NEEDS TO ROLL 33, OR HIGHER, TO SAVE AGAINST AN R.7.
08	--	--	--	99	95	90	80	67	50	33	20	
09	--	--	--	--	99	95	90	80	67	50	33	
10	--	--	--	--	--	99	95	90	80	67	50	
+0	--	--	--	01	05	10	20	33	50	67	80	SAVING THROW OF SHIELD
+1	--	--	--	--	01	05	10	20	33	50	67	& SCREEN VS ESPER
+2	--	--	--	--	--	01	05	10	20	33	50	RATING

## PSIONIC ABILITY RATING

RATING	DICE	DESCRIPTION	NOTES
0	XXXXX	PSI SHIELDED ARTIFACT (PSI NULL)	(+2 SHIELD)
1	XXXXX	PSI TRACE (as from recent PSI Usage)	(+1 SHIELD)
2	XXXXX	PSI ARTIFACT	(+0 SHIELD)
3	01-03	Blank, Blabbermind, PSI Beacon (NO PSI ABILITY)	
4	04-05	Can be BENEFITTED	
4	06-07	Can be SHIELDED (BARRIER ERECTED AGAINST INCOMING PSI)	
5	08-09	Can be SCREENED (BARRIER ERECTED AGAINST OUTGOING)	
5	10-11	Can DETECT (3 FOOT RADIUS)	
6	12-13	Can SHIELD (3 FOOT RADIUS)	
6	14	Can SCREEN (3 FOOT RADIUS)	
7	15	Can RECEIVE (10 FOOT RADIUS)	
7	16	Can TRANSMIT (10 FOOT RADIUS)	
8	17	Can BENEFIT OTHERS (10 FOOT RADIUS)	
8	18	Can SHIELD OTHERS (10 FOOT RADIUS)	
9	19	Can SCREEN OTHERS (10 FOOT RADIUS)	
9	20	Can make others DETECT (10 FOOT RADIUS)	

## PSI COMBAT

It is a serious matter for an Esper to Challenge another to Combat but it is sometimes done playfully. There are a limited number of Challenges and a conventional set of Responses to each. It is Bad Form to act otherwise, though Chaotics might not care.

	CHALLENGES	RESPONSES
(1)	WHO IS GREATER?	A,B,C,D,J,K
(2)	SHALL WE DO IT?	B,D,G,H,I,J
(3)	LET US DO BATTLE!	C,E,F,G,H,I,J,L

## RESPONSES:

- (A) LET THE JUDGES DECIDE.  
(Impartial comparison of Level, Rating, and Honor Points by the highest rated and most respected Espers in the Area.)
- (B) DEFEND AGAINST MY BLAST. (One Blast vs. Resolution & Shield)  
(If no effect made, it is considered a Draw)
- (C) WE SHALL CONTEST IT  
(Aarghacity Contest)
- (D) DEFEND AGAINST MY PHANTASM  
(One Phantasm/al Attack, scored as B above)
- (E) ARE DAGGERS ACCEPTABLE?
  - (E-1) "NQ" (Loss of One Honor Point from Challenger)
  - (E-2) "TO FIRST BLOOD, THEN, IT IS AGREED."
  - (E-3) (Winner takes one Honor Point from Loser.)
  - (E-4) "YES, YOUR DAGGER AGAINST MY ABILITIES."  
(Combat until one is subdued. Winner achieves one Honor Point.)
- (F) MY COMRADES ACCEPT.  
(My Gang/Expedition vs. your Gang/Group.)

(G) AS ONE MAN, MY COMRADES ACCEPT.  
(Pooling of any resources, then Esper vs. Esper. Loser must forfeit any PSI devices or other useful items to the Winner.)

(H) SHALL WE GO TEN ROUNDS?  
(H-1) "NO" (Loss of one Honor Point from Challenger to Respondant.)  
(H-2) "AGREED." (A two hour Combat, without outside help.)  
(H-3) "AGREED, IF DAGGERS ARE ACCEPTABLE." (RESPONSE E-1,2, or 3.)

(I) LET OUR PHANTASMS CONTEND.  
(Real-Time Combat of Phantasms, for 10 minutes.)

(J) NO.  
(Loss of one Honor Point if Challenger is less than two Levels higher than Respondant.)

(K) I AM THE GREATER.  
(K-1) "THANK YOU FOR THE ENLIGHTENMENT." (Challenger departs chastened.)  
(K-2) "I FEAR THAT MUST BE SUPPORTED BY PHANTASMS."  
(Proceed to Real-Time Combat of Phantasms.)  
(K-3) "ONLY THE TEST ULTIMATE CAN PROVE THAT."  
(Proceed to TEST ULTIMATE.)

(L) IT MUST BE THE TEST ULTIMATE.  
(Respondant has the options of BATTLE TO THREE RATING 3  
BATTLE TO ARTIFACT RATING 2  
BATTLE TO TRACE RATING 1  
BATTLE TO NULL RATING 0

(Specialized use of Blast to Lower Opponent's Rating. Each successful Blast subtracts one Rating Point, but does NOT remove Abilities. Note that the Resolution Table can reach a state where it is impossible for one Esper to continue to attack another.)  
(Either Esper may use other Abilities besides Blast.)  
RECOVERY takes four to seven days (D4+3) to recover 1 Point of Rating.

## ESPER ABILITIES (SPELLS):

## FIRST LEVEL ABILITIES (10 FOOT RADIUS)

**BENEFIT:** Raises another Character, whether Esper or not, one PSI Rating Point. Doesn't work on MU. Maximum of 3 BENEFITS per Character at any one time. (Roll to see if 1, 2, or 3.) Does not add PSI Abilities. Multiple BENEFITS must each be by a different Esper. Raise is up to Rating Minor. Duration is One Day, unless Game's on some kind of Weekly Overland basis. ESPER RATING 8 CAN PERFORM FOUR "FREE" BENEFITS, WITHOUT BURNING SPELL PTS.

**SHIELD:** Creates a Barrier to incoming PSI THOUGHT, COMMAND, and BLAST. This First Level Shield is equivalent to Rating 2 Defending (Read Resolution Table Carefully!). Blabberminds can't be SHIELDED. and Rating 4 Minors must get BENEFITTED first before being SHIELDED. RATING 6 HAS A NATURAL SHIELD AND CAN PHYSICALLY HOLD ONE OTHER BEING WITHIN THE NATURAL THREE FOOT RADIUS AND INCLUDE HIM/ER WITHIN THE SHIELD, IF HE/SHE IS SHIELDABLE. A FULL R8 HAS FOUR "FREE" SHIELDS, FIRST LEVEL, PER HOUR, 10 FOOT RADIUS, LASTING TWO MELEE ROUNDS EACH.

## RO-SHARN:

SHIELD using Spell Points lasts half an hour. If cast on a Character, he/she must be within 10 foot radius.

## SCREEN:

Creates a Barrier to being READ telepathically. Many authors call this a Shield. Used here, a SHIELD wards off a blow and a SCREEN, like a net, prevents something from getting out. Description for SHIELD, above, workd similarly for SCREEN.

## DETECT:

Detecting PSI in use by a Being, the presence of an Esper or Artifact, or the vestiges of intense usage, as a "trace" of PSI. This is not unlimeted, as Esper Resolution Table permits defence. If no resistance is made, however, Detect automatically works within personal Three Foot Radius or if Thirty Foot Detect is used, and Spell Point(s) burned, within thirty feet. DETECT IS AUTOMATIC, WITHIN THE DETECT RADIUS, UNLESS ESPER IS CONSCIOUSLY THINKING OF SOMETHING ELSE, INTENTLY.

## RECEIVE:

Automatically receiving thought within 3 foot radius...and within 30 feet if Spell Points are burned; receives thought TRANSMITTED to self if an Esper is TRANSMITTING within range used by the broadcaster. GM rules on how much can be understood between different nationalities, species and levels of intelligence. Emotion and Physical Sensation whould be readily understandable.

## TRANSMIT:

Sending Thought, Emotion, or Physical Sensation to another Character within radius, as above. Lee Gold suggests message be limited for total words: Add PSI Dice rolling plus Intelligence Dice rolling for total words.

SHIELD OF  
THE  
SERAPHIM:

Increases apparent Armor Class of Esper by 4, both for Missiles and Weapons. Like a Mind Shield, it can flow out around Esper to include one other Character. The Armor Class of that Character cannot be better than of the originating Esper.

## BLAST:

Projects a Blast of mental force, equivalent to "magic Missile." that can be used to Injure or Subdue. Range is 30 feet. PREREQUISITE: Ability to TRANSMIT over a range of ten feet (Rating 7) or the use of a PSI Device that will extend Persona of Transmission from 3 feet to Ten feet, or the carrying of TRANSMIT as well as BLAST. This Ability requires a clear shot and the unimpeded use of at least one arm to send the BLAST. A review of Dr. Strange will confirm this. rating 7 HAS ONE FREE USE OF TEN FOOT DISTANCE BLAST PER HOUR, EVEN WITHOUT CARRYING THE ABILITY. CAN BE USED TO "AWAKEN" FROM ENCHANTED SLEEP, DOING 1-3 HIT POINTS DAMAGE. THE SLEEPER "RESISTS" SO THE RESOLUTION TABLE IS REQUIRED. ONLY ONE PSI ATTEMPT PER SLEEPER PERMITTED.

## WILD TALENT:

An Omnibus Ability, colloquially called the "PSI KICK" of extremely varied but limited application... namely, whatever Player and GM can agree on, but not including everything hitherto deemed excluded. Examples: The Fortuitous Fall of dice or coin; the Extinguishing of a Candle Flame; the Unexplained Fall of a Bottle From a Shelf; Mysterious Magnetic Deflection on a Compass; Sparks; Minor Combustion (but not Light) sufficient to ignite a Wick; Glows and Glimmers; Lucky Hunches and the like. Useful for influencing meta-stable states, decisions that could go either way, or things described

by Andre Norton. Range is 30 Feet, & Resolution is as against Zero. RATING 7 HAS ONE FREE USE WITHIN TEN FOOT RADIUS PER HOUR OR ONE BLAST, PER ABOVE, WHETHER WILD TALENT IS CARRIED OR NOT. This is NOT Teleport or Transport. Includes "TRACK" from C&S.

NOTE THAT AN ESPER MAY "CARRY" AN ABILITY THAT IS ABOVE HIS RATING, IN HOPES OF BEING BENEFITTED INTO A RATING THAT WILL ALLOW USE OF THE ABILITY. NON-FREE PSI EFFECTS BURN SPELL POINTS THAT ARE EQUAL TO MAGIC-USER SPELL POINTS BURNED UP. TRANSMIT HAS NO INTRINSIC HYPNOTIC, CHARM, HOLD, OR COMMAND POWER. ONLY IF THE RECIPIENT OBJECTS TO, DECIDES NOT TO, OR IS "ORDERED" NOT TO IS RESOLUTION TABLE USED TO DETERMINE IF TRANSMISSION OCCURS.

#### SECOND LEVEL ABILITIES:

HUNDRED FOOT RADIUS: Extends Range of Operation of DETECT, RECEIVE, TRANSMIT, BLAST, AND WILD TALENT from 30 to 100 feet. PREREQUISITE IS CARRYING THE ABILITY TO 30 FOOT DISTANCE.

PLUS ONE SHIELD: Improves SCREEN and SHIELD from Plus Zero to Plus One Esper Rating 6. Minor would have to take SCREEN as Level One Ability to have Plus One Screen included.

UNDERSTAND THOUGHT: Enables Esper to comprehend the Thinking, if any, of living creatures outside his own species, nation etc.---GM has the option to rule that Thought is a universal, and RECEIVE includes understanding. This is not the ability to understand Demons or the Undead.

SENSORY NULL: "THE STRANGE AND HYPNOTIC POWER TO CLOUD MEN'S MINDS" "A SIMPLE SPELL OF CONCEALMENT," Said Dr. Strange. Can conceal 1-3 (roll for it) other Characters or an equivalent size of matter, for half an hour. Those concealed cannot move or speak much, mount PSI attack or especially use Magic, without breaking the Sensory Null. This extends to all senses, including Detects. Resolution is as against Zero, Defending.

PHANTASM: Psionically imaging for others a living being or the illusion of an object. Equivalent to PHANTASMAL FORCES as a Magic Spell, although as GM I hold Phantasms must be touched twice in order to be dissipated. Note that Phantasm can include a door or blank wall.

PHANTASMAL FORCES: As above, except the imaging of Fireball, Thunderbolt, Wall of Water and the like, doing usual Phantasm damage to those believing in it. (Resolution Table.)

#### THIRD LEVEL ABILITIES

BANDS OF CYTARRAC: Dr. Strange's CRIMSON BANDS OF CYTARRAC, creating an unbreakable and irresistible prison in 2-4 melee Rounds (Roll for it). Includes Astral and other Regions and can imprison anything, including Demons. Esper cannot attempt other ESP actions while Bands form, but Target or Targets can fight, cast spells, use PSI, and so on.

LEVITATE: As usual Magic Spell, including Flight, but requires a Device (any kind of useful PSI Device) to act as focus for the Esper.

## THIRD LEVEL ABILITIES (continued)

SECOND ORDER BLAST: A BLAST directed against an individual, doing Five D6 of Damage or Striking to Subdue, but rated as one Rating Point higher than the Esper actually is.

ESPERS WITH DEXTERITY OF 14 OR HIGHER MAY DIRECT THIS AS TWO SEPARATE BLASTS OF THREE D6 EACH INSTEAD, AND MAY TAKE TWO SPECIAL TARGETS, DOING ONE BLAST AT EACH.

PSIONIC COMMAND: PREREQUISITE: Ability to Project 10 feet or Transmit also carried as an Ability. Range: 30 feet. If SAVE is failed, subject is absolutely under the command of the Esper, including suicidal actions, for one hour plus one turn for every Level the Esper has. Also, Esper has established 100 foot transmission to the subject, Freebie.

CARRYING TRANSMIT AS A SPELL/ABILITY: DOES NOT HAVE TO BE USED EACH TIME TO PROJECT, JUST TAKEN AS AN ABILITY.

## TERATOLOGY :

## SHAPECHANGERS (THE CHILDREN OF SHARGOTH NHA THUULUC)

It is written in the Apocrypha that in the Last Battle, the Demons, being sorely pressed, released Shargoth from the Underground Exile. Shargoth indeed fought with the other Demons, but came forth not alone, but leading a brood spawned--in what unknown communion--with rock, bitumen, and the heat.

Even today, Shapechangers prefer the Underground and a diet of bitumen, pitch, or blood. They are almost invulnerable to heat and Fireballs, "overkill" merely melting them. An Esper who personally guesses a Shapechanger's true nature can by successful PSI Battle command their shape. They have Magic Resistance equal to a Dwarf. They are colorblind, seeing more by heat-waves than by light. They are single-celled and ordinary flow rate is that of molasses. Their mentality more imitative than imaginative, they are emotionally intuitive. They change their minds as easily as they change appearance--FOR THE NATURE OF A SHAPECHANGER IS THAT OF FLUX. Alignment cannot be lower than 7, for the Lords of Law decree that "Law is Order". They can mimic perfectly anyone or anything seen a three-month ago. They take double damage from Cold.

STRENGTH no higher than 13

CONSTITUTION automatically 18, unless rolled higher.

INTELLIGENCE cannot be higher than PSI. If rolled higher, exchange score with PSI.

APPEARANCE, COMELINESS as desired.

AARGHACITY is likewise variable at will.

It requires one full turn to change face, two turns for changing size, frame, species, or gender; these are additive. They are Magic Susceptible (-1) and Deficient (-1) but would be +2 with Demonic Weapons. They are naturally not bothered, hindered, or very visible to Demons. Maximum of seven limbs.

## WERES

All Weres ultimately trace origin to the efforts of Demons to raise troops to fight the Elves and other races which the Lords of Law brought from Shadow to counter the Serpent Men. The first Weres were slaves and sycophants. Alignment, like Shapechangers, no lower than 7.

## WERES (cont)

Feral Possibility = Involuntary change % - 15%

Change takes 3-8 Melee Rounds and lasts 1-4 hours. It has a voluntary change factor of 20% (reckoned once per hour) at first level, increasing 4% per level. Involuntary change, 90% first level, decreasing 3% per level. Characteristics do change upon Transformation, so are rolled twice. Aarghacity: in were-form no lower than 16 (except the were-fox) due to a very horrifying appearance in man-beast form. As Were, takes no damage from non-magical or non-silver weapons but feels an intense pain which can be incapacitating (if "over-killed").

## THE UNDEAD

Raised or communed with by Neutrals and Chaotics (and only Hierarchs of Lawful Orders who dare risk the penalties). Undead have the Alignment Number of their Raiser PLUS ONE (Maximum of 20) or of themselves, if truly Sentient. Unlike D&D, there is a Saving Throw.

## SAVING THROW VS. CLERICS

Should a Cleric attempt to Dispell Undead, there is a Saving Throw!! Undead roll two D6 and add this to the Cleric's Alignment Number to compare this result with their Alignment Number:

Total Less than their Alignment: DEFEND OR ATTACK

Total Equal to their Alignment : FLEE

Total Greater than Alignment: TWO D6 ARE DISPELLED

## BONUSES:

GHOSTS -1

SKELETONS +0

ZOMBIES +1

LARGE SKELETONS +2

LARGE ZOMBIES +3

GOHOLS +4

ETC PER D&D +++

CLERICS: SUBTRACT ONE POINT FROM THE UNDEAD'S ROLL FOR EACH LEVEL THE CLERIC IS ABOVE LEVEL ONE.

("Large" means more than  $1\frac{1}{2}$  human mass.)

Not all Undead are Destructive; some are mere guardians that will be kept in one spot unless absolutely necessary.

## DEMONS

It is possible to operate a Demon or Half-Demon as a Character. The goal of a Demon is to make Contracts with Mortals (non-Elves) to get them bound to his service. A Demon-Character makes contracts with other Player's Characters. The Demon can suspend time (Null Time) thrice a day and Ask and/or Receive Three Questions and their Answers, in detail. Demon will offer to absorb a Blow or Spell from a Character so that Character does not receive it, in return for (a) one point of Alignment Increase or (b) one Point of Wisdom. Demon gains one Constitution Point for the Alignment Increase, and 5% Power to Materialize for each Wisdom Point so obtained. Demons will increase in Level accordingly. Contract can be One Kill for a Wisdom point or Inspiration (GM Hints) in exchange for a Favor, to be announced later. (AN OFFER YOU CAN'T REFUSE).

## SAVING THROW AFTER THE OFFER IS DONE &amp; CONSUMMATED:

Character rolls one D20 and if roll is greater than his Alignment Number (or rolls 3 D6 if Alignment was made that way) he saves.

Demons as described in Eldritch Wizardry are of a much Lower Order.

## HALF-DEMONS

As above, but only one Question & Answer, and only twice a Day.

## LOWER ORDER DEMONS

As in Efdritch Wizardry. The Orders are separate Species, but they can advance in Hit Points and Levels and improve their Powers. And they can be played as Characters. Advance as Magic Users. No Resurrect. Can be enslaved and then Summoned, and as such do not advance.

## MAGICAL &amp; RELIGIOUS ORDERS:

## (1) THE ANCIENT ONES

NEUTRAL MAGIC USERS ONLY ALIGNMENT (S)

A group of (some say) senile Neutral Mages who buy and trade spells on the open market. No deliberate Demonic involvement.

LEVELS: 1-3 Common Spells: 300 GP per level to teach.

LEVELS 1-4 Scrolls: 100 GP per level. Two uses.

## (2) THE ORDER OF OUR LADY OF TRANQUILITY ALIGNMENT 10-17 MU &amp; CL

Worshippers of Thanais, Goddess of Fulfillment, Patron Saint of Assassins. (Fulfillment of Life, Tranquility is Death.) Rumors of Demonic involvement, but nothing overt. Teaches spells as a payment for Tranquility (unnoticed assassination).

## (3) THE CULT OF ANDURIYAN THE GOD

LAWFUL CLERICS AND MAGIC-USERS

Anduriyan was a World Teacher, elevated to the Godhead. Proof of Valor is required for admission to the Sangha, which includes Paladins. Practice of Group-Mind and purification by confession.

## (4) THE WILD HUNT

NEUTRAL MAGIC-USERS (AND BERSERKERS)

Freebooters and Free-Lance Magic (non-standard spells).

## (5) THE WORSHIPPERS OF SHARGOTH

ACCEPTS ANY CLERIC

Devotion to Shargoth Nha Thuuluc (The Bringer of Gifts), as Promethean Figure. Stress is that S.N.T. was imprisoned by Demons, for aiding Man. S.N.T. was only opposed to the Lords of Law--at the time of the Final Battle. Veneration of the Shape-Changers. Doesn't teach Detect Evil.

## (6) THE POWER IN THE TOWER

ACCEPTS ANY MAGIC-USER

Teaches Magic in return for service. Organized as Covens. Much use of Half-Demons for major tasks. Enlists Weres & Witches. A number of Lawfuls attend, partly to study the Enemy, for extensive Demonology is taught.

## (7) THE HELL-FIRE CLUB

CHAOTIC MAGIC-USERS ONLY

Satanic Rites for Hedonistic Gratification. Some use of Undead.

## (8) THE SHINING ONES

ALLEGEDLY LAWFULS &amp; HIGH NEUTRAL MU

A heretical sect of Anduriyan. Emphasis on the Illusion of the Material World, excellent school for Phantasmals.

## (9) THE RELIGION OF ISSUS

CATERS TO THE BARSAN

Claims to have originated on the War God's World. Enthrones one woman as Goddess Incarnate, the perfection of humanity.

RO-SHARN

(10) THE FOLLOWERS OF THE LORDS OF LAW      LAWFUL CLERICS ONLY  
Strict Observance of Law, as set forth in many, many volumes. A  
zealous group out to convert Neutrals and dispense with Chaotics.  
Intollerant. Claims many miracles.

(11) THE BROWN BRETHREN      LAWFUL AND NEUTRAL CLERICS, SOME MU  
Friars include some MUs. Not bound to a Monastery. Not separate from  
the World or really required to renounce it.

(12) THE GREAT FELLOWSHIP      LAWFUL AND NEUTRAL MAGICIANS  
Teaches Union with Nature, Orderly conduct with all life. Gentle in  
character, an unlimited Order. The Low Neutral find it difficult to  
achieve advanced training.

\*Others to come\*

Hurriedly (since these &%##! stencils didn't come in until Thursday the 11th) typed by Mike Gunderloy, Lloyd House, Caltech 1-54, Pasadena, Ca, 91126. Phone # (213)-449-9294.

BRIEF BIO:

For those of you who don't know me from A&E, I am currently a Frosh here at Cal Tech, and (hopefully) I'll be a Sophomore here next year. I've been playing/reffing D&D now for just about 2 years exactly (maybe a little more). My main interests are D&D and homework--as beyond that there just isn't time for much. If you want to know more, you'll just have to hunt me up sometime.

MY UNIVERSE: I run a high-level world, having just recently (last term) switched from running a low-level world. By high-level, I mean that the following things exist or have existed in the universe: 50th+ level Player-characters, 150th+ level NPCs, 50th+ level spells, Size 40 dragons, and so on. I also run a varied universe: for example, almost 1000 spells, over 450 monsters, around 1500 magic items (with infinitely variable subclasses), about 100 races playable, about 30 PC classes, and so on. I run this type of world because I personally enjoy it. However, as the saying goes, some of my best friends run low-level worlds. I am most definitely not a One-True-Wayist. I think that everyone has useful and usable ideas, and should be allowed to run their own universe--or I wouldn't write for any APAs at all.

10TH LEVEL SPELLS:

In line with my above, I thought I'd publish a sampling of my high-level spell lists, starting with the "low-level" (comparatively) ones. What follows is a representative selection of the known 10th level spells in my universe. Credit for the idea and/or invention of a number of these spells belongs to Larry Neer.

**Spell of Spellstoring:** Stores any one spell up to L9 in a person or object. Spells in an object can be triggered by any mage, spells in a person are triggered by that person. Each time this spell is used, there is a 10% chance that all spells stored in the object, including the one being cast, will go off in random directions. Range=30'. Duration=1 week or until used.

**Steel Cord of Zindar:** Shoots out of mage's finger at any target in range. Hits as Heavy Crossbow +3, counting only DX-based armour. Victim has a (1%/3 pts. ST) chance per MR of escaping. Range=15'. Duration=10 min.

**Telekinesis II:** As TK, but 10x as much weight.

**Wishblock:** Blocks any one wish if fired in the same MR.

**Mindblank any object:** As mindblank, but works on inanimate objects. Range=240'. Duration=1 day.

**Time Teleport:** Will teleport user+what he can carry+1 other person up to 10 years through time. Same chance of botching as for a regular Teleport spell.

**Anti-Magic Shell II:** As Anti-Magic Shell, but 60' r.

**Air Walking:** As Water Walking. One target. Range=30'. Duration=1 hour.

**Astral Locator:** Allows one target to maneuver on the Astral Plane with only a 20% chance of getting lost. Range=60'. Duration=2 hours.

**Cloudkill II:** As Cloudkill, but gets all up to 12HD.

**Curse:** This spell puts a random curse from the scroll curses table on one item. If the item is picked up, the curse goes off. Range=30'. Duration=until set off.

**Minor Portal:** Summons via teleport any item the mage possesses. Mage loses "possession" if item is passed through an iron hoop.

Detect Lock: A spell which is cast on a rock, brick, or something similar. All spells which involve detection cast in a 30x30 area centered on the brick return info as if cast on the brick. Range=10'. Duration=1 hour.

Level Draining: Sucks up to the caster's level of life levels from one target. Caster gets a burst of energy. 10% chance of backfiring. Range=120'.

Intangibility: As Etherealness, but the target remains on this plane. One target. Range=30'. Duration=1 hour, or until removed by the intangible person at will, a process taking 1 minute.

Teleport pads: The mage enchant's a 3'd. circle on the floor, then teleports to wherever he wishes and draws a similar circle about himself. The circles then become Puppeteer-type teleport pads (See Ringworld by Larry Niven.) Duration=1 day.

Dissapation: Dispell's automatically any elemental, cloud, mist, or magical wall. Range=50'.

Well, I hope someone finds that useful. If there is any interest, I can continue this listing of high-level spells, or I could, if anyone wants to see them, list some of my original lower-level spells. Well?

PLUG (SORT OF):

My Dragon system (Which in my prejudiced opinion, is one of the best around, especially for high-level worlds) is being published in A&E 34 (hopefully). For those who would like a copy of this unique work, I will have extras available. If I can get them printed from the stencil, they will be free for a long-sized SASE. If I have to Xerox them, they will be 50 cents plus an SASE. Stay tuned for further details, or send money if you can't wait. (Autographed copies available at no extra cost.)

WISDOM AND UNDEAD:

Tired of Wisdom being the most useless characteristic in the game? Well, this will partially remedy that. I use a D20 system for Undead vs. Clerics (Similar to the one in Dave Hargrave's Arduin Grimoire, Vol. I) with the following modification:

Cleric's Wisdom: Modifier on Die Roll:

3	-4
4	-3
5-6	-1
7-14	even
15-16	+1
17	+2
18(01-50)	+3
18(51-90)	+4
18(91-99)	+5
18(00)	+6

Does anyone know of any other uses for Wisdom in the game?

VERY HIGH CONSTITUTION ADDS TO HIT DICE:

18(01-50)	+3
18(51-99) (=19-21)	+4
18(00) (=22)	+5
23-24	+6
25-26	+7
27-28	+8
29-33	+9
34+	+10

Well, I warned you it was a high-level world...

Dungeon Trap #103: Glass floor over pit, covered with  $\frac{1}{2}$ " of dirt...

RING APPEARANCE CHART:

## Setting:

1=Copper	9=Adamantine
2=Bronze	10=Orichalcum
3=Iron	11=Electrum
4=Lead	12=Carved from a gem
5=Silver	13=Wood
6=Gold	14=Stone
7=Platinum	15=Plastic
8=Mithril	16+Glass or something really weird

## Gems:

01-50=None  
 51-75=One  
 76-90=Two

91-00=Lots of small gems, or no gems but something else  
 (e.g. cameo, telescope, Captain Marvel decoder ring...)

A SIMPLE (?) AIMING SYSTEM:

This system is more-or less compatable with the Greyhawk/Blackmoor alternate combat system. Compute the number to hit. Subtract an additional 2 due to aiming. Roll the D20 and consult this table:

Aiming Point	Head	Chest	Abdomen	Arm	Leg
Hits	Head	Chest	Abdomen	Arm	Leg
Misses by 1:	r. Arm	Head	Chest	Other Arm	Other Leg
1	R. Arm	R. Arm	Chest	Chest	Arm
2	L. Arm	R. Arm	R. Arm	Chest	Abdomen
3	L. Arm	L. Arm	L. Arm	Chest	Abdomen
4	Chest	L. Arm	R. Leg	Abdomen	Abdomen
5	Chest	Abdomen	L. leg	Abdomen	Abdomen
6					

Misses by 2 --Push back 3 feet--

To Use: If the aimed at area is missed by 1 (e.g. modified number to hit is 16, and 15 is rolled) roll a D6 and consult the appropriate column.

Also, I rule that OHP is unconsciousness. Death comes (Character's Level+Basic Constitution bonus) HP later.

A Really Warped Magic Item: Give someone a Transylvanian Antimatter Laser (From The Rocky Horror Picture Show). I leave it to you to figure out the stats...

Castle Trick #476: Cast Continual Dark on your catapult stones. Very Impressive.

Castle Trick #213: String those neat vertical beads in the doors. Annoys those sneaky invisible types.

Spell Misuse #8 $\frac{1}{4}$ : Cast a Maze Spell and hide inside of it where nothing can find you. Permanize it and have a safe place to sleep.

Did you know that kobolds are so stupid that they use themselves as Kamikaze catapult stones?

Spell Misuse #48: Kill a T. Rex and take lots of pieces to clone and drop on ones enemies.

Dirty Trick #456: Cast Permanent Phantasmal Forces on EPT Eyes to relabel them.

Dungeon Trap #43: Put lots of spikes projecting down from the ceiling. Then cast a permanent Reverse Gravity inside of the room. Looks safe from outside...

I've got a million of them...More to come....

Mike Gunderloy