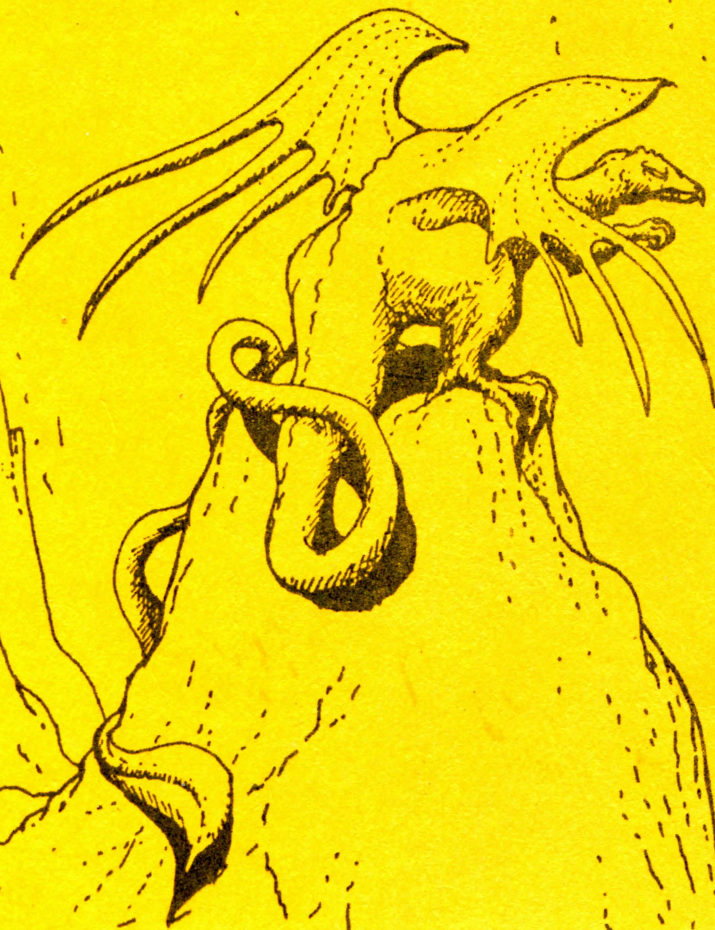


# Dun DraCon I

## Proceedings

### Volume I





THE PROCEEDINGS OF DUNDRACON I

DAY ONE

Transcribed by Michael McNeil

Published by Clint Bigglestone  
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For DunDraCon

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## INTRODUCTION

It is with a more-than-profound sense of relief that I see this first volume of the DunDraCon I transcript see print (even now the second volume is going on stencil).

The tale of its delay would fill volumes. Suffice it to say that it includes woeful tragedies of sickness, mechanical disaster, and literal murder. Mr. McNeil and I would like to extend our sincere apologies to all of you who waited so patiently for this booklet. I hope you find it as amusing and instructive as we have.

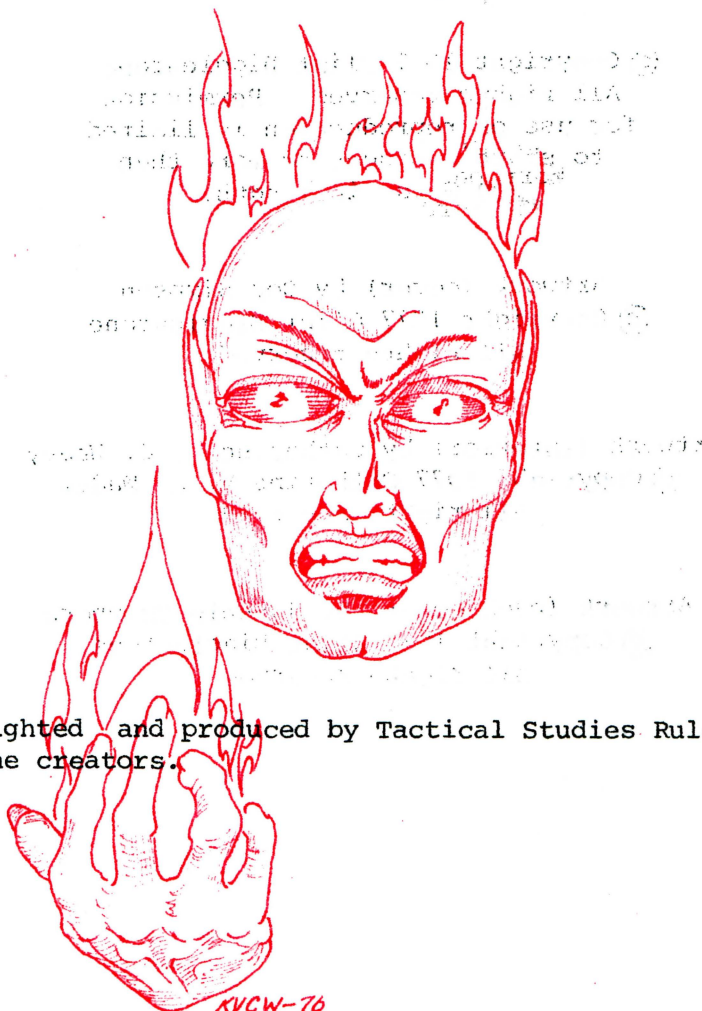
The game of Dungeons and Dragons(1) is, for all practical purposes, infinitely expansible. There is room within its loose framework for us all.

It was with that in mind (you don't think we made any money at it, do you?) that we created DunDraCon as a place where all types of D&D players could meet and exchange ideals. It worked. The 113 players who attended seemed to enjoy themselves, and I am sure that we all picked up several ideas to try out on ~~future~~ friends at our next gaming session.

As I type this we are just 30 days away from DunDraCon II, which will concentrate on all types of fantasy and science fiction gaming. If you wish to attend (this volume will be out by then), please let me know via the address on the title page.

For those of you who were at DunDraCon I, I hope this publication will remind you of those things you missed or forgot. And for those who purchase this report in a gaming store or by mail, I hope you find it as useful and entertaining as have I.

Clint



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CLINT BIGGLESTONE - Okay. I want you all to take a look first of all at the front page on this thing. This is kind of a composite of the various hit tables, some of which you're familiar with, like the resistance and saving throw table in the lower right hand, the loyalty and morale table, the clerics versus undead table, and the missile weapons table. The table in the upper left hand corner is your attack tables both for men types and for monsters. You will notice that right under the monsters and level of men attacking tables, you'll find a modifications for weapons table. We will be using this in the Leiber Dungeon, and some of the other people that you will meet who will be dungeonmastering here will also use it. This is what you add or subtract depending on what style of weapon you are using. A dagger, for instance, is very hard to use against plate armour. Can you hold your question until I.... Okay.

Okay, the question was, will it be used with the sum of two ten-sided or with one twenty-sided die. This is used with the sum of two ten-sided dice. I know a lot of you people do it differently, and it does alter the hit probabilities quite a bit.

Okay, the other part of this is the critical hit table. Now, we use it on a combat roll of twenty with the sum of two ten-sided dice. When that happens, you roll again to see what critical hit was acquired, and play that out in terms of the melee situation. Sometimes you'll have a monster to which that critical hit will not apply, in which case either the referee will roll again or he will pick the closest thing that applies to that monster. If it says "neck severed", and you're fighting something that doesn't have a neck, it's kind of hard to apply that.

I think you're probably all familiar with the reaction table that's just below the critical hit table. That is from the Petal Throne but an awful lot of people are using it. I thought, perhaps, probably most of you had seen it.

Now, if anybody's got any specific questions or comments about this, what I'll do is I'll take show of hands, pick out somebody, and if you can come up and use the mike. If not we'll go on to the rest of the document.

Steve, why don't you come on up here since it's.... Yeah, I have it right here. So, turn to page one, Sequence of Play. I assume most of you have had a chance to look this over and read it - I don't know how thoroughly. Is that correct? Okay, some of you haven't had a chance to go over it, I guess. Basically, what it boils down to is this, there are five things that can happen in a melee, or essentially five things, sometimes combinations thereof. They will happen in the order given here in the document.

First of all, there's preparation. You can say you're starting to do something. "I am preparing to do this." "I am preparing to do that." "I am preparing to run like hell." Whatever. And you say this. You tell the referee and you tell the other people who are playing that this is what's happening. Like it says, this will take place unless you're distracted. Somebody throws a fireball at you, the purple ooze drops from the ceiling on you, whatever.

The next thing that takes place is missile fire, that's bows, slings, javelins, hand axes, daggers, and wands and staves. Wands and staves are considered essentially you either push a button or you speak the key word or whatever and it fires.



And after that there's movement. Now that's anything over 30 feet. Anything under 30 feet is assumed that you can do that and fight at the same time. You're rushing upon the man and you swing, basically.

In a melee situation, which comes next, that's hand-to-hand fighting. Anything that takes place in terms of trading of blows. Actual blows.

And finally, there's spell casting. Now, the way essentially we rationalize this is that it takes time to gather the energies to throw the spell, and that if you're disturbed during the melee before you have a chance of throwing that spell, you don't throw the spell. It's that simple. Now, if you're preparing to throw a spell, you can state at the beginning of the melee round, "I am preparing to throw thus-and-so spell", or "I am preparing to throw a spell". At the beginning of the next melee round, you may then throw the spell because you have done the preparation during the preceding melee round. Melees take six seconds.

Oh, you modified it. You're sneaky.

Okay, now you'll notice there are exceptions. Elves, centaurs, hobbits, thieves, monks, and anyone having a dexterity of 15 or better. Dexterity is explained a little later on, we'll get to it in a minute. And you must be able to make your dexterity roll, if you have the dexterity of 15 or better, in order to succeed at casting the spell or fighting or whatever it is you're doing second in a melee round. Why don't you flip the page and we'll go on to page two.

Now, a good part of this.... I looked it over last night and I realized that it makes a lot of sense and if you're very very familiar with it you can apply it very rapidly. And so by fiat, essentially because I put this convention together, I am eliminating certain portions of the dexterity thing for simplicity of play. Something for you to consider, though, simply in terms of how people can handle things. A lot of people are very fast and very fluid - and a lot of people trip over their own feet. And we've tried to incorporate that into the game. We can go ahead and use the major portion of these dexterity rolls, the various dungeonmasters who are handling the Leiber Dungeon, if they so desire and if the players are willing. But otherwise what I'd like to do is essentially apply all of Number One, except subsections a and b, and eliminate the rest of the Dexterity section. Okay now, does anybody understand the Dexterity section, or not understand it rather. Is there anybody who hasn't got a handle on it?

Pardon me, Jerry? Hah, hah.... Okay, so I assume there aren't any particular questions on this, everybody pretty much understands how it's handled. Very good! Question, okay. Why don't you come up and take the mike here. I'm sorry to make you do this, if I had 40 feet of mike cord, that would be great.

UNKNOWN SPEAKER - It might be advantageous if you would take and read One so everybody would see that you mean certain words and they don't have any complication on definition.

CLINT - Okay.

SPEAKER - It may sound stupid but I've run into this so many times. You say something and the guy interprets that you meant something else.

CLINT - Right. Okay. It says, "Throughout these Conventions the term dexterity roll appears often. The ability to do many things, especially combat and magic, as well as complex actions such as changing weapons, turning and firing, opening a box and jumping back, closing a door quickly, etc., depends on a combination of dexterity and experience. A percentile dice roll is made and whether one makes his roll or not depends on the following factors.

The basic dexterity roll is a simple roll of five percent per point of dexterity. Thus, a dexterity 3 always has a 15 percent chance of doing it, and a dexterity 18 always has a 10 percent chance of muffing it. However, like life, things are not always this simple, and experience must count. So the following modifications to this system are made.

Now, normally we'd use those modifications to represent the impact of experience on an individual's ability to handle complex situations. I myself don't



plan on using them unless people want to, simply because it will take up game time. Right now, since you're not familiar with the system. I'll be glad to talk with anybody who wants to about the rest of this, and if you want to cover it this morning, even though we're not particularly going to use it, simply for your own convenience, I'll be glad to do it. Would people prefer that? Even though we're not going to use it immediately here.

Okay. I don't think people are adverse, so I'm going to go ahead and cover it. "A dexterity past 12 cannot be used in a dexterity roll unless the character is of sufficient level. A fourth level character may use a 13, and one further point per level may be used until a ninth level character may use an 18, if he has it. Beginning with 11th level, one percentile point per level may be added to the chance to make a dexterity roll until such time as a character has a 99 percent chance of accomplishing complicated maneuvers." Everybody understand that? Okay.

"A hasted or otherwise sped condition does not add to the dexterity of the character for making dexterity rolls. Gauntlets of dexterity, which can be considered to affect the entire body, do count toward a dexterity roll. All categories get the benefit of dexterity toward defence. However, a first level character can only make use of one point, that is, equivalent to a 15 dexterity, regardless of where on the 15 to 18 point range his dexterity actually lies. With each level attained, one further point may be used, to the point where a hero can use full 18 dexterity. No matter how augmented, no more than four points can be added to armour value for dexterity." In other words, if you have a dexterity over 18 for some reason or another, as happens. You read a book, or something of that nature. You can't apply it toward your armour defence. You reach a certain point where no matter how fast your reflexes are, it doesn't make any difference. Plate armour devalues dexterity by two points. Chain mail devalues it by one point. Example - a hero wearing plate with a dexterity of 18 adds only two points to his armour class, not four." This is because of the weight of the armour. Very simple. "However, experience helps in this, too. Raises in fighting rank beyond the first two ranks, i.e., the veteran to swordsman range, and the hero to myrmidon range, offset the above limitations by one each. Thus, a champion with an 18 dexterity in plate armour gets the benefit of a plus 3, and a 10th level lord gets the plus 4.

"Items 2 through 4 only apply to armour value in combat, not to dexterity rolls." As your ability to accomplish something. If you're trying to leap over twelve bodies in the corridor to get to your friend who is sorely beset by the monster, you get to make your dexterity roll to see whether you trip or not.

Okay, let's turn to page three, which is Combat. Now, this is one I have a feeling we're going to see an awful lot of comments on. At the party last night I talked to various people, and I counted at least four major systems of doing this. We have somebody in the audience who says he counted five.

So, "Number One. First strike in any situation whether melee combat, spell casting or whatever depends on the person with the highest dexterity. This does not apply to surprise situations unless it is mutual surprise. A hasted or sped condition does count. Haste has the effect of doubling dexterity in this connection.

"Number Two. When a character takes more than 10 percent damage, and each time he takes damage thereafter, the percentage of hit points he has left shall be found and percentile dice rolled." As if you had 50 points and you lost 10, you have left 80 percent of your hit points. "If the percentage or less is not rolled," that is in that given situation, if you don't roll 80 or less, "the character is knocked back", that is, staggered back on his feet, "if the damage is less than 50 percent, or he is knocked down if the damage is more than 50 percent." In other words, in our situation if you had lost 26 points and failed to make your percentile roll, you'll go flat on your can. "If you are knocked back, the character must make a dexterity roll in order to either (1) get in a blow if he has the lesser dexterity and therefore must strike after being hit, or (2) retain his place of first strike



on the next round if he has the higher dexterity. If the character is knocked down, he gets no strike on that turn if he has the lesser dexterity, and must make his percentage to get a strike on the next turn. If he does get a strike, it will be the last one of the turn. If left alone he can regain his feet on making a percentage roll, but if pressed he will stay down, defending himself as best he can, and continuing to get in the last shot. Remember, a character must make his percentage every time he takes damage, after the initial 10 percent damage is taken." So, after you've lost 10 percent, every time you get hit and hurt, you must make your roll.

"Number Three. One-to-one combat cannot be broken off unless an opponent has been knocked back or down, or the higher dexterity fighter makes a dexterity roll. If the higher dexterity fighter makes his roll, the lower dexterity fighter may pursue, getting first shot if he makes his dexterity roll.

"Number Four. A combined strength, dexterity, and level score of 30 is necessary for a character to use two weapons in melee combat. Anyone using two weapons without the necessary total will add the difference between the necessary total and his total to the number necessary to hit his opponent." I'm sure we're gonna have to come back to that one.

"Number Five. When using two weapons, the first weapon strikes according to the wielder's dexterity, and the second weapon as if his dexterity were halved. Example - a character with a dexterity 16 is fighting someone with dexterity 12. The 16 man will get his first weapon in first, then the 12 man will strike with his, and then the 16 man will get in with his second weapon as if his dexterity were 8. Haste or other speed does allow a two weapon man to have four strikes. In the example, the 16 dexterity man would strike on 32, 24, and 16 (the dexterity 12 man would then strike) and then the dexterity 16 man would get his blow - last blow - in on 8.

"Number Six. A two weapon man may up his armour class by one by using one weapon as a shield in man-to-man combat. Despite any pluses on the weapon, it acts as a simple shield. Of course, if used as a shield, the second weapon cannot be used to strike."

Okay, now. I'm sure we're going to want to cover this, so why don't we cover it now, and then we'll go on to the next section. Does anyone have any questions.

DAN PIERSON - The answer to this is probably obvious, but on (2), if you have regeneration and regenerate back up so that you're no longer 10 percent down, do you have to make rolls any more?

CLINT - No. Okay, does anyone have any more questions on this section. Is everyone sure that they understand Number Four. Take a second to read it over again.

Okay, yes.

UNKNOWN SPEAKER - My question deals with if you're knocked down. Would you still have to roll a percent while you're down, and how will that affect you?

STEVE PERRIN - If you're hit when you're down, you have to make your percentage of remaining points, or you don't get a strike, just like it says. You're already down - you don't get knocked down because you're already down. But to get your last strike of the round that turn, you've got to make your percentage again.

CLINT - Okay, any more questions? After we finish this, what I'm going to want to do is come back to these various things and I want people to talk about how they do it, cause I know there are some different ways of doing this out there. I'd really like to hear them. Okay, question?

UNKNOWN SPEAKER - The question was on using two weapons. If you strike with the second weapon, say your dexterity is something like 12, and you strike with the second weapon and your dexterity is counted as 6, do you take losses from your hit probability. Thank you.

CLINT - No. No, that's taken care of in the section Number Four, which



specifies that you must have a combined strength, dexterity, and level score of 130 in order to be able to use it without losing ability to hit.

Okay, any more questions? In that case we'll go on to the next section, on page four, which is How Magic Works. Now, throughout this you'll notice that we use the abbreviation "mage" for magic-user.

"Number One. A mage or cleric may throw as many spells as he has spell points for. Spell points are derived with the following formula. Mages - you take the strength, add the intelligence and the constitution. You divide it by three, which is averaging it. You multiply it times the level of the caster, and that gives you the points. For clerics it works the same way, except that you substitute wisdom for intelligence.

"Spell points are expended at the rate of one point for every level of spell. Example - shield is one point, clairvoyance is three, etc. There are some notable exceptions to this rule. They follow.

"A - Mages may use a lesser number of dice than there maximum possible for destructive spells such as fireball or lightning bolt, down to the number of dice corresponding to the level of the spell. Example - a magician may throw anything from a three to a six dice fireball. One spell point is charged for each dice of damage thrown.

"B - Spell points for spells affecting large quantities of people, such as fear, sleep, or slow/haste, shall be no less than the number of the level of the spell and no more than the number of beings affected. Those making saving throws against the spell do not count in the spell point total unless they take some form of one-half damage, in which case the points are counted.

"C - Spell points for phantasms of a destructive spell such as a phantasmal fireball are equal to the intensity of the illusion. Example - a phantasm of a 20 dice fireball costs 20 points no matter what level the mage is. Phantasms of monsters cost the number of spell points equal to the dice of the monster times the number of monsters. Example - a phantasm of 10 trolls costs 70 points. Phantasms of higher level spells cost that spell's points. Example - a phantasmal wall of stone costs five points.

"D - Spell points for cures shall be one-half the number of points cured, and no less than the level of the spell. Example - a cure light wounds may only cost one point. However, a cure serious wounds costs four points whether four or nine points of damage are cured.

"Number Two. Spells must be spoken. Wands, staves, rods work at the press of a button, so to speak. Rings, medallions, etc., work on will power. See article on Sequence of Play for how this affects combat. Note - it is conceivable that a first level mage will have 8 spell points and roll dice for a sleep spell affecting 12 targets. This will work, but it will overload the mage's system and exhaust him for the rest of the day.

"Number Three. Charm, hold, and control spells set up an immediate love and protection relationship between caster and target. However, the caster must be able to speak the language of the charmee, or nothing but very basic commands can be given. Without knowing the language, all one has is an affectionate puppy who will do anything for master the charmee deems necessary. Note - commands are unlikely to be heard in a melee situation.

"Four. A body will not assimilate being sped up by more than twice its normal speed. Therefore, haste spells cannot be added to other haste spells, potions of speed, etc.

"Number Five. Dispell magic - to dispell a spell in a combat situation before it takes effect, the dispeller must be able to see the spell user. Total empty space is not necessary, but a 10 foot wide corridor with six or more upright mansized figures between the dispeller and enemy mage is too crowder for sighting. The effect of spells on others can be dispelled, of course, unless the spell is one that takes semi-immediate effect, like a lightning bolt. The same is true for



spells on objects. One spell can be dispelled by one dispell. If three spells are thrown and one dispell is put up, then two spells are sure to get through. The ability of a mage to dispell the spell of a faster in dexterity mage depends on a dexterity throw on the part of the dispeller. Dexterity rolls are described under the heading "Dexterity," and we've already covered that. "Because the spell point system, also known to some as the 'manna point system', allows repeated spells instead of single-shot, as it were, saving throws are allowed against all - repeat, all - spells.

"Seven. A saving throw made against paralysis creates the same effect as a slow spell. A saving throw made against fear causes a berserker rage. This means one is plus 2 on attack but will not do anything but attempt to close and strike with hand held weapons or whatever natural armaments such as claws, teeth, horns, etc., he comes equipped with.

"Number Eight. Fireballs shall have full effect on anyone within a five foot radius of the point of blast. Saving throw for half damage then being applicable. Within greater than five feet, up to 20 foot radius of the center of blast, all others receive one-half damage. Points from a line spell, such as lightning, or a cone spell, such as cold, may be absorbed by the first in line of an advancing group, with only those points in excess of the points of the beings hit, or left over from saving throws, going to the beings in back. This is more likely with a spell such as lightning, which has a habit of grounding out through armour, than cold, which does affect an area. However, if dragons, say, are coming up a corridor, the lead one may very well shield the others from effect of something like a cold blast.

"Number Nine. Remove curse and dispell evil work the same way as dispell magic. Their effect depends on making the percentage roll of the level of the caster versus the level of the curse or evil. Neutralize poison works on the basis of neutralizing as much poison as the user has levels. Hence a bishop can neutralize six dice of poison. Special poisons, of course, will take some sort of percentage roll.

"Number Ten. Spell points are regenerated at the rate of one increment for every full day of total rest for the mage or cleric. An increment is the average of strength, intelligence (or wisdom), and constitution.

"Number Eleven. Although different spells may be used each melee turn, it takes a full minute, six melee turns, to be able to use the same spell a second time." Essentially, what you have to do is sit back and think of the structure of the spell in your own mind and rebuild it before you can generate it again.

Pardon me. Could you come up, use the microphone please.

UNKNOWN SPEAKER - All right. Before when you were talking about melee turns, such things are done in six seconds, not ten?

CLINT - No. We had originally used six second melee turns, but we had decided on changing it to ten.

SPEAKER - So what it says in here is correct, then.

CLINT - That is correct. Okay, anyone else have any questions. Could you come up to the microphone, please. The other one with a question, why don't you come on up and wait - be ready to take the mike.

UNKNOWN SPEAKER - Okay, a couple quick ones and one perhaps a little longer one. First one, will you explain 10; I'm not sure I understand that, the regeneration of spell points.

STEVE PERRIN - Perrin on the mike. What this means is to get your spell points back after you've used them in an adventure, you have to have a day of complete rest to get one increment, as I call it here, back. Now, what that means is if you have an average of your strength, intelligence, and constitution of 12, you get 12 spell points back for every full day of rest you get. If you've used 72, then you've got six days to rest before you get all your spell points back. For an extended campaign, this can make a lot of difference.



SPEAKER - Right. In other words, a first level will get his back in one day, a second level will get all his points back in two days....

STEVE - Right, right.

SPEAKER - The other quick question. Well, let me ask you the real question which was how do you work phantasmal force.

STEVE - Effectively, somebody throws a phantasm.... It has in fact been occurring to me that maybe we've been doing it slightly strange lately, but that's the way we've been doing it. Effectively, you throw your phantasm of a ten die fireball. If the group that it's being tossed at believes it, or individual members, they get it. The ten dice, or if they believe they made their saving throw, so to speak, it's not really going to be that bad, five dice of damage. Anybody else, of course, sort of stands around going, Why are all of those people sitting on the ground groaning a lot. Where did all that stigmata come from from that dead one over there who suddenly became dead. It is entirely possible they will see the fireball and go, Boy, that's a phantasm and that's a pretty shoddy phantasm, too.

SPEAKER - Okay, let me ask specifically, in other words, if someone is thrown at with, say, something like paralysis or something like that, or a phantasmal fireball, first they get a saving throw ... first they get a saving throw to believe....

STEVE - Right.

SPEAKER - ... and then a saving throw to take half damage.

STEVE - Right.

SPEAKER - If it's a player character, can he say, I don't believe it.

STEVE - No, you've got to make the saving throw.

SPEAKER - It doesn't matter whether....

STEVE - Right.

SPEAKER - The other quick question I had was for fireballs, what standard are you going to use. I notice you're using for lightning and cold, the number of dice you roll is the total damage done to the everyone....

STEVE - Everybody takes it. Now that's the point of the.... It's sort of on the basic theory that you put something in the oven and it gets heated. No matter how many items you put in the oven, they still all get heated. So that immediate area takes it, and then the heat radiates out to the rest of that 20 foot radius, and that's why it's half damage for everybody else. You get the point source of the immediate blast and then the half damage for everybody else. Okay?

SPEAKER - [not decipherable]

STEVE - It's very simple. We take six points, put it into the number of points they have, like.... What's a 60 hit point golem, that's the stone one, isn't it? Right. You've got a stone golem. Okay, we divide that by six - that's a ten die monster. Figuring that your average monster's going to be about six points per, on a one to eight possible.

SPEAKER - I have a question on.... [not decipherable]

STEVE - I got a feeling I opened up a can of worms.

SPEAKER - It's possible that in some dungeons you are limited in the level character you can take in, like on a first level they won't allow anything over, say....

STEVE - Right.

SPEAKER - Okay.... Now, say you are on a first level, and you see a twenty die fireball coming at you. It's going to be a lot harder to believe than, say, a five die.

STEVE - That depends on the legends about that particular dungeon. If you're there for the first time and you've never been in that dungeon before, you don't know. You, as the character, have no idea what limits there are for going into this dungeon.



UNKNOWN SPEAKER - Talking a little more about the monsters ... because they would realize that you can't do that!

STEVE - Not necessarily. How smart is a troll? [laughter] Your basic troll's going to go, "Hum, hum, oh, gee, that's a fireball, hum." Or - "That's an awful lot of fire and I don't like fire a whole lot." You've got to basically keep in mind the situation as far as the characters and the monsters see it, not as far as the referee has said, "Well, I only allow up to fifth level characters in here." It's like going up and saying, I've heard there are people who are going around saying, "Well, I used a wish to make it so I got double saving throws." What does your character know about saving throws? You could say, "I used a wish to up my resistance to magic", and maybe work out something there, but how can you say, "I've got a double saving throw." How does that work. "Well, I take out these funny sided dice, see, and I roll them...." [laughter] You know. And your basic evil mage is saying, 'Yeah, sure, fella, and eat a lightning bolt, too.' You know. What does a character know about a saving throw.

UNKNOWN SPEAKER - How do you work haste spells.

STEVE - As far as I'm concerned, I should have put it in here, I think the way we're going to be doing it is, a mage says, "I'm going to put the party under haste", and okay fine, the party's under haste. We have actually been doing it so that you have to make a saving throw even against a friendly haste spell. But it seems to me, and we've been taking it back and forth.... [baby crying] There will be a brief pause for the dwarf screamer in the background there. [not decipherable] Right, the animated fire alarm is now being taken out, right. Okay, now where was I? Right, haste spells. That you can sort of accept a friendly spell, without worrying about it. Otherwise, you should really start making saving throws against cures. Which would be, you know, REALLY unfortunate. [laughter] Oh, by the way, as long as we're on cure spells, something that suddenly occurs to me that I did not put in the conventions, it's something we've been doing - our group has been doing - pretty much since its inception, and I know other people aren't doing this way, is that we've been making it a six hour wait between cure spells. Simply, this started.... We may change this, and probably the referees will work it out with whoever's playing the Leiber dungeon or whoever else's dungeon they're going into at any given time. Our thing was, when we had unlimited spell use, which we started out with before we went to spell points, which I might think almost everybody did.... It was a matter of, gee, wow, I mean you can just keep tossing cures like mad, you know, what's the use. So we had this six hour limit. This may change, now. With the way the spell points working and so forth, we may start switching this around. And I think this will probably be pretty much up to the dungeonmasters and how people are used to playing with cure spells. Dan?

DAN PIERSON - For the six hour limit.... Okay, there has been one main alternative, which has also kind of shown up in our group, and that is one hour separation for cure light and six hours for cure heavy.

STEVE - Yeah, that's another alternate way of doing it. I know of fights in other people's dungeons which have involved, you know, bumping off six balrogs, mostly because you grab the fighter that just got killed, drag him behind the group, do a cure, and send him in again. [laughter] People get knocked down to one or two points about five times during the course of this immense melee up and down a ten foot corridor, which is a little weird.... Yes, sir.

UNKNOWN SPEAKER - [not decipherable]

STEVE - Very close.

SPEAKER - Like on that one there. The way we've been running cure spells where I play, which is to take a full turn to throw a cure so you couldn't do it in melee anyway.

STEVE - It takes a full ten minute turn to do a cure spell. Yeah, that's a viable alternative, too.



SPEAKER - Okay. Also, I was wondering like, you say six hours between cure spells. Would that include cure potions, etc.

STEVE - Precisely. The idea is that the body cannot.... Our rationalization was the body could not take the trauma of all this sudden cures and so forth in a very short period of time. As I said, we mostly did it just so that unlimited cures couldn't be used to just keep people going forever. Are we still on cures or are we on to another subject?

UNKNOWN SPEAKER - This is cures.

STEVE - Ah, more to cures! Yes!

SPEAKER - How does this apply to like, four paladins walking up and all going, "Be well my son."

STEVE - One, I wonder about four paladins working together. That much charisma in one spot is a little overwhelming. [laughter] But it can be done, we've had people do it. Anyway, you know, we've got some weird people around here. But anyway.... I say, standing next to somebody who was just in a party in which there were about four paladins.

PETER SAVOY - Five.

STEVE - Five, yes that's right. [laughter]

PETER - They disagreed a lot.

STEVE - Yeah, I can imagine. Even the ones who were brothers, right? Yes. Or were they? Anyway, I would say it would work, as far as our system is concerned, the same way. You'd go, the first paladin, whichever one had the infinitesimal second of getting there first, would go "Hoo, Hah!" - CURE, and the other three would go "Hoo, Hah!" - CURE, and why did that man down there, groaning in agony! [laughter]

SPEAKER - And the other question is, how you use cure potions? Do they just work the same way, you can't take more than one every six hours.

STEVE - Right.

SPEAKER - You can't add it to like a cure spell.

STEVE - No. Right. Precisely. If you run into something called Lydia Pinkham Restorative [laughter] which the small maniac over here by the tape recorder came up with and which probably some day the gods should come down and burn away, it'll work any time. Anywhere. You can just keep chuggalugging it down. And you can buy it from Golden Dragon Merchandising - Steve Henderson - or Crocker Denizon's Bank, yes - for some incredible thing like 10,000....

JERRY JACKS - A bottle in one hand and a sword in the other.

STEVE - Yes, right! Hack, glug! Hack, glug! It cuts down your dexterity, though. [laughter] Okay, do we have any more questions on spell use. Mr. Galloway, right.

GALLOWAY - He's talking about Lady Pinkins, Lydia who?

STEVE - Lydia Pinkham's Restorative.

GALLOWAY - Whatever. But I've come up with in [cough], that is San Diego, a thing called Geritol. [laughter]

STEVE - I've heard that name some place before.

GALLOWAY - Anyway, it basically like your standard Geritol. One slug and you go up a point; one slug and you go up a point; and it isn't magical or anything. Cause it is "nature" spelled backwards, or something like that.

STEVE - No, "Serutan" is "nature" spelled backwards.

GALLOWAY - Whatever.

UNKNOWN SPEAKER - "Geritol" spelled backwards is.... [laughter]

GALLOWAY - But, anyway, it didn't hit it.

STEVE - It's "Lotireg". "Geritol" spelled backwards is "Lotireg".

GALLOWAY - There's also super-strength Geritol which is, every slug is a six-sided die.



JERRY JACKS - Swallowing that six-sided die.... [laughter]  
STEVE - The comment has been made that swallowing a six-sided die is really unfortunate.... Oh, God. The Mad Jackson just hands us.... Oh, I see, fine.

UNKNOWN SPEAKER - Do you permit clerics to use blade barrier spells.

STEVE - Certainly. Absolutely. Yes, clerics can use blade barriers. It does not count as a blade in the hand. There is some question in my mind - I haven't talked about it to anybody else, so that the rest of the people I usually play with are going to go "Wah!" - about the prohibition against edged weapons in the hands of an evil cleric. I really wouldn't think an evil cleric would have any compunction about drawing blood whatsoever.

UNKNOWN SPEAKER - [not decipherable]

STEVE - Yeah, maybe his gods do, maybe his gods like the MASH of a brain, I don't know, but.... Yes, Jerry.

JERRY JACKS - I have nothing against that because I'm coming to the conclusion that a non-Christian cleric can use edged weapons. Also, the specific rule against Christian clerics using edged weapons is they can't kill Christians with them. You shall not draw the blood of a Christian. They can use it against infidels all they want! [laughter]

STEVE - You're picky, Jacks, picky. Tony? Would people that we don't know and I don't give off their names immediately when they come up here, please say your name into the mike so that we can get some idea of who's making all these contributions?

JERRY JACKS - Name and address, how much money you'll pay not to have your name published....

STEVE - Right. Tony?

TONY - Specifically on this number about clerics and edged weapons. All my characters are Japanese, right? The specific weapon that the Japanese cleric developed, before the warriors ever got it, was the naginata, which is....

STEVE - Pole arm, effectively.

TONY - Pole arm with a mean blade on it that was specifically theirs. Eventually it became other people's, but....

STEVE - It's also a woman's weapon, effectively.

TONY - Would this not be allowed.

STEVE - Until such time as a major decision is made, that would at the very least have to be an individual dungeonmaster's option. And as far as the Leiber Dungeon is concerned, we will continue on with the fine old D&D thing of clerics can only use blunt weapons.

TONY - So then for the Leiber Dungeon ...

STEVE - Yeah. And for I imagine most other people's dungeons here, at least at the moment, it'll be that way.

DAN PIERSON - For clerics using edged weapons, I think ...

STEVE - Here we go again.

DAN - It's just the way you need to handicap clerics, otherwise ...

STEVE - Yeah, right. Otherwise, you've got this fighter who can use ... Otherwise, you've got a Templar association.

UNKNOWN SPEAKER - Why not?

STEVE - Come on up, George ... We keep seeing the same faces, let's not all see the same faces here, doesn't somebody else want to come up to the blackboard?

UNKNOWN SPEAKER - ... the subject of a long and very heated debate was clerical morningstars, because the spikes on a morningstar used against lower armour classes definitely draw blood ...

STEVE - Yes.

SPEAKER - ... and a friend was insisting that this is still a clerical weapon, and so I allowed him to use nonspiked morningstars.



STEVE - Precisely.

SPEAKER - The change does not draw blood, but you lose the lower ...

STEVE - Let's get a matter of definition going here. A morningstar effectively is usually considered to be a chain flail with a morningstar head. A mace can have a morningstar head, really.

SPEAKER - Not a clerical one, I don't think.

STEVE - Not a clerical one, precisely. Any clerical morningstar, you've pretty much got to figure, is going to be this nice round ball ... Do you still have yours, Clint?

CLINT - Yeah, I could bring it tomorrow, if people are really excited about seeing something you can break down doors with.

STEVE - Yes. Clint's got, what is that, a six pound shot or something like that on the end of that thing?

CLINT - That's right.

STEVE - Yeah, a six pound shot at the end of a chain. With a thing like that it's very nice for breaking down doors and caving in heads or whatever. Marvelous clerical weapon. [laughter]

SPEAKER - And the other question was the use of more or less a staff with a spike at the end, which a cleric simply puts in front of him. If the opponent wishes to run into it, that's not the cleric's business. He is simply sitting there ...

STEVE - I think we just ran into a Taoist cleric.

UNKNOWN SPEAKER - A very neutral cleric device, not a lawful cleric.

STEVE - Right. You should try to keep people from harm.

UNKNOWN SPEAKER - I'm going to have to get this transcript for my friend.

STEVE - Yes.

JERRY JACKS - May I make a note? Arrows may not be used by a lawful cleric. They are bladed weapons, damn it.

STEVE - But what about stone bows, Jerry?

JERRY - That's thrown. An arrow has a shaft, that makes it a pointed weapon.

STEVE - Jerry, any more comments you care to make, why don't you make them into the mike so we can get them into the transcript?

JERRY - Okay.

STEVE - Jerry will now repeat his comments so that we can find out what was going on.

JERRY - It has a shaft, it's a pointed weapon. That makes it a pointed weapon, even if it's got a blunt head, it's acting like a pointed weapon. That's for MY dungeons. Okay?

STEVE - And as far as at least Jerry is concerned....

JERRY - If you're going into the Leiber Dungeon and I'm refing and your cleric uses an arrow, he's in trouble. He may find the arrow in a spot he wasn't expecting. [laughter]

STEVE - Jerry knows all the spots. Okay, Steve? You were standing up, did you have anything? No? Anybody else. Terry? Come up and grab a mike so we can hear your dulcet tones.

JERRY - If you have a question and you want to wait in line to get the mike, that's fine.

TERRY - Essentially, regarding edged weapons, blade weapons, etc. It's been my impression, and I've run my dungeons on the basis that, a cleric - any cleric, in fact - in spite of Jerry's thing about infidels and Christians, and so on. In any case, a cleric.... To him, he looks at an edged or a blade weapon and says, "Uh!" He has got an inborn psychological block against using them.



STEVE - Imposed by Gary Gygax.

TERRY - Right. Now, he can certainly....

STEVE - Surprised by Gygax when he was very young, yes.

TERRY - [not decipherable] but he is not going to go, "Hoo, hah!", and go in to the midst of the fray. Now, I'd like a further clarification on the morningstar, because virtually all of my priests and such do carry what amounts to morningstars.

STEVE - Well, they'll be blunt. They'll just be round, heavy balls, two, three, six pound balls.

TERRY - Then they're not morningstars, they don't have those lovely little spikes on them.

JERRY - But you could put blunt silver studs on them.... My clerics carry maces with large silver studs....

STEVE - Right. Unless they've got +2 maces. Somehow or other I can't get away from getting +2 maces for my clerics. Ed, again.

GALLOWAY - Galloway, again, from Los Angeles. You were talking about clerics not using arrows. But, a crossbow will fire a projectile which is like a stone weight or a iron weight with just as much force as short ranges, I've seen this done in combat....

STEVE - I think we've already specified that stone bows are all right for clerics.

GALLOWAY - And, also, on a cleric going into the fray, during the Crusades a number of the holy fathers and orders would go into the Crusades with their six foot long clubs or trunks of tree limbs and, against the "infidels", who had a marginal form of armour - chain, some plate - they were clearing men off their horses with a sweep.

STEVE - Oh, yeah. That's why clerics can use staves of striking.

JERRY - I want to clarify the bit about projectile weapons and the bows and everything. If the cleric is shooting like a round shot or anything without a shaft, that's fine. He's slinging something without a shaft, that's fine. Where my quibble comes in is the shaft. The shaft, to me, makes it act like an edged weapon, because it's the shaft.... Usual arrows have an arrow point at the end. Even if it's got a round thing at the end, you should take the round thing off and throw that. But if he fires it like a full-scale regular arrow, it's an arrow - he can't use it. A projectile he can use, any time he wants to.

STEVE - An arquebus fires a round projectile.

JERRY - Yes. A cleric can use an arquebus.

STEVE - The priests of Styphon, arise, yes.... Say your name.

HENDRIK PFEIFFER - What would happen if a cleric was charmed and forced to use a bladed weapon.

JERRY - If a cleric was forced by someone else to use a bladed weapon, the curse would fall upon the person who charmed the cleric and made him use it. The poor cleric would fight the charm and probably break it, remembering there's that good chance of somebody breaking the charm. He would be continually fighting. You're trying to make him do something that he really doesn't want to do. I think of charm along the lines of, say, hypnotism. You can make somebody do something they inherently have nothing really against doing, or if they're neutral about it they'll do it. If they really don't want to do it, they're going to fight you. They're going to have a chance every turn of breaking that charm - and, boy, is he going to be angry! When that charm comes off, he's going to be really up shit's creek! And the god! - his god, probably - is not going to be too happy about that either. He's just as likely to say, "You - DEAD."

UNDECIPHERABLE SPEAKER - ... from L.A. I was wondering. Like, your complaint is about the shaft weapons. What if it has a shaft but it also has a blunt item on the end of it?



JERRY - I think I just said that....

STEVE - Jerry, grab the mike.

JERRY - Even if it has a blunt end, the shaft makes it an edged weapon. If it's a projectile without a shaft, that's fine. If it's a round thing with a shaft, forget it.

SPEAKER - But still, the shaft isn't what's going to be hitting the person....

CLINT - Excuse me. Excuse me. I think we've done that particular portion of the topic to death.... Sure. Who are you? You should give your name, so....

UNKNOWN SPEAKER - The question of enforcement has been sort of brought up along with this. How do various people go about enforcing these rules and regulations. Does God say "NO!" when you do something wrong, or do you simply find that little things are going wrong against you, you know, you tend to fall down holes and stuff. How do people handle these things, without being overly intrusive as a dungeonmaster?

CLINT - Okay, well, it depends.... The way I handle it is it depends on the magnitude of the transgression and essentially who's transgressing, as to what is a transgression or not. Being a purportedly strongly lawful character and doing something really not very lawful, like taking all of the enemy who are down and not out and, instead of tying them up, slitting their throats, will not be allowed unless it is something which is an absolute example of the culture that the lawful individual comes from. I have a group of American Indians who do not consider it to be at all lawful to use magic to kill somebody. It's just not done in their culture. On the other hand, if they capture a brave enemy, they'll give him a chance to regain his honour by torturing him for a while. It's a perfectly lawful thing to do and perfectly honourable within their culture. To a great extent, it has to be, "How consistent are your characters within the culture that they represent?" If you're playing them properly and can define the culture and state it exactly or reasonably exactly, I'll allow it. Any transgressions outside of that will get you scooped in one way or another. You will find....

JERRY - ... a party and your clerical light starts to dim.

CLINT - Something very untoward can happen, or you may just find yourself afflicted with lots of wandering monsters.

JERRY - You might have a psychic sign on your back, "Kick me!" [laughter]

CLINT - Anybody else who has a specific way of handling it, or something like that, I'd be glad to hear from, at this point.

GALLOWAY - Galloway, again, from Los Angeles. Down there, or in Los Angeles, I keep thinking of San Francisco as someplace else....

JERRY - It sure is! [laughter]

GALLOWAY - Anyway, depending on who's running the dungeon, there is one dungeon I've gone into where it is run by a former divinity student - talk about being lawful! He's talking about people knowing their cultures. Unfortunately, a lot of players say, "This looks good! I'm going to have a man that does so-and-so and so-and-so." But they may hang wallpaper for a living, and they don't know anything about cultural histories. So the guy's at a complete disadvantage if he's running American Indians.

CLINT - Then, normally what I do if I'm dungeonmastering is I will suggest that kind of culture they come from, and I will pretty much say, "Well, you're representing this as an American Indian, and this is, depending on the American Indian type that you're claiming he is, this is pretty much how they acted, and you're action isn't really within that culture." And if it's obvious that this sort of situation has not occurred to them before, then I will give them a chance to change their mind in terms of their action. You know, anything to help the game be a little more consistent and to have everybody a chance to have some fun with it and enjoy it, rather than coming down hard on 'em the first time.



UNKNOWN SPEAKER - The second time.... [laughter]

CLINT - Right. And you can also play it if you so decide, and I will do this occasionally if somebody has really no idea what kind of cultural background their character or characters come from, just pretty much stated, "All right, this is the kind of thing a lawful person can do, this is the kind of thing a neutral person can do, and this is the kind of thing a chaotic person can do, and then don't step outside of those bounds." At that's pretty much an attitude of the dungeonmaster himself in terms of how he or she defines that. The most recent publication of Strategic Review notwithstanding.

NICOLAI SHAPIRO - Nicolai Shapiro from Berkeley. I was just curious when you say, "I define my characters' culture." What is lawful in that culture you'll let me get away with it to a reasonable extent.

CLINT - To a reasonable extent, yes.

NICOLAI - For example, in Stormgate it's considered reasonably lawful in a nice cutthroat situation to use poison on weapons for lawful types.

CLINT - There are certain cultures in poisonous weapons are used, and it's considered perfectly legal to do so.

JERRY - The Condottieri from the 15th Century Italy.

STEVE - How lawful were the Condottieri? They were pretty much neutral. [laughter]

NICOLAI - I know there were cultures in which poison was used, but I've seen a lot of dungeonmasters who become very incensed at the idea of a lawful type using poison.

CLINT - Well, if you define your culture, and you say, "Within this culture using a poisonous weapon is considered to be an honourable thing," I'll accept it. If you come at me and say, "This man is Sir Ceceo Sorrow, or Sir Amic Pots," and he's right out of 14th Century Romanticized France, and you tell me he's got a poisoned weapon, I'll tell you he isn't very lawful.

STEVE - One other item, as far as this lawful thing is concerned. All right, here we've got Gezernerplatz the Scragger. He is a lawful person who uses poison on his sword because it is the Great Holy Poison and everybody in his culture uses poison on the sword. Okay, this is fine. Now, Nicolai there has got his Gezernerplatz the Scragger, right. And he goes in ... and he's with a group of other people. And the thing with the Leiber Dungeon is, we want people from different groups to all come in at the same time, just to get a good interplay going and see just how other people would handle things. So he goes in with, oh, Clint's paladin, or with Ty - Steve Henderson's, not failed paladin, but retired paladin, cause he fell in love with a neutral mage. But, anyway, Ty is a very, very lawful person, even though he's no longer a paladin, right? Ty just might very well say, "Are you sure you're a lawful fella." "Oh, yes, of course, this is the Holy Poison." "Are you really sure about that, fella?" And if he does something else that's something strange, Ty may just kill him. Or call him out and say, "Come on, boy, I'm not going to besmirch the name of law with having you in the party, let's fight." And this could be considered to be a lawful act, cause they're both acting more or less within their cultures. So it's like, we were having one problem with people who were going ... making a real menace of themselves in the party. They're neutrals, right, and they were just insulting everybody and almost getting the party killed, and I believe it was one of Clint's monks, a lawful monk, who sort of took the person aside and said, "You will stop doing this or you will die," and walked off. And that's a lawful act. Because keeping the party together is perfectly lawful within the monk's context. So if everybody in this lawful party goes in with poisoned weapons, that's fine. If one person in this lawful party goes in with poisoned weapons, he may find problems with the rest of the people in the party. Cause you've got to get into the character, you've got to figure out what your character's going to do. Ah, Dave Hargrave, pervayer of monsters all over the place, has just arrived. Dan Pierson.



DAN PIERSON - Okay, this is different. It has to do with what you do when someone does something that it obviously unlawful. The worst of them was ever heard of was in Nicolai's dungeon, I gather, when a supposedly lawful paladin wanted to take a lawful character they captured, string him up from the ceiling, tear his entrails out to play maypole with. [laughter] He was no longer a paladin, whereupon the person who had him took him to another dungeon where he was immediately made paladin again. After thinking about this, possibly what would happen to him in my dungeon is, first, of course, he'd be a paladin - he'd be a chaotic paladin. Of course, his weapons and such would still be lawful. [laughter] Secondly, I have this demigod called Paladin, who would almost certainly appear on the spot and chop him into little mincemeat. I guarantee he would chop him into little mincemeat.

STEVE - With his silver-plated six gun, right?

DAN - No, he uses a holy sword +5, every blow is a critical hit.

STEVE - Pearl handled.

DAN - Pearl handled, yes.

BILL KEYES - Bill Keyes.

CLINT - Into the microphone.

STEVE - Very close to your mouth.

BILL - Okay, on the poison pages, one thing I've notice reading through it is the fact that the giant spider does not kill, he paralyzes. If you carry giant spider venom you could have the following situation. A very lawful character does not like to kill. He uses arrows tipped in giant spider venom to paralyze. Therefore, he can then question the person at his leisure and, you know, avoid killing whenever possible. Would this be considered lawful.

CLINT - Most certainly.

[muffled talking]

JERRY JACKS - Would you repeat the question?

CLINT - You didn't pick up the question on the tape?

STEVE - Dan's question.

CLINT - Okay, Dan, state your question exactly so I can repeat it into the microphone.

CLINT - The question was, would arrows merely dipped in giant spider venom have enough effect to paralyze, since it doesn't have the volume that spider-injected poison would. That would be a good question. [laughter] If you come up with an answer let me know.

If you want to ask questions, why don't you come on up here, get in line and speak into the mike.

STEVE - If you want you can borrow this one. Bring your questions up here.

The reason we are asking people to come up here is so that their questions and comments can go into the transcript, so that everybody who's at the convention can get the benefit of all this discussion. So if you've any questions of anybody, if there's somebody there and you have a question of them, come up here and borrow this mike.

JERRY - Two mikes, no waiting.

STEVE - Yes.

GALLOWAY - Well, this is Galloway, again, from Los Angeles. You were talking about arrows having poison on them by being dipped. There are means I'm making which - ah, that didn't come out right.

STEVE - Right. You're saying there are preparations of poison that can be made that an arrow can be dipped in and it would work.

GALLOWAY - And grooves on the arrow shaft, grooves on the arrowhead, little pockets on the arrowhead, etchings on the ...

STEVE - This is something you'd have to prepare. You can't kill a giant spider and start dipping arrows into it. This will not work.



GALLOWAY - No, but it's a good idea to pick up his poison ...

STEVE - ... poison sac, right ...

GALLOWAY - ... and carry that away, and then use that for dipping, crystalization, dipping, over and over.

STEVE - Gotcha.

GALLOWAY - It'd give you poison arrows, poison darts. There are certain types of woods which are, by themselves, inherent poisons, and if you have, say, like a dart shaft, thrown hand dart, that is iron tipped with this type of wood planking the shaft, the point area, the wood itself is poisonous.

NICOLAI SHAPIRO - Nicolai Shapiro, Berkeley. Just one comment on the arrows. A little trick. If you do insist upon poisoning the arrowhead, if you poison the complete arrowhead, you have the possibility of scratching yourself with the tip, so in various cultures where poisoned arrows have been used, the usual safe trick is to poison up to, perhaps, an eighth of an inch or a quarter of an inch of the tip and leave that clean of poison. And if someone goes into a dungeon and says, "I'm poisoning the arrowheads," you might just sort of sit there and say, "Okay, fine," and then if he doesn't specify this procedure and he's using the arrows, you say, "Okay fine, there's a 10 percent chance (you say to yourself) that he is going to prick himself with the tip every time he picks out an arrow."

STEVE - Thank you. I believe Fang is next.

FANG - Yeah, this is on the arrow question. I was wondering ...

STEVE - Wait a minute, wait a minute. Owen, yours was about arrows.

OWEN HANNIFEN - Yeah, well, about arrows and poison. Owen Hannifen of San Francisco, here. Okay, you've got, say, a poison sac from an eight hit dice scorpion (worth of poison). If you just dip an arrow in it, you're only going to get about one or two dice worth of poison, as far as I can see. You're not getting a full dose. One of my characters had built for him, at a cost of a hundred GP, what is called an injector spear, that holds one-seventh of the poison sac of poison, and if he hits with it, it is a full eight dice worth of damage. But just dipping is not going to give you that much poison, as far as I can see.

STEVE - Right.

OWEN - I once had injector arrows built, but it was pointed out to me, they would be quite wobbly, they would fall all over the place, and I might even hit one of my own people with them, so I decided that would be very bad.

STEVE - Tendency to break, too.

OWEN - Break, or ... But the injector spear or an injector lance, I think, is the best way of delivering poison.

UNKNOWN SPEAKER - Okay, what I was wondering was, I've been with a lot of lawfuls, and the only way to show that they're truly lawful is to see how many chaotics they can kill in a day, and I was wondering what dungeonmasters can do about this.

STEVE - Well, in many cultures including, I would imagine, your basic D&D culture, that seems to be a moderately lawful activity. [laughter] You know, I mean, that's the point. You've got the war of law and chaos, or the war of good and evil, depending on whether you've read the latest TSR and go along with it or not, and that's your thing - you kill chaotics. It's problem of how you kill the chaotics that's the question.

JERRY - If you laugh, you're in trouble.

STEVE - Yeah, if you look like you're enjoying it, you're in trouble. [laughter] I had a lawful character who was sort of borderline neutral in one of Clint's dungeons, and there were several orcs on the ground who had maybe one point left and so forth and were busy bleeding a lot. And this guy decided, "Oh well, Okay, fine", and started slitting throats. At which point Clint informed me the guy was a neutral. I went: "... All right." And the cleric with the group offered to send him off on a quest that would make him lawful again, but then he took a look at the group he was working with and said, "Who needs you turkeys?", and went off to be



a neutral. He was the smartest one, had the best strength, and everything else - "Yuck, forget it" and left.

As I say, it's a matter of how you do it, and it's also a matter of the dungeonmaster's interpretation, of course. There's any number of dungeonmasters out there, I'm sure, who have the basic theory that the only good orc is a dead orc and you get it any way you can. [applause] Obviously, there's a high anti-orc faction in this room. [laughter]

CLINT - Something to think about, apropos it's how you kill them rather than who you kill, is a question of life energy draining. Just how lawful is the act of stealing somebody's life energy? It's something to think about, anyway.

Terry, if you want to ask a question, come up and take a microphone.

TERRY - My question relates to that thing earlier when they were talking about the poison of the giant spider, of paralyzation. He mentioned about holding a person paralyzed and then questioning him later. Is a person under paralyzation able to speak?

STEVE - I imagine the theory was that you paralyzed him until such time as you could tie him up and so forth, and then let the paralysis wear off, and then talk to him. I imagine that a paralysis like that could be taken care of with a neutralize poison as well.

CLINT - And if not, three weeks later.

STEVE - Yes, or, as has been pointed out, three weeks later you can question them - depends.

DAN PIERSON - Paul Mosslander, who is not here, came up with the theory that what's basically going on in D&D is a pogrom against chaotics by lawfuls.

STEVE - Right. Except for those people who are taking chaotics in and trying to pogrom the lawfuls.

DAN - Right. In either case, due to that, I added the Dungeon Alignment Liberties Union to my dungeon.

STEVE - The what?

DAN - The Dungeon Alignment Liberties Union - the DALU. Do too much pogroming and they may come up and interfere. [laughter]

STEVE - All right, thank you Dan Pierson. Galloway strikes again. Yes?

GALLOWAY - Galloway, Los Angeles. You're talking about the manner in which a cleric would kill, say, a chaotic on the floor, one or two hit points left, and just lying there kind of wiggling and bleeding. If he walks up to him and says, "Bless you, my son, domino thalmados" - THUMP! That is a lawful act - for him!

STEVE - That's a funny looking Thalos cleric who's doing it! But anyway ...

GALLOWAY - "Thalos"?

STEVE - Yes, well, I was just pointing out, you were using one particular type of cleric, but yes.

JERRY - No weapons.

STEVE - No weapons? Thank you, Jerry.

SPEAKER - Clint ...

STEVE - Identify yourself before you identify somebody else, Jerry.

SPEAKER - Clint, with regard to your life energy draining sword and types like that, as far as I'm concerned, a lawful individual comes along - here is this lawful sword. The sword has certain in-built characteristics, and you cannot say, "I'm not going to use this aspect of it." So I think within that format, this life energy draining would still be a lawful act. It would not necessarily be a nice lawful act.

JERRY JACKS - I just want to comment that I believe that having devices that drain life energy is a question of the dungeonmaster's problem. I have in my dungeon no lawful items that will drain life energy. It's as simple as that. Therefore, no lawful is ever going to have to make that awful decision, in my dungeon, or with something from my dungeon.



CHUCK DAVIS - I'm Chuck Davis from Long Beach, and on the question of poisoned weapons and poison arrows, I believe that this is the way it should be handled. If you're going to use poison on a weapon, it certainly makes the fighter far more powerful than he really should be tactically speaking. So if he's going to use poison on his weapons, what the dungeonmaster must do is equip all his monsters in his dungeon with poison on their weapons as well. And I think this solves the problem. In other words, if you are going to go up against a party with your poisoned arrows and inflict two to three hit dice of damage, lo and behold, when the chaotics and neutral parties start firing them back, I think that sort of the word gets around and people stop using the poisoned weapons. It also makes it very hard on the referee and I think it's a little ridiculous at this point.

STEVE - It seems to me - Steve Perrin here again - that that would be a matter of a campaign dungeon, like I think most people actually play (we don't, but almost everybody else seems to) where you've got certain characters who go into certain dungeons and that's it. So that, if one of your characters comes in and informs the dungeonmaster, "Yeah, well, I'm loaded up with poison arrows." Dungeonmaster says, "Far out." Then he goes through that particular time with poison arrows. You figure the rest of the monsters, or like in Dave Hargrave's dungeon here, the Black Lotus Society gets word that people are using poison arrows. And the next group that comes down - which may or may not include that character - certainly starts running into poison arrows. It's a matter of building up the consistency of the dungeon. Poison arrows, on the other hand, are a neat thing to toss in just sort of odd. You know, that particular band of orcs likes to dip stuff into poison - "Have fun, troops!" [laughter] I don't think it should be a matter of, "Well, oh, you've got poison arrows. Well, now, there'll not be a half an hour pause while a re-key my entire dungeon so that everybody'll have poison arrows. I think it should just be a matter of, "Okay, fella. We've got your number. Next time you'll be in real trouble!" [laughter] I think the ultimate way of taking care of somebody has been devised by Steve Henderson and afore-mentioned Paul Mosslander, which is, you get somebody who's really being a real problem. (Jerry just said something that we'll not put on the family tape.) So what you do is, you walk them through a portal. And they try to go back, and it's a one-way portal, of course. So they go on, and they fight this monster and collect a bunch of loot, and they fight this monster and collect a bunch of loot, and they're just whiling away. And they're not really fighting that much, you know, a few things to keep them interested. They keep going along, and they can't find a way out. And they say, "Okay, we'll blast our way out with disintegrate spells." Figure that it's a fairly high level crew. "Right", you say. So they blast their way out, and there's 10 foot of rock. And they blast a way out, and there's 10 foot more of rock. And they keep blasting and blasting, and you tell them, "I don't know if you could call this a trap exactly, but your torches and lanterns are starting to flicker from lack of oxygen." So they get really desperate, and they're really blasting away like mad, and maybe using wishes to replenish the air, and having all kinds of fun, and just going BLAST, BLAST, BLAST, and finally they break through to the surface - of Pluto! [applause] This is what you do with somebody who's being a real problem in a dungeon. Yes?

JASON REY - Jason Rey from Los Angeles. I wanted to ask this question before I had it happen. On neutral and lawful acts, there was a neutral who was selling a character of mine a device and said, "Okay, I'll let you have it for 10,000 gold pieces." And I said, "Okay, fine." And he said, "Okay, you've got the device. Now, to learn how it works will cost another 25,000 gold pieces."

SPEAKER - That's neutral.

JASON - And the character slammed him against the wall, and put a gun to his head, and says, "You're going to tell me now or I'm going to blow your head off!" He says, "I won't! Go ahead!" - so I did. [laughter] And he said it was a chaotic act. Now, I did warn him, you see, and I just wondered what opinions most people would have on that.



CLINT - That's true! He did warn him. I'd have to know the exact situation in a thing like that, who the character was, how the character had behaved before, how the neutral had behaved before, how desperate they were to get the device and find out how it worked and use it, and so on. All of that, it seems to me, would have a very definite effect on how I'd treat that ... And if you think that's waffling, you're right!

ANTHONY JONES [?] - Anthony Jones from San Diego. In the first place, blasting one's way to the surface of my dungeon is contraindicated because it's on an asteroid! And I have something to say about poisoned arrows, at least the way we've been handling this is, first of all, it's not quite as much an advantage as you might think, because you can only poison so many arrows that are poisoned to begin with. And I really find it highly unlikely that the second or third time you fire a poisoned arrow and it hits something, it's going to be very poisoned anymore.

STEVE - Right.

ANTHONY - And so that's how we've been handling it for the most part. If you've got to poison your arrows, go ahead. You're not going to have all that many poisoned arrows and you'll probably run out before long.

STEVE - Could everybody who's using the mike please speak with the mike very close to their mouth and face the rest of the people so they know what's going on. That includes us.

ANTHONY - Shall I repeat my remarks?

STEVE - Actually, I think that was fairly loud, wasn't it? Owen? Yeah.

DAVE HARGRAVE - I'm Dave Hargrave from Richmond, California. I have two comments. Number one, with regard to poison, whether by a spider as was mentioned before, on an arrow. I have read up on it a little bit and I find that most poisons do not act as the [undecipherable]. Therefore, I put in my dungeons a one to twenty melee turn delay. And, also, the man is given a saving throw versus poison, which means he may only take half damage after twenty melee turns: you may be in trouble! As far as spiders are concerned, and insects that inject a poison, after a little research I find that they don't always inject the same amount of poison, so I have a decreasing scale: three-thirds, two-thirds, one-third, and lots-of-luck. And I think if you use those two little formats, it will really limit the value of poison.

GEORGE GOLD - This is just a trifle off the subject of poison ...

CLINT - Who is this?

GEORGE - George Gold from Stanford. The question is somewhat close to poison. It's the chances of picking up the wrong sword. And we happen to run it according to ... It does! You can pick it up and carry it, if you do so carefully. If you say, "I've just picked it up and I'm carrying it" - BLAM! Anything may happen. If you say, "I'm wrapping it in leather without touching it," it's a different story. But basically the idea is, until you touch the metal or until you pull it from the sheath, it's quite, sort of neutralized. As soon as it clears the sheath or as soon as you happen to touch it unwrapped, uninsulated -WHAMO! And I'd just like comments on this.

CLINT - Well, that's pretty much the way we've been playing it, actually. You get neutrals who will cheerfully sell lawful or chaotic swords if they can't use them, since they're not neutral. Chaotics, depending on how they consider things, will even carry along lawful swords and try to peddle them; they don't really care as long as they can get the bread out of it. But that's pretty much how we've been handling it.

JERRY JACKS - Yeah, I agree along those lines. If you specifically state, "I am wrapping my hand in asbestos cloth or leather or something of that sort, reasonably nonconductive, you're okay. If you touch the metal, the sword, or you touch the scabbard - ZAP!

STEVE - There's one other facet of this, though. Steve Perrin again. Which is, your basic, really powerful, intellect sword. Now we've been doing things like, if it's a sword that can telepath ... There's two ways, you can say the sword



telepaths, or you can just say it gives you the power to telepath. Working on the theory, which we usually do, that the sword itself telepaths, you know, you can find yourself getting this message saying, "Hey, pick me up." I've had at least one character who just sort of wandered over and looked at this sword and then picked it up and said, "Oh, hi, there." And he's still controlled by that stupid sword! [laughter] Using the critical hit level, he later lost his left arm, which as far as the sword is concerned was all to the best, because then he stopped fooling around with these crazy bows and arrows and just used The Sword! And being a fairly dumb type anyway, he will probably, until he hits something like 18th level, always be controlled by that damn sword! Which is to say, there's undead behind there and the clairvoyance of the sword shows him there's undead, he attacks - it being a flaming sword with the purpose of fighting undead. But anyway, so we will often communicate with swords and say, "Hi, sword!" And the sword will say something or not. And if it's a high level, purposeful sword, you may find yourself picking it up without too much control over what's going on, and like that. One thing which we haven't been doing too much, we've been sort of working on the theory that you pick it up: Whoops! It's a chaotic sword, you just took two dice damage, you drop the sword. It occurs to me, as something that hasn't really been played too much in our dungeons, that it is entirely possible that you pick up the sword, you take your two dice of damage, and continue on. As a chaotic, or perhaps as a split personality, depending on just your ability to fight the sword.

WAYNE SHAW - Essentially, you brought up ... Oh, Wayne Shaw, Los Angeles. Essentially, you brought up exactly what has been going on quite recently in my dungeon. Which is, somebody of about eighth level, or even lower, sixth level fighter, picks up a chaotic sword, says "Ouch! That smarts!", and carries it around for the rest of the expedition, because it's a +5 unholy sword and he can kill people with it and it's dumb. And the problem that arises with this is, do I get the implication that, evidently we've been totally misinterpreting the rule about swords taking people over, in the sense that probably until very recently I never noticed the section talking about "continuing relationship with the sword", running the egotism/intelligence along strength and intelligence. And basically we've got one person who argues with his sword, and everybody else just says "Shut up!" and does what they want to do. So, what I wanted to know was, how common is this thing where, for example, neutrals carry chaotic swords, lawfuls carry neutral swords. I think somewhere running around, somebody's got a lawful carrying a chaotic sword.

CLINT - Okay, basically, in the group that we pretty much play with, that doesn't happen - at all! You do not carry a weapon that is an alignment other than yours. Well, we do have one particular case where one person has a magical device that allows him to resist the effect of any sword no matter what alignment, but aside from something like that, you know, you pick up the weapon ... and the way I play it is, if you're lawful and you pick up a chaotic weapon, you take your two dice of damage, and if you do not drop it, the next melee turn you take two more dice of damage. Now, I'm sure other people play it other ways, I don't know, but that's the way I've been playing it.

STEVE - And as far as a dumb chaotic sword that can't take you over is concerned, I would think that anybody playing that would go, "Wow! I'm a lawful character, I've got this +5 unholy sword, it's really great, I'm going to kill things with it!" And you really should play that character on the basis of, "I'm going to use this sword to smite evil! ... And maybe smite neutrality ... And everybody's lawful but thee and me and I'm not to sure about thee!" Because there's an aura of chaos and evil about one of these swords, even if it's completely dumb and has no ability to control you whatsoever, you really should just start thinking in the little off-trails there.

SPEAKER - Also, related to this, I was going to ask, if people were talking about life draining and lawfuls. One of my people consumed something that made a little item grow on his forehead called a sorn, which absorbs life levels. There's only one problem - he's a paladin. Now ...



STEVE - The Warlock strikes again!

SPEAKER - Yeah. The way I've been running it is, I usually figure that lawfuls are not going to have any compunctions about using life draining swords on undead, since basically they can't be any worse off than they are already, but that it's a bit questionable ... Well, life draining swords are not quite the same sequence, because you can knock someone down and weaken them a bit and just kill them with something else, without doing it in a particularly unlawful fashion. But anyone who starts using things like - well, I've got an official artifact, I've got Stormbringer running around in my dungeon - anyone who goes out of his way to pick up Stormbringer and use it is not really going to be too lawful too long.

JERRY JACKS - Jerry, here. Comment by me on swords and alignments. I like to run things in threes. I figure that magic runs in threes, you know, third time's the charm and all that. Therefore, if you pick up a sword, first melee turn ... Say, you're a lawful picking up a chaotic sword. First melee turn, two die damage; second one, two die damage; third one, two die damage. If you have survived this, you are now chaotic!

TOM - Tom [indecipherable] from Los Angeles. My question is, when a sword successfully controls its bearer, what things might it make the bearer do. As an example, we charmed a red dragon, got a sword out of its treasure that had a special purpose to slay monsters. I picked it up and immediately killed the dragon even though the dragon was charmed. I had a big, long fight with the referee about it.

STEVE - That strikes me as an eminently reasonable thing to do if that sword has taken you over. I mean, it's a monster, man, you attack! That's if, you know, if that's what the sword's purpose is, you kill! It's very simple.

DAVE HARGRAVE - I think ...

STEVE - Jack Mee from Guzernenplatz, California! [laughter]

DAVE HARGRAVE - Dave Hargrave, again, thank you. I think the argument over whether a person should use a life draining sword or not is a bit ridiculous.

SPEAKER - Continue.

DAVE HARGRAVE - Thank you. I think that in any combat situation a man has an armament and like any soldier he will use it. Facing a 44 dice dragon you're going to use it. I really think that whatever gods there are, above or below or wherever, are going to say, "Well, he used it, right? You know, so what." On the other hand ...

STEVE - It's when you start enjoying using it.

DAVE - I found that one of the easiest ways to get people to quit using wrongly aligned weapons is to simply put a previous wish, charm, geas, or suggestion on the sword that whomsoever picks it up, so shall you be.

GALLOWAY - Galloway of Los Angeles, again. I've heard people talk about people picking up swords that are of an alignment. At least the way I've read it, if a sword has properties, they can be used by anybody. If it's a nonaligned sword, this gives it a wide field of usage. But if the sword is aligned, this is a holy sword +5, whatever, this is going to have an extreme reaction to a neutral picking it up or a chaotic saying, "Hmm, boy, we can sell that or destroy it." But one thing I've run into, what happens if a person, a character, has a named sword, this is a sword that's aligned, and he picks up another one. There you've got a problem.

STEVE - You sure do.

GALLOWAY - The guy may be neutral, he's out after wealth; the sword's name is, say, "Gold Coin", and it's after money. And in this line of treasure there's a sword, and he pulls that out and puts it in his sack, and this was his action. And it's also a neutral sword, say, and his original was a 11 and an 8 for intelligence and ego, and the second sword the guy grabs onto, pulls out, and says, "Oh, hey, look at that jewels and the gold on it," was say a 12 and a 12. What happens? You got a fight, there, like mad. Two swords.



STEVE - Yes. Right.

JERRY JACKS - I've got it. The guy pulls out the sword with his left hand, the guy pulls out the sword with his right hand, and fights each other with each hand. [laughter]

STEVE - We usually run things on the high ego wins, but when you get a very low ego character, something, very strange things can happen. I've got one schizophrenic centaur, as a matter of fact, who first got taken over by a geas on an intelligent rug. It's a flying rug, it's great. It flies him, he protects the rug. People start throwing fireballs, he goes in the other direction. Then he picks up an unaligned sword with the purpose of amassing treasure. The rug is treasure. He's controlled by the rug, he's also controlled by the sword, except for occasionally when he manages to get out from under, but not for very long. And he attends a lot of melees going, "Umm, ah, well, maybe, or then again, perhaps, ah."

CLINT - Since I created both of those items, I might elaborate a bit on those. Basically the rug said, "Hi, there, my name is so-and-so. I am your rug, and you are my person. And I will do all of these wonderful things for you and carry you all over and you will protect me. Like right now you will roll me up and put me on your back." Later on, he picked up the sword. Now the sword has the special purpose to amass treasure and the sword has an extraordinary power. Pass wall.

STEVE - Dimension door.

CLINT - Dimension door. The sword has a tendency to dimension him into a room which has treasure in it, no matter what the monster. [laughter] The rug will immediately endeavor to fly him out. [laughter] Now you know why he's a little schizoid.

UNKNOWN SPEAKER - And somebody was talking about using life energy draining swords on undead, well, undead tend to have negative life energies ...

STEVE - Or something.

SPEAKER - And sometimes in play you hit somebody and drain 9 life energies, and he's suddenly 9 dice stronger. [moans]

STEVE - That is an interesting concept, I don't know if I go along with it at all, but it's interesting.

JERRY - We have tended to be playing it up here, since I tend to specialize in undead, that the undead mostly, the way I play it, a 9 die wraith, for example, and I have 9 die wraiths, have 9 energy levels. It's as simple as that, very simple. A 12 die wraith (a 12 die wraith!) would have 12 energy levels. There are Silver Wraiths. I have a whole Rolls Royce series of monsters. [laughter]

STEVE - There's also the possibility that a life energy draining weapon will not work on an undead.

NICOLAI SHAPIRO - Nicolai Shapiro of Berkeley. On the bit with the two swords, wouldn't there be, well, if the sword is able to, say, detect magic or something like that as one of its powers, wouldn't there, of course, be the possibility that the sword sits there and says, "Ah, hah, that sword is magical. It's better than I am. If that sword is grabbed, he will be taken over by that sword and I'll get thrown away, so I can't let him touch it."

STEVE - Certainly. Precisely. There's lots of weaponry like that floating around, in our dungeons.

UNKNOWN SPEAKER - What about Starfang?

STEVE - "Starfang"? I can't remember Starfang. [indcipherable from audience] Oh, yes, that's the one that ... During the course of a melee it starts going up in levels, doesn't it? Or does it start off with a 15/15?

SPEAKER - It starts with 15 and then goes up.

STEVE - Oh, yes, it's got a 15 intelligence, 15 ego, and goes up from there - in the middle of a melee. It tends to do strange and exotic things, and none of our people particularly use it. It's part of our, um, treasure that we keep around until somebody ... Oh, by the way, on the matter, those of you who are familiar with the Empire of the Petal Throne and probably familiar with the control of self



spell. And it has been developed in our universe as a 6th level mage spell, that can be placed on other people like fighters and clerics and so forth. And a control of self, I imagine, depending on your level as well, but a control of self gives you a very good chance of just ignoring the alignment and the intelligence and ego of a sword, because you can keep such things within yourself.

JERRY - If the spell wears off, you're in real trouble.

STEVE - Yes, right, it's an 8 hour spell. If it wears off, you're in trouble. Steve Henderson, who developed the spell, just pointed out that it'll help you fight the intelligence and ego but not the alignment. You still take the dice damage and so forth.

GEORGE GOLD - Okay, George Gold from Stanford, again. On the idea of swords controlling, it seems to work more or less the same with alignments. If you don't hold that sword at that moment, it's not going to affect you quite as much. The very high level swords have a tendency to fall into your hand at the right time. Things they think are the right time, anyway.

STEVE - Right time or wrong time?

GEORGE - According to who?

STEVE - Yes, right.

GEORGE - And the thing is, you can't use the powers of the sword without holding it, at which point it controls you. I have lot of people running around with decent swords, no better, no one's gotten the good ones yet, and they're rather schizoid. They're running around, they want to use their nice little goodie of a sword, but if they pull out that sword, they've got problems. And, just another little goodie, we also have some random-oriented miscellaneous weapons that have slight intelligence and ego. We have a dagger that is very good against kobolds, and also hates kobolds very, very much.

JERRY - I just want to make a short comment here. We've just been talking about aligned swords and objects and weapons of that sort. In my dungeons, anything you pick up may well be aligned. Books, records, photographs, tapes, you know, anything.

CLINT - One other thing, speaking of alignment, we also have a category of weapons, items, and so on called "amoral", because they don't care who uses them, they just want to be used. And this varies from your simple, absolutely ordinary, very dumb, +1 sword, all the way up to, well, I have a sword floating around in one of my dungeons which is a chaotic demon bound into sword form to serve law. The demon himself is totally amoral, and the binding itself is merely, well, he serves law right now; if he ever gets loose, well he doesn't care. Or, perhaps, the alignment might be removed, in some magical way or another. So there's another whole category to think about.

HENDRICK PFEIFFER - Hendrick Pfeiffer from Albany. I'm on a cross-country campaign, and people have found swords and most of the swords are intelligent: 50 percent. And that began getting me wondering - do all the elves and wizards sit around making intelligent magical swords?

OTHERS - sure, etc.

HENDRICK - It's a very boring universe. The thing is, my ghod, there must be millions of them around! They break, over the ages. And no one's using broken swords!

STEVE - Put that in.

CLINT - Pardon me? Oh, comment from the audience is it's, what was it, the opposite of ...

SPEAKER - The opposite of Gressham's ...

CLINT - The opposite of Gressham's Law: good swords drive out bad. One thing I have found in terms of taking care of something like that is, so you come up with an intelligent sword, so this sword has been around for a while, it's been subjected to a lot of magic, it's a little weird. It's not straight out of the book. If you use your imagination a little bit, you can come up with forty-leven different



variations on the book's stuff, not all of which is very beneficent. You might have a sword which is +1, highly intelligent, and all it does is find pretty blue rocks. And that's all it wants to do. [laughter]

HENDRICK - Well, the way I've recently worked it is I roll a 6-sided die. If a 6 is rolled, it indicates I roll a 12-sided die to find out what its, if it's intelligent, and if so, what its intelligence is.

STEVE - Another viewpoint on that is, are all these wizards and elves who are making the dumb swords really going to want to make dumb swords? It seems to me the real plan is to make really good swords. Why bother to mess around with all these dumb swords? Put in a few spells, bring up its intelligence, make it a little helpful.

JERRY - You have to tend to fit this within the construct of how your dungeons are going. My dungeons, specifically cities and things of that sort, tend to be built within the confines of a 4,000+ year old empire, with a city of sorcerers that's at least a 100,000 years old. In a 100,000 years you're capable of producing an awful lot of weird little magic swords and a lot of fey ideas.

JASON WRAY - Jason Wray from Los Angeles. I had a problem. Some of the swords that you can pick up in my dungeons don't run at 12/12, they run at 12/18. And one guy was picking up a sword and says, "Okay, I picked up the sword, I control it." And I said, "Oh, yeah? That's what you think. I'm going to look at my character sheet." And I did. My ghod, he controls it. So they're wandering around, they find another sword, he picks it up, I says, "Now you don't control." He says, "Of course I control it." I says, "No you don't. This sword's the reincarnation of an 18th level magic-user. He controls you." Which he got a little upset about, being he's now wandering around with a sword which is a magic-user, wanting him to put spells all the time.

STEVE - That's sort of interesting. I have a spear wandering around that's actually a staff of wizardry. It's made for elves, only elves can use it. It's a staff of wizardry, it happens to be a spear as well.

DAVE HARGRAVE - Dave Hargrave, again. There're hundreds of ways you can get around the fact that you've got a lot of things lying around in my universe or in one of the 3,000 other universes that slide in and out right there. I have a question to go to the general audience. I came up with a different class of undead that I would like to test the acceptability of, like wraith-wyverns, spectre-dragons, vampire-balrogs. And I'm not really happy with the way I've got them worked up. I would appreciate any comments, observations that other people hold as to how these things should be run. That's all I had to explain.

CLINT - Okay. Let me interject a point, here. Tomorrow, for tomorrow morning's discussion, we're going to be doing variations on monsters, variations on character types, and that sort of thing, and I think that's really a question for tomorrow, if we can hold it off for then. You know, think about it today and tonight, and we'll see if we can't get some good discussion going on that. Because I've used undead monsters myself, and I'm sure some other people have.

WAYNE SHAW - One thing ...

CLINT - Name, please?

WAYNE - Oh, Wayne Shaw from Los Angeles. What happens when you get a situation when you've got something like a dragon-slaying sword with an intelligence of 12 and an ego of 11. The owner is a paladin. He picks up a holy sword with an intelligence of 1. The dragon-slaying sword says, "Sure, he's never going to throw me away, because the thing has no intelligence." The only problem is, he also never uses it. So after a while the sword begins to get more and more perturbed every time he asks for detects. And it begins to lie to him, just to get back at him. Another thing to do is, like, I have one special sword running around that is literally schizophrenic. You're holding the sword and, all of a sudden in the middle of a turn, it goes chaotic on you. Or it goes lawful. Most of the time it's neutral. And what's really fun is, after a while, if you've been carrying it for,



say, a couple of months game time, your psychological patterns begin to sort of blend in with the sword's. When it goes chaotic, you go chaotic.

CLINT - Okay. I'll give you a variation on that. I gave away a mace, a little while ago, called "Turncoat". When you pick it up, whatever alignment you are at that moment, you stay that alignment for the rest of the day. The next day you shift to the next alignment, as when you wake up the next morning, and it runs law, neutral, chaos, law, neutral, chaos, law, neutral, chaos. So when the owner wakes up the following morning, the owner is neutral. Since this happens to be a mace, if the owner happens to be a cleric, this can be a problem. The next day the owner wakes up chaotic ... Yes, the languages come with. The problem is, of course, that when you wake up on the day that you're chaotic, do you quietly get up early in the morning, walking around in your stocking feet, wielding the mace, and bash in the head of everybody else in the party, take their loot, and leave. [laughter] Okay, now, I'm going to suggest at this point that we kind of cut this short. We're kind of running down here. I notice people are getting quite, quite restless. What I was thinking about is, we've got a couple of announcements for people to make, and then I was thinking we might take like a 15 minute to half an hour break, and then go directly into gaming, if it's all right with people. [applause] Okay, Steve, you have an announcement. Jeff? Okay, why don't you get yours in and then we'll go to the announcements.

JEFF - Just a comment on problems with swords. There's a very interesting one lying around which is a British Colonel Blimp type. Very intelligent, lots of ego. But, the problem is, all it wants to do is tell about past battles it's been in. [laughter]

CLINT - Okay, it's been pointed out to me that we never finished the Miscellanea on the combat systems table, so let's get to that, then we'll get to some announcements and go to some gaming. Okay, on page 7 under Miscellanea, the first one is Alignment Languages. "Languages of other alignments can be learned, but you will always speak them with an accent of your own alignment." It would seem to me that it would be possible to develop a character whose special attributes, either acquired or attained, would be ability to do languages perfectly or something like that, but for the majority of characters it would seem to me that you always speak other alignment languages with an accent.

JERRY - I've been working that the higher the level of your intelligence, the higher your ability to speak less accented but never totally unaccented other alignment languages. You may sound like an Oxford professor, for example, in Chaos, which would sound a little odd because nobody speaks like an Oxford professor in Chaos.

[discussion in audience]

CLINT - The question was, do monks, who at certain levels acquire other alignment languages and so on, would they still have the accents. And the answer is yes. Okay, number two, Centaurs. "Centaurs can be fighters, even paladins, mages, clerics, etc., though not at the same time. It is possible for one to be a thief, but they cannot move silently, climb, or hide in shadows. While they cannot mix functions, they can go as far as a human. They are -3 on their dexterity on paved surfaces." It would seem pretty obvious as for the reason for this. "The horse half will always fight as a medium horse." There are exceptions to every rule, but unless otherwise specified, the horse half will fight as a medium horse ... Jeff, hang on for just a minute, please. And, number three, Clerical Functions vs. Undead, Neutral and Chaotic. "Chaotic clerics can speak, as in the speak to animals spell, to any undead their lawful compatriots can turn away. Any undead their lawful equivalents can dispell, chaotic clerics can control, as in a control undead spell or something like that."



SPEAKER - We have a question.

WOMAN SPEAKER - [not decipherable] from Los Angeles. Concerning centaurs, what about centaur mixtures. I have a centaur/unicorn mix. [laughter]

SPEAKER - They've said that she, I think he topped her as a dwarf, in other words, you know, couldn't go above a certain level. You know, would that be ...

CLINT - Well, as I point out here, this is what we're using with the Leiber Dungeon, and this is pretty much how we have played here. You know, other people might rule it in other ways. It seems to me that one of the characteristics of a good dungeonmaster is that he will go as far as possible to fit characters, situations, items, and so on, from other universes, into his own. I mean, that there would be certain absolute rules that you just couldn't cross, but by and large, it seems to me, that a good dungeonmaster would go out of his way to make things as compatible as possible ... and to make for as fun a game as possible. Okay, back to the function vs. undead. "Neutral clerics, druids, Matrons of Mother Mugwump, etc., can talk to undead, as do chaotics, but undead have saving throws versus the nonattack function of the speak to animals spell. Versus undead their lawful equivalents could dispell, neutrals can turn them away in the same way a protection from undead scroll works. However, saving throws for the undead are, again, applicable. Neutrals have more trouble dealing with undead than either law or chaos because they do not have the identification with evil that allows chaos to deal with undead, and they haven't the righteous power of good to banish such foulness from the face of creation." Okay, now, Jerry?

JERRY - I just wanted to comment that in my dungeons neutrals may dispell or turn undead but it costs them spell points.

CLINT - Spell points, as I understand the system is, that you use as many spell points as undead have dice.

JERRY - Right.

CLINT - A 9 die vampire would take 9 spell points. Okay, unless we have any wild or absolutely necessary items on this particular category, we have some announcements.

OWEN HANNIFEN - I've got a comment, on neutral vs. chaotic ... Oh, you want me to go this way, okay ... Owen Hannifen from San Francisco here. I've been thing a great deal. I've been thinking a great deal about lawful, neutral, chaotic clerics and our decisions as to what is a lawful cleric seem to be basically Judeo-Christian. I see no reason at all why, for instance, a Buddhist cleric could not be absolutely lawful and get all the lawful goodies. Or, for that matter, a devotee of the Goddess. Because, it is a hard thing to make ...

CLINT - Okay, Owen, I think what we're talking about here is, we're not saying that druids are neutral, per se, what we're saying is that, if the individual who is playing it classifies them as a neutral cleric, this is how a neutral cleric will function.

OWEN - Okay, then, you could have, for instance, a lawful Buddhist cleric.

CLINT - Certainly.

SPEAKER - Or a chaotic Buddhist cleric.

CLINT - Okay, Steve, you have an announcement?

STEVE HENDERSON - This is just sort of a brief announcement and slight plug. Our group evolves slightly differently, as far as I can tell, in that we do not have any one particular campaign, we have about 20 or 30 odd dungeons, and each of us has up to around a hundred or so characters, ranging between three or four up to a hundred. But we have evolved a mapping system to deal with the continent we're playing on, which we're just getting in process of putting into existence now. It works on a hex grid, we have a handout here, of which I have about 30-35 available, if you're in a group, if anybody wants one, come get one, but I would prefer to hand them out as one to a group rather than one to one, or it will run out rather rapidly. This will give you the basic continent size, the size of the hex of the continent. This continent, by the way, ranges about east-west distance some 7,100



miles - it's a large continent. A sample hex of one of these hexes expanded with the terrain features on it, since this is just an outline, a hex size for the size of hex on the sample hex, which runs about five kilometers from side to side, and expanded hex from that, which is just about game board size or thereabouts if you are into miniature games, which doubtless some people are. And I do have, as I say, about 30 handouts of this, which I will hand out for anybody that desires to get into this sort of thing. It's a nice system.

CLINT - Okay, we also have an announcement from Michael Galloway.

MICHAEL GALLOWAY - All the dungeonmasters here, and I think we've got a couple, you've undoubtedly looked at your Greyhawk tables, and for your magic treasure, swords, crystal balls, whatever. And you've always had to, "Aw, gee wiz, they say a chime of opening is worth 30,000 gold pieces. Great! What is the rest of the stuff worth?" And most of you have had to sit down and scratch your head and figure, "Well, this is close ... and I'm going to put that price on that ..." But, I've picked up material in one dungeon and something in another dungeon - San Francisco, Hannifen's dungeon, San Diego, Godholm in Los Angeles - and the same item will vary greatly in price. What I am attempting to do, I have a number of contacts on the East Coast, I have some in Canada, I'm getting names of dungeonmasters, their addresses, and when I get enough of them, I will send out to those names of dungeonmasters a list that will have the items, and it will say, "Dear Dungeonmaster" (or "Dungeonmistress", or "Overlandlord", or whatever the title is). You've got dungeons, overlands, and city barons. Anyway. "Here's a list out of Greyhawk, with open pages for items you may want to add to it. Some are priced as the book has them. Please fill in your values." How much you put on a +1 sword. Hannifen has come up with a beautiful table for figuring out pluses on weapons. And then this is sent back to me. If I get a hundred dungeonmasters that send me back something, I'll take the average and the mean and send a copy back to each person that sends me one. If 20 people send me in something, I will send 20 copies back out. This way you'll have, "Gee. Ten people say it's worth so-and-so, 20 people say it's worth something, and this guy is over on the left wall." And with this, I think you'll have some form of convention so you know that a x-ray ring costs so much, but a ring of regeneration costs how much. I think this might be usable. I will be trying to get names and addresses. Thank you.

JERRY - Quick comment on that subject. Since Henderson and I, and Hargrave has also joined in on this, have been handling the resale of magic weapons, creation of magic weapons, sale of spells, and things of that sort for several months now, we seem to have worked out a workable pricing system. And for those of you, by the way, who want to get on the Crocker-Denizen's, which also sells stuff, mailing list, you might want to give me your name and address, and when we do up the price list (which was supposed to be ready for this thing, but ...), we will start sending it out dated, and you can buy various and sundry goodies. We sell spells of all kinds, potions, magic, herbs, and things of that sort.

SPEAKER - One question, does your bank give loans?

JERRY - Yes.

SPEAKER - At what rates?

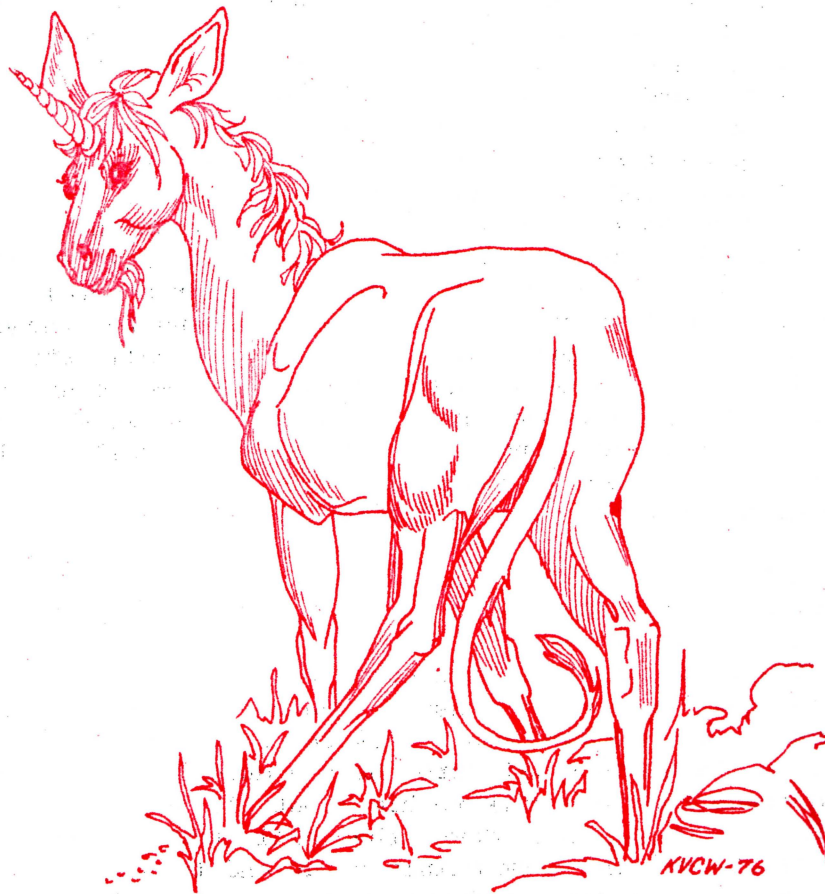
JERRY - Ask me later, it's complex.

OTHER - Usurious. [laughter]

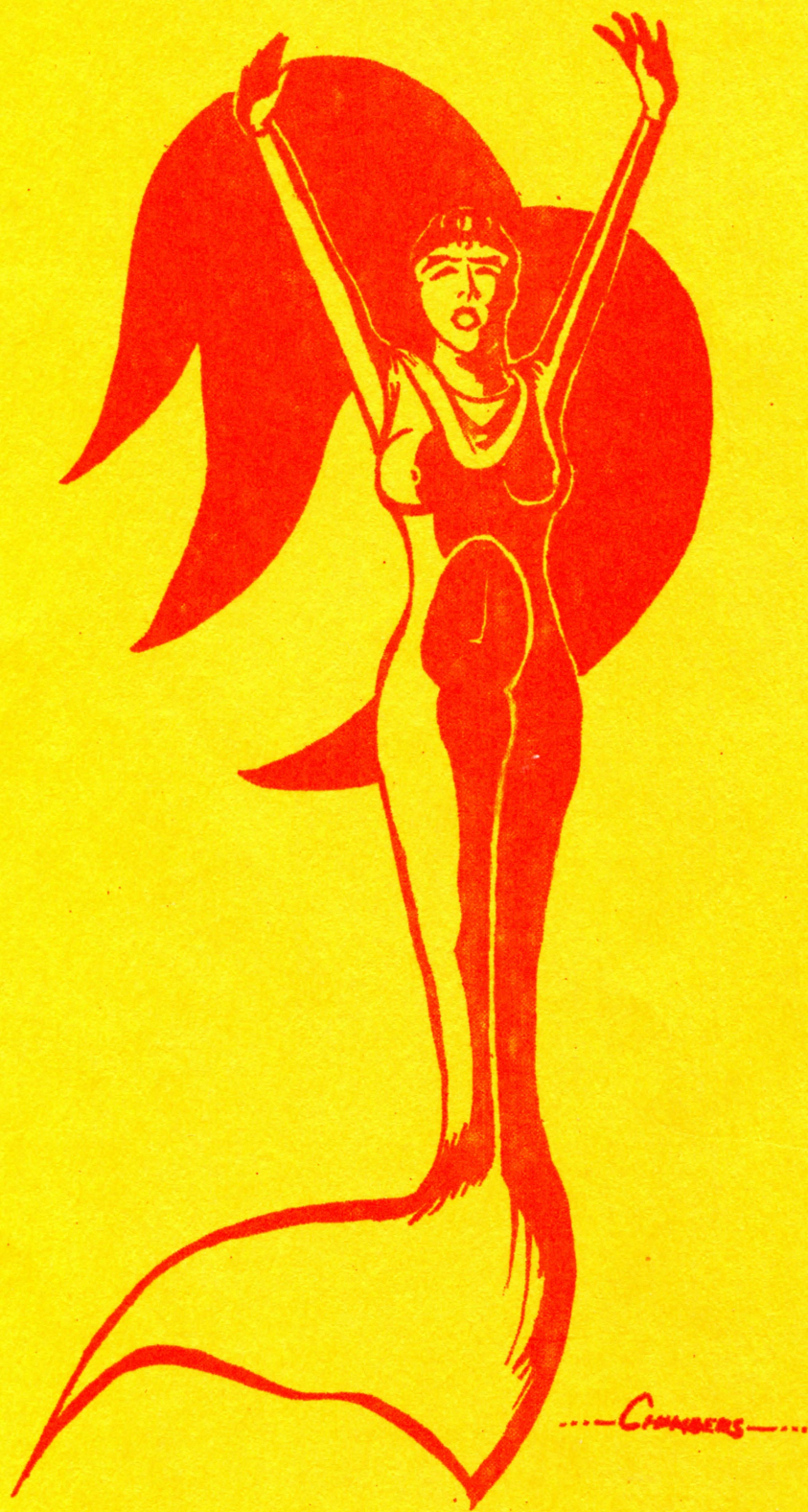
CLINT - Okay, couple of brief announcements here and then we'll break up for some gaming. Number one, we have at least one dungeonmaster who's brought a couple of brief advertisements for his dungeons. They're set up on the back bar. Jerry Jacks and the guy in the green shirt here, he's a dungeonmaster, so if you want to pick those up, read them, and then talk to him about playing in the dungeons, that's great. The hotel has set up a place down the hall here where they're selling sandwiches. They'll be selling them mainly to us and to people who are coming out of the room across the way. I don't know the prices, but evidently the sandwiches are pretty large. Pardon me? Sleeping rooms? Oh, yes, if you're staying here at



the hotel and you haven't told the hotel you're with DunDraCon, please do so. Put in a little plug for us, right? Let them know we got a few rooms for them. We're going to set up the Leiber Dungeon in a little bit, 15-20 minutes. We'll have at least two of them going - there are three - we'll have at least two going at any given time. Basically it's first come, first served. I'd rather not have more than 6 people and more than 12 characters going through at any given time. There're a lot of other dungeonmasters who brought one or more dungeons, talk it up amongst yourselves. What we might do is, everybody who brought a dungeon and is willing to dungeonmaster, when this thing breaks up, come over here and people can talk to you. Is there anything else? Okay, Fritz will be here essentially any time. My wife left about an hour and 15 minutes ago to run some errands and to pick him up. I might mention that he's a very nice guy, he's a little shy, so don't everybody pounce on him at once. When I was visiting him last week, earlier last week, he rolled some characters, we have cards made up for those characters, and if we're real nice and talk sweet, we can maybe get him to play them in a game or two. [applause] So don't pile all over him when he gets here. He's a tall guy, good looking, white hair, receding hairline ... Where did you put the picture? Okay, there is a picture out at the desk of him. Right, he's the taller of the two gentlemen in the picture. Okay, why don't we break up now and do a little gaming.









# Den DraCon I

## Proceedings

### Volume II





THE PROCEEDINGS OF DUNDRACON I

DAY TWO

Transcribed by Dorothy J. Heydt

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## INTRODUCTION

Here it is, the more-than-long-awaited Volume II to the DunDraCon I Proceedings. For all of you *who*, like me, lived in dispair of ever seeing it, I hope it has been worth the suspense.

Fantasy Roleplaying Games, and Dungeons and Dragons<sup>\*</sup> in particular, have come a long way during the last two years, yet remain fresh and timely. I myself had forgotten a good deal of the ideas expressed during the discussion herein transcribed and have delightedly incorporated them within my own fantasy world.

My sincere and personal thanks to all those *who* helped create, record, transcribe and print these records. May you always avoid the traps and may all your surprises be successful.

Clint

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<sup>\*</sup>Dungeons and Dragons is copyrighted and produced by Tactical Studies Rules, Inc.





JERRY JACKS - This morning's topic is going to be Monsters We Have Known and Loved, and Hated, and Killed, and Killed, and Been Killed By. Ah ... we're going to lead off with Dave Hargrave talking on his Greater Demons, construction thereof, destruction thereof, et cetera, and Lesser Demons.

DAVE HARGRAVE - Yeah. A lot of people are wondering why I would go to the trouble of making Greater and Lesser Demons. The main reason is that after a while you're going to find characters in your own universes are getting too strong for most of the average everyday monsters to handle. And there are only so many mutational crosses you can make, like a cross between a gnoll and an orc, you get a gnorc, you know; or a trog, right? a troll and an ogre. And after a while you run out of things to cross, you know. So I came up with at first the Lesser Demons, which were your general pantheon of demons, fire demons, wind demons, you know, like that kind of thing, earth demons; and found that they were pretty good against most of the opponents; and then I started running into people with things like laser guns and stuff like that, which had a tendency to blow away my Lesser Demons. So I decided that something stronger was needed, and I came up with my Greater or Named Demons, and in general what you do is, you pick a name you think is really neat, and you build something around it that you think nobody can kill. Which of course they can, sooner or later. And I came up with maybe twenty or twenty-five of my Named Demons.

Now, to tell you something about demons: the Lesser Demons always roll hit points on ten-sided dice, and they don't roll for points, they just roll for number of dice. They always get full point value, like the hydra. And of course Greater Demons use a twelve-sided die. Which makes them fairly large, when you have twenty-and twenty-five-dice demons. Most demons can only be hit by +1, +2, or even +3 weapons. Some demons a +2 weapon wouldn't even dent. Most demons turn away humans like clerics turn away undead. You know, at eighth level and below, Screech! it's gone, right? And if you make your saving roll versus fear, you faint. Which is kind of nice. It's kind of like lunch for him.

Demons are generally used in the deeper nether regions of a dungeon, to guard probably your best treasure, and the way they normally work is, you have a Greater Demon who has a bunch of flunky Lesser Demons working for him. And some crew will go in there and kill off two or three Lesser Demons with great difficulty and much loss of life, and piss off the Greater Demon who at that point puts out a contract on you. And he may hire out a band of demon locusts to come eat your home town, just to get you, or something like that.

The whole concept of demons is to have something to hold over the head of the player who's always too big to knock out. I think you've always run into players like that. There's always the



bazooka-brain who comes in with, you know, his megatomic disintegrator, right? and wipes out four thousand trolls. You know. So you just say, "Okay, turkey, I got your number." Right?

I have so much data on these things I wouldn't try and read it to you. I think what I will do to give you an idea of how the things work, is just to read the stats on one of the demons. Just on one, and I'll leave it at that.

I have a demon here called Nanta, N-A-N-T-A. He's 28 hit dice, those being twelve-sided dice, you can figure out how big he is. He has no armour class, because he can't be seen. He's called The Faceless One, or The Fiend Without a Face. All right. No one has ever seen his true shape or form, because he always appears as a loved one or friend. Okay?

He is 100% fire or cold proof, lightning only does half damage to him, stoning does 1-20 points, finger of death does 3-36, and disintegrate does 4-48. And when you're 300 and something points, that tickles. Also makes him mad; he doesn't like to laugh. If you hit him with acid, gas or poison, it regenerates him. He likes that. And it regenerates twice as many points as you knock off, so he can get bigger. *(answering an unintelligible comment)* Yeah, I'm nasty.

Anyone who gets within thirty feet of the creature must roll versus magic or be charmed into believing the illusion, like he's your mother or your father or whatever. It takes an 18, 19 or 20 on a (32?)-sided die to make your saving roll. When you go within twenty feet of him you begin to waver and start to fade out. And what he's actually doing is eating you. It takes one to six *melée* turns for him to kind of suck you into himself, psychically. If you are saved after the first *melée* round that you are wavering, you are permanently a ghoul. If you are saved after the second round, you are a wight. After the third, you're a wraith. After the fourth, you're a spectre; after the fifth, good luck.

The -- I don't know, it's --- just gives you an idea of some of the things you can do. And he doesn't physically attack you, he just sits there and sort of absorbs you. And you attack him and he sits there and grows bigger and absorbs faster. So I would say that when you build major demons, you build them with specific purposes -- I should say, for specific turkeys. And then leave them alone thereafter unless some jerk finds one of your scrolls that happen to conjure up this major demon and gets himself eaten, and his whole party.

Lesser Demons are a lot more fun, I think, because you can -- that's my goon platoon. You know. Great -- these guys have wiped out fourteen levels, so I send in my good platoon. And they range anywhere from eight to twelve hit dice, again ten-sided ones, so they're still pretty big. And in some ways they're more dangerous than the Greater Demons, but they're a lot more vulnerable. And so unless anybody has any questions, I don't think I can say much more about reading things, I'm not going to sit here and read to you. It's too boring for me to read.



JERRY: - As a matter of fact, Dave, I have a major question.

DAVE - Yeah?

JERRY - As a matter of fact, Dave, I have a major question. I created a character early enough in the game that was supposed to look like your loved one, your best friend, your highest-grade teacher, that sort of thing, the Rakshasi, from Indian legend.

DAVE - Yeah, I have those too.

JERRY: - Yeah. It was very hard when somebody came across their best loved one in the middle of a dungeon to get them to believe it, and I couldn't think of any way, even with a charm, they are not really going to believe this person is their, their aunt from Peoria, down there in the middle of the dungeon.

DAVE - Well, you see, the way you work that is, you don't bring them out in a dungeon. You roll overlands to and from a dungeon like I do, the guy will be on guard duty and Fred, who is supposed to be asleep, will walk up and say, "Hi! I'm relieving you for duty." You turn your back and he eats you. Right? That's the way you work it! If there's no more questions I'll just turn over the floor to everybody else.

JERRY - Yeah, I wanted to talk on offense as opposed to defense. There's a large period fairly recently in which offense really outstripped defense among the higher-level dungeon people. We were starting to get tenth- and eleventh-level characters and did not know how to handle them, 'cause they were eating everything that the dungeon could produce. Oh, sixteen trolls in one blast. The guy with armour class 2+10. That sort of thing. I started creating, myself, something called Clouds. Now I do a city, mostly city adventures. So people will come into the city and they'll be an ... almost like an overland situation, there's very little underground. Unless they go into buildings or out on the streets.

I have Clouds that come and eat your magic. They settle around you and if you try and fight them you're in bad shape, there's four or five different kinds. But mostly they will sit there and absorb every bit of magic you've got on you. And sometimes, depending on the Cloud, like you hit a Silver Cloud, it will absorb your magic for 1-10 turns, that's hours, after you have been through the Cloud. Meaning you're walking around with your +4 sword, which is temporarily no longer +4. Or your +4 armour which is temporarily no longer +4.

DAVE - Before I leave, I'll give you one more thing that you can do. In my dungeons, I have what you call boomerang fields. And you divide a dungeon up into, say, ten sectors. And every melée turn you roll a ten-sided die to see which sector the boomerang field is in. And boomerang is obvious. You know, you throw a fireball, you're getting a waterfall on somebody. And your armour is -5 instead of +5. You know. So have fun with that.



JERRY - Okay, first off, do we have any questions from the floor? To Dave, on his particular items? If not, what I'd like to go on is to have people either raise questions or problems in dealing with monsters, either the Gigax monsters or monsters they have created, and try and work out some problem situations that seem to be occurring. We have somebody who seems to have a problem.

MODERATOR - State your name for the tape.

NICOLAI SHAPIRO - Nicolai Shapiro, Berkeley. Just one little item that's something that's missing from the Greyhawk, and I was wondering that the armour class of golems is supposed to be.

JERRY - That is a very interesting question. I created a new class of golem for the Leiber Dungeon, and since golems do not per se have armour classes, I had to give this one an arbitrary armour class, 'cause -- well, I wanted this one to have an armour class. I don't think they have armour classes. It simply says what weapons will hit them and what weapons will not. Per se, they are not armoured. They're there. Clay golem is a clay golem.

NICOLAI - Well, then, a question. Do you simply always hit with the appropriate weapon, or how do you decide probabilities if you do not fix the armour class or fix some system?

LEE GOLD - I assume the flesh golem is armour 9 and a stone golem might be like armour 4, and an iron one has got to be like plate, it's armour 2! You look at the material composing it, minimum.

STEVE PERRIN - Usually what we've been doing, which is to say, myself, Steve Henderson, Clint, Jerry ... has been a four-three-two progression, figuring the flesh of a flesh golem -- you can figure a troll's got flesh too, it's still armour class 4. So we've just been working on it ... or as a rule I've been working on, a strict four-three-two progression. So you ... (*interrupted*)

JERRY - I've been using them as armour 2.

STEVE - All the golems are ...

JERRY - All the golems are armour 2.

STEVE - On the other hand, we haven't been running across that many golems.

LEE - Trolls are thin, rubbery, and loathsome. Nobody has said that flesh golems are rubbery.

STEVE - On the other hand, they haven't said they aren't.

DAVE - This is Dave Hargrave again. The armour class of golems, I think, are very subjective, because I have golems of light, golems of shadow, golems of green slime. So I think we're going to have to move on to something else, this is too subjective a subject, really.



JERRY - People seem to love their golems more than their regular monsters.

STEVE - Anybody else doing the things we've been doing, of running different-shaped golems? For a while I had a party with a stone-golem mule. But they ran into a fire giant with a higher dexterity, and the mule never got a blow in, as far as I can tell, before it became so much powder.

JERRY - Now, I have a major problem with golems, being from a heavy Orthodox Judaic background. I know what a golem is supposed to be, got it? A golem is this great clay thing in Prague which has the Name of God across its forehead, and if you wipe off the Name of God, no golem, you have a mound of blecch. Okay. Now, I'm more or less coming to the conclusion that if you score a critical hit on a golem, you have a 1 in 4 chance of wiping off the Name of God from the forehead, and that golem's going to stand there and do nothing.

STEVE - Interesting concept.

SOMEBODY - I think we got Lee.

LEE - Okay, a traditional golem is made by a cleric, and it's probably either inherently lawful or inherently chaotic as ... given what the cleric is. I've been assuming that these things which are called golems, those which are made by magic users, are really "Frankensteins' Monsters," and I call them such. And I have iron and flesh and what-not "Frankensteins' Monsters," it's a change of name. We run golems too, but they're different.

STEVE - Of course, Jerry, TSR has come out with the clay golem which is supposed to be the clerical golem.

JERRY - Your traditional Prague-type golem.

STEVE - Right.

JERRY - I should also point out that I consider golems lawful undead.

GEORGE COLE - George Cole, from Stanford. We've got ... we haven't run into many golems yet, I don't have anybody who's getting down there quite, but they will ... and we run into the situation where you run into a stone golem or an iron golem and swing at it with maybe just the lowest-level sword you can hit it, and there's a good chance that sword is going to go SPINNGG! and be in tiny pieces all over the place. Because iron is rather tough. That does tend to help quite a bit.

JERRY - Well, that's why a +3 sword is needed to hit it. I don't know how many people have been playing, it's just reasonably started with us, that swords have a chance of shattering.

STEVE - Less chance, of course, depending on how powerful they are. Your basic +5 sword has a very low chance of shattering unless it's against something that's extremely hard.



JERRY - Your +5 sword "Mother-Killer" is probably not going to shatter easily.

LEE - Out in Boston they play that a +5 sword can be made of something like copper, and it's just been highly enchanted. And it doesn't mean it's intrinsically a good material. And they will charge you 200 for a damascene sword, as a matter of fact, which is guaranteed against shattering. And if you get a +1 sword there's still a chance, I think they run 5%, if it hits a ... if it's stopped by the armour. If it doesn't hit, in other words if it's in the middle ranges ... I'm sorry, if it's in the middle ranges then it might be shattered.

STEVE - Steve Perrin here again. The idea ... I would actually consider that a copper sword would have less chance of shattering than a damascene sword, myself. You might get bent all to hell and have to straighten it out in the fine old L. Sprague de Camp tradition.

JERRY - Yeah. I figure that within three melée turns a cleric could use a copper sword.

LEE - (*inaudible*)

Steve - Lee points out that a lot of swords are made with enamelings, engravings, and so forth which could conceivably lower their ability to stand up to heavy abuse. This would really depend on how the engravings and enamelings were put on. If you add to the sword, I don't think it's going to hurt it too much. You start cutting into the metal of the sword, of course, you've got problems. Unless you do it as a blood groove or something like that, which is going to be no big problem.

JERRY - Ah yes, your blood groove.

PETER SAVOY - I do have one question. He says that golems are only hit by magical weapons. Something like that.

SOMEBODY - And don't aim it at your chest, please.

PETER - And what I was wondering is, if a ... if it takes a magic weapon to hit a golem, how would a magical creature hit a golem?

STEVE - Steve Perrin again. I've got a basic convention on that, which is taken from the Greyhawk comment that you need +2 weapons or a 4-dice monster to hit an elemental. Ergo, monsters over 4 dice have a good chance, depending on the type of golem, and so forth, of hitting golems, elementals, other things that theoretically only can be hit by magic weapons.

DAVE - There's been an argument about that in my dungeons also. The, what I normally do is, I say, Any creature that is listed in mythology and not in the dictionary as a live creature can hit any other creature of the same type, whether it's a golem or a dragon. But a 20-dice tyrannosaurus would do nothing but break his teeth on a [stone] golem, whereas a little, you know, 2-dice



stirge will punch holes in a flesh golem. There's nothing to suck out, but he'd punch holes in him. And that's how I've been working it.

STEVE - I myself strongly support the ... at least the 4-dice rule, so the stirge is going to have problems. But your basic ogre might just be able to take on a golem. It'll probably get smushed, but it can take it on. Anybody else? Monsters, how you hit them, what kind of monsters, new and different monsters I have loved. Ah! George Cole strides forward again.

GEORGE - This is a very general question. The nastiest monster you'll ever come across in my dungeon is another band of adventurers. (TUMULTUOUS LAUGHTER AND SHOUTS OF "RIGHT ON!") And you sort of open the door and there are six or seven people standing there. Problem is, as referee, I know their strengths and weaknesses exactly (or more or less exactly--sometimes a player can pull a surprise) of the party who has just opened the door. Therefore, the group inside has a little extra knowledge which isn't quite legitimate. So the handling of them gets to be schizophrenic at the least.

JERRY - Well, this is a major problem in dungeons where people do not leave their characters in the dungeon "A", or people do not assign their characters to specific dungeons. Most of our playing within our own group has been, characters flit from dungeon to dungeon to dungeon, and very very very rarely have I left a party in a dungeon. I still have one, for eight months, in Dan Pierson's dungeon, and one of these days I gotta get them out. But ... they would be terrible to come across.

GEORGE - Players just aren't the only people in the world. There are a lot of people going around for loot, which is how they run into them.

JERRY - Well, something we ran into there, is, if you run across a band of ... The initial thing you run across is a band of say, six orcs, right. Nowadays you're lucky to run across a band of six orcs, three of which are superheroes, one of which is a lord, all of which are equipped with +3 armour, they have magic swords, you can have orc paladins ... one of my characters got scragged by an orc paladin in the back in the middle of a fight. A +5 unholy sword can do a lot of real damage to your nice guys.

STEVE - And what we do ... this is Steve Perrin again, if somebody can't recognize the tape ... is use the basic table of rolling table that's in the monsters and treasure book, of rolling five percent per level for your wandering people. Which is to say, you've got a group of champions in there, they've got a 35% chance of having a sword, armour, shield ... but then we just keep going. The book just says, sword, armour shield for fighters. We just go down the list. Might have a scroll, might have some miscellaneous magic, might have a miscellaneous weapon, might have a couple rings, and as a rule we roll twice for rings, 35% chance they've got one on their right hand, 35% chance they've got one on their left hand. Some of the nicest loot you can pick up in a

dungeon is off of some of these people, assuming they don't get you first. Usually they don't get you first, among other things because the group going down is likely to have, if they're relatively colorful, three miscellaneous magic items. They'll be sure of having two magical rings. Relatively sure, at least, in our group. But mostly because they picked them up from other ones of these crews. (*inaudible murmur from somebody*) Yeah, right. So ... as I say, some of the best loot you can pick up is off of these people, at the same time they can do a number on you, even with random rolling on ... on the magic tables.

FRANK GASPERIK - Frank Gasperik, Godholm.

SOMEBODY - Obviously.

FRANK - One of the problems we seem to be running into with the game is this huge proliferation of magical items for practically everybody. Magical items for everything and every purpose. Well, I'm creating a new class of monsters. They're magic eaters. Hit them with a magic weapon, they get stronger and tougher. You've got magical armour. They hit it, they drain an ability off it. They hit you, they drain a life energy level. And this should take care of part of it.

They'll be attracted immediately to somebody who comes in walking with four various rings of power, a staff of withering, five or six scrolls, three or four potions, a helm of reading, you know, the more magic he's got ... (*unintelligible remark from somebody*) Exactly. Originally I started out by saying that any magical or magic-using monster, anything magical inherently, take a dragon for example, is sensitive to magic, likes it as loot. So you can figure that that particular monster will head as target of first option to him who is most magically loaded.

There was a character in an expedition who was taking on some dragons in a dragon aviary, and went flying through a cloud of smoke, there were three green dragons waiting on the other side. They detected him as magical. And he was carrying enough magical goodies that he looked like another dragon to them. They'd just been buzzed by a blue dragon, they didn't like it. He flew right down the cone of breath for three of them. You have to start taking care and taking a lot of these magical items out of play. They're just proliferating too much, they give too much power. People begin ...

JERRY - Actually, Frank, I consider it the dungeonmaster's task to be able to encounter these people and be able to take those on and destroy them. It's, to me, one of the greatest parts of the game, is "Okay, here's the guy with armour class 2+10, how in the hell am I going to get rid of that schmuck?"

SOMEBODY - He meets a chaotic monster in armour class 2+50, called a Sherman tank.



STEVE HENDERSON - Steve Henderson. On something the same line with Frank, came up with some similar sorts of things, not a magic-eater, but a magic-immune, which came about when I discovered one time I was on the sixth level of a dungeon, I was trying to take it, and I realized that I had nobody that had any normal weapons, it was all magic. So I came up with a critter that's immune to magic. Your magic sword will bounce off; your steel sword will hit him. Your magic spell will crackle about him, and --huh!-- no problem. Nobody's encountered them, yet, but I look forward. Somewhat almost ... Jerry's comment on getting rid of magic ... I have to agree with that; the last time that Jerry, for that matter, and Steve Perrin, Clint, and a few others came into one of the rougher things I ever invented, they came out with a lot more gold, but with a lot less magic. They ended up in the final fight with about four of them in the room, and the last thing the nasty did before he got out was, he scattered across a thing he'd invented called flame flower seeds, the room turned into a sheet of flame, everyone but him and I think one other character died. And almost everything they had went. You've ... I agree with Jerry, you've got to get them within the rules of the game, but you've got to try to get them.

NICOLAI - Nicolai Shapiro, Berkeley. I don't see that there's really that much of a problem in getting rid of massive collections of magic. A while back, a force of about fourteen people went down into Stormgate, my dungeon, and they busted into the Temples of the Lords of Chaos on the fifteenth level. Now, the people who were going down, I think there were something like half a dozen wizard robes, robes of blending, robes of eyes, fifty million scrolls, all these things are very nice and very flammable. And they bust into the temple and there's five seven-hit-dice Hell Hounds, two red dragons, a wizard with this, that and the other thing, who lets fly with a fireball, a 30th level wizard lets fly with a fireball, and they're sitting there, and of course they've got all sorts of incredible protection rings against this, that and the other thing, and then 90% of them die, and then of course it's saving throw time for every piece of magical equipment.

They hauled off, out of that room, it was a key treasure for the entire dungeon, they hauled off something like eight sets of armour and shields +5. Which seems like a great treasure, but they lost twelve getting them. So ... all you have to do is set up just one or two rooms like this in your dungeon, and they're, of course, they're going to hear about it, and naturally they're going to want it, 'cause they'll say, All this wonderful treasure, all this great stuff! They were able to carry off about a third of the gold, because of course all those bags of holding they've been accumulating, Poof! up in smoke! So it's really not too difficult to get rid of it, just put a nice little treasure there, they'll find it and then they'll find the monsters and that's it, folks.

ANTHONY FERRUCHI - Anthony Ferruchi from Oakland. In the line of, I guess you'd call it a monster, my characters and my country, Overland if you will, are Japanese, right? so I've got a set of home islands, right, and I've got some various and sundry monsters both

out of what you'll normally find and what I've specifically pulled out of Japanese, you know, Japanese lore, Japanese mythology; fine, all well and good. I don't doubt that any party, if they really try, and they're really loaded, can waste just about anything I come up against ... I throw up against them. In Japan, it is also really common to have the little old man, right? The little old guy that with ... a sack of hold in each hand and soaking wet weighs maybe ninety pounds, right? And he looks like he's at least three hundred years old, right? Okay. One of these guys is called The Gardener. Now, I'm not going to tell you too much about him ... anyway, among other things he is a teacher. Quote, unquote, "Teacher."

This little old man, right? This particular little old man, okay. If I have determined that you have run into him, you will run into him three times, before you leave. The first time, if you manage to pull it off, okay ... now, this is three times if he's feeling good, right? The second time, if you pull it off, okay ... the third time, if you haven't caught on to what he's trying to tell you, and I'll make it so blatantly obvious that if you haven't caught on you deserve it, right? The third time, I'll simply pull out a 3x5 card, take out an ink brush or something, write a Japanese character on it, and hand it to you, and when you ask what it is, I'll tell you: That is why your character has not died, so he cannot regenerate, and he has not died, so he cannot be resurrected, he has not died, so he cannot be reincarnated, he has ceased to exist. Okay, it's an Oriental concept called *mu*, okay? You think Wow, man! Nirvana, right? if any of you are into Buddhism, Nirvana, that's really IT! Well ... beyond Nirvana, well, like I said, you cease to exist. Body, mind, and soul. But you had three chances, very obvious chances. It's one way of ... whatever.

DAVE - Dave Hargrave again. I ... we were talking about magical weapons versus magical monsters that you have in your dungeon, and I find that I have a very simple way of doing it. Dragons are magical creatures, therefore they are 50% to 75% magic resistant at all times. You throw a magical spell, you roll, and if you get within the percentage you just have to make a saving roll. You roll higher than the percentage, then he makes a saving roll anyway, so what's the difference? Balrogs are the same, some of the others. Also, I have a spell or ... that I have invented, which I increased beyond its original proportions. In the original spell it's called a trigger spell, where the evil magician sees you coming and throws a trigger spell at you and it triggers at random one of the magical items on your bod. (*LAUGHTER AND HOWLS AND APPLAUSE*) Right? Now that, that is nasty enough. But if you really want somebody to have to fight physically for a treasure, you put a trigger field around the temple. And a big sign, neon-pointing, says TRIGGER FIELD. Five thousandth level, you cant dispel it. So you have to shuck everything, including your magical armour, and go through it. Otherwise you blow your pants off. Thank you.

DAN PIERSON - Dan Pierson, San Francisco. Yes. I'm not too worried about the proliferation of magic, there is ... sorry. There are these things, my characters personally have discovered that,



one in particular has discovered that robes tend to be very temporary, he went through two in that expedition that Steve Henderson was describing, started out with a robe of blending, picked up from one of the corpses some other robe, and that got killed ... got destroyed by the flame flower seeds. And ... *(somebody's unintelligible remark)* you kind of get used to running in ... Right, that's true. You kind of get used to running into monsters where if you throw a spell at them the only effect it has is to put them on haste. One of his [Jerry Jacks'] Rolls-Royce monsters does that. His Silver Cloud, Silver Wraiths, Silver Shadows. *(PROLONGED GIGGLES AS IT SINKS IN)* Also, a lot of things, like, there are a lot of demi-gods and equivalent-level things running around. And if you're say a tenth- or twelfth-level group you're fairly heavy. And your magic users actually frequently don't wind up doing that much, because things are set up so that the fighters have to fight, even if they do terrific damage. And so you run into ... so you start running into demi-gods and such, and it evens out. And the escalation isn't as terrible as early A&Es made it and such, by having anti-magic monsters, monsters which destroy magic or eat magic, or like magic, we've managed to keep it more or less under control. Also, if you run into a group that's as heavily equipped as you are, well . . . .

LEE - Those trigger fields -- Lee Gold again -- remind me of a stim field which I've had in a couple places in Alph: you walk in and if you're a magic user one of your spells will go off at random. Or a cleric, for that matter, if you're a spell-caster, one of them will go off. It's 50/50 whether it hits you or the rest of the group. You may end up throwing three magic missiles at yourself, or you may end up throwing a ... Yeah! or you may end up simply curing somebody who didn't particularly need to be cured. It's up to the gods. We also do tend to run "Typos" occasionally, whenever things get too boring ... Yeah. Is there anyone around here who doesn't know about "Typos"? *(comment)* They interfere with spelling. *(LOUD LAUGHTER)* Instead of sleep, you get sheep, or sleet, or a big broom comes in and sweeps you all out of the room; they're marvelous.

JERRY - Instead of haste, you get waste. *(MORE COMMENTS)*

LEE - Yeah. We have also had a detest magic thrown ... and a hole person, which ended up having the effect of shooting bullets through them ... it's really quite fascinating. *(MORE COMMENTS)* Flush stones! *(MORE LAUGHTER)*

GEORGE - Well, I've still ... George Cole again ... I'm still seeking, quite, for an answer as to how you run this equivalent-level party. Because you walk into the room and there's this magic user. And all he knows is a group of people have entered in and ... well, the people I've got usually come charging into the room. So there's an anti-group coming at them. And the magic user has to decide what to do. And I want to run it so it's realistic insofar as he sits there and doesn't just say, "Aha! I know that they've got all these robes, et cetera, I don't want to throw anything nasty, so I'll throw maybe, oh, I don't know, mass charm.

Instead of a fireball, so we don't lose all the good stuff. That's not quite realistic. All this guy knows is a group of people have charged in, and this handling can drive me up a wall.

JERRY - Okay. Something along those lines in that we originally started ... this is a little circumlocution ... we started doing melée turns time for time. Then we noticed that when the dungeonmaster starts having these sixteen-person groups or these fourteen monsters the dungeonmaster is having problems, while the players are perfectly happy to do time for time. So they went to six seconds, and then to ten seconds. Now ... I say that because the dungeonmaster should be handling these groups as if they were all his own people. If he's got a group -- this is my opinion, of course -- if the dungeonmaster is the kind of people who's run a group of six or eight, he knows how to handle a party of six or eight, therefore I think he should be handling it as if it were his own group, try to get into the genre of those characters for the moment, and then let them whale on the other ones. It doesn't matter whether you know these people are your friends or not, your characters are not going to know that these people are some friend's characters, unless they've met before. Steve?

STEVE - Also, as far as that goes, the group that you've got in your dungeon waiting for some poor party to wander across -- you've got to play them as your own characters. It's not really a matter of worrying about killing your friends' characters, because you're not going to, one of the great glories of wargaming is the slaughtering of friends, but ... yeah, right, too bad about that, fella. Gee, too bad, you just lost that character you'd finally worked up to twelfth level and had all the good stuff. Shucks! Talking in your sleep. But -- you've got to play it, George, as if your people don't know anything about these guys. Rolling full characteristics for this group can be handy. I, by the way, usually roll it assuming one die rolled out of six, and then roll two. For the characteristics. As far as what's in the dungeon. I did this after finding a couple of hunter-killer groups I'd worked up straight, just sort of go down like flies in front of some groups working out, so those hunter-killer groups are now a little beefed up. If anybody goes up against them. But -- let's see, where was I? Are you -- right. You've got to play it -- you've got to figure out an attitude for these people. Are they the sit-back-and-talk-for-a-while-while-you're-tossing-miscellaneous-human-controls-from-your-rings and things like that? Are they the sort of-- "Oh, there's somebody coming through that door! a lightning bolt!!" type? and you've also got to figure that if they're at this level they're going to know anybody else at this level is loaded with gear. They're going to want to grab that gear. They're not going to toss fireballs. They'll use some of the made-up ones we've been using, like cone of cold or sphere of cold, which is a fireball with the sign reversed, as Steve Henderson puts it. And you go ka-zonka and get them, and then you start picking up the gear, after you've warmed it up with a torch or something. You've just got to play the group. The fact that you know what they've got is beside the point, and half the time you can't keep track -- you see, if they're really loaded down group, you can't keep track of what they've got. They've just got to hit them.



DAVE - Dave Hargrave again. I find one of the best ways to keep control of what's going on, having lost control yesterday -- (*CHEERS, JEERS, AND HOOTS*) -- on about forty-two different occasions -- is to have everybody quiet, and when something happens, like a surprise monster attack, you just say, "All right, you have ten seconds to react," and you go right around the table with the players. And that is the only player that can speak. He cannot consult with his leader, or his friend, or somebody else. He'll have three guys retreating, one guy firing a fireball, the third guy lying down and, you know, throwing up, right? So that's fun. But also, in my universe, I give away a lot of things that have to be thrown to work, like stasis-compacted Green Slime grenades and things like this. And in surprise situations, it's always random which thing the magic user or whoever has it draws and throws, or which wand he draws. And I can remember one distinct battle where there was a guy backed up into a corner and the magician goes "Detect Magic!" (*ROARS OF LAUGHTER, APPAUSE*) That has a tendency to liven things up, make it entirely at random unless the man specifically sits back before he goes in a room and says, "I have this in my hot little hand." Right? And then make sure he has the right end. You know.

Aside from that, I was going to -- if I could diverge a little bit, and open up a question about curses and things like this. I have found that most people have a tendency, in the olden days quote unquote, to detect the cursed scroll and like that. Well, here's a little goodie that you might try. Have an evil wish or two on a scroll, that works when you open it. The first wish makes the scroll totally in any detect at all, including another wish, which is nice. And the second wish may be a curse, not turning into an insect or a frog, which is very common, something that may go like this: "May you forever stutter whenever you utter a magic spell." You see? Or a cleric -- I know one cleric who's running around now who cannot heal, raise the dead, or cure disease, but he's a cleric. You see? And I would like to hear some of the other people's curses and how they handle them. Right now I'm using wishes, which are pretty nasty. Thank you.

STEVE - Well, as said in the Perrin Conventions we tend to have -- or we've been working on the theory of level curses. So if you have your thirtieth level evil high priest that went "Curse," you've got to use an effective percentage Dispel Magic to get rid of that curse, before you read the scroll. I had a group -- I was running a random overland with it, and it came out the treasure they'd just picked up had two cursed scrolls. So I worked out what the curses were, and it was a twentieth-level and a twelfth-level curse. And we had an eighth level patriarch, right, he goes, "Hoo-hah! Remove curse!" and got rid of the twentieth level one, which was the malaria. He blew the twelfth-level one, and the mage then opened up the scroll and reincarnated, right there.

JERRY - Before God and everybody?

STEVE - Yes, before God and everybody. Became this elf about three thousand miles away. Was no longer in the party, strangely enough.

Things like this, that stutter, I think, are absolutely gorgeous.

JERRY - I just want to make a quick aside 'cause Steve glossed over something and ... in something he said before that I don't think he ... that I think might need elaboration. His hunter-killer parties, which I have used in my own dungeon: how I tend to work them -- I'm undead-competent. I love undead, they're so cold and supine. (EVIL CHORTLE) I tend to have, like, four spectres, high-level spectres, I have higher-level spectres that you're likely to run across in other people's dungeons -- with, oh, maybe six or eight hell-hounds, wandering around my dungeon looking for you. Not you specifically, but any you that comes in there that should not have been in there. Your chances of coming across them are not the chances of a wandering monster situation. If you do not meet one, you have probably run a double zero on luck. Hunter-killer parties do help to take out some of the uncertainties in your dungeon.

FRANK - Frank Gasperik again. One of the things that you've got to know when you're dealing with things like cursed scrolls is that the curse does not have to be a ZAP!--CURSE!; it can be simply a dimension-plane door. Example: a character once opened up a scroll, and found himself talking to Mr. A. Square of Flatland. Dropped him down a dimension. Another one opened a scroll that had a chaotic cure disease, which is very interesting; it cured every disease in his body, which gave him no immunity to any diseases. Ohh ... (unintelligible) ... couldn't eat anything for six days.

STEVE - Frank, if I may interject a semi-curse I put on one scroll, it landed on one of Steve Henderson's characters, ended up reading; it wasn't really a curse. All it did was, it gave him a six-level spell, and made change with the other spells he had. He was out one third-, one second-, and one first-level spell. He had Stone-Flesh. Of course, he didn't have a Wizard Lock any more. Et cetera.

FRANK - In handling curses, or cursed items, remember, they don't always have to be a zap-curse. They can -- like the man who got curse of butterflies one time. And he is forever jumpy, because he has them in his stomach. A potion of butterflies.

JERRY - Well also, a curse not being curse-zap!, why must a curse take effect immediately? Why not hand the fellow a little envelope to be given to the next dungeonmaster the character goes to? He will never know, and if you've got an honest player -- one must assume your players are honest, let's face it -- this fellow will hand it sealed to the dungeonmaster, and the dungeonmaster should, I feel, open it up and say "Oh, that's so very interesting," and put it back; he will know when the curse takes effect. A curse that I once gave to one of Owen Hannifen's characters" he'd ordered a drink in O'Reilley's Bar, where the drinks affect you. He happened to have ordered a Scarlett O'Hara, right? Now, what happened to him was every time the character went below 50% of his hit points, he has this uncontrollable desire to get into drag.



DAN - Dan Pierson, San Francisco, again. A couple of other things that can happen with scrolls. One -- this didn't happen with a scroll, it was in one of Henderson's dungeons, (unintelligible) and it's that you open a scroll and gee, it's not a scroll, it's the eight of clubs. Actually, the picture we saw was the ace of spades, but the same idea. Or, you open a scroll and there is a monster facing you; make a saving throw against magic. If you make it, the monster stays in the scroll till you want it to come out.

(SOMETHING COMPLETELY INAUDIBLE AWAY FROM THE MICROPHONE)

DAN - Oh, yes. (MORE OF THE SAME) (FRABJOUS LAUGHTER)  
On this bit of twentieth-level curses with the spell and such. You have to make the same sort of a roll as to transfer curses as to always transfer, only it's a curse instead of something else.

STEVE - I don't understand what you mean by transfer curse.

DAN - Transfer curse is two-step, I think, initially. Basically, you are a magic user and you say, "That scroll might be cursed, and just in case I'm going to say 'Transfer curse,' and if a curse comes out of that scroll it will affect that gold coin which I throw down there." Or anything, yes, Or anything else. That particular gold coin is a Life Saver ---

LEE - Does the scroll get a saving throw? It ought to.

DAN - Not if it's a curse it doesn't. No.

LEE - If it's an evil wish, on the other hand -- you don't know --

DAN - That'd be a point. That's something that could be done. In this particular case what happened is the Greater Demon -- the fabric of space-time ripped, the Greater Demon came out, grabbed the gold coin, looked around furiously, and vanished.

SOMEBODY: Everybody immediately started cleaning his pants.

DAN - He couldn't see us, remember? Everybody was hiding behind the monolith. (LOTS OF LAUGHTER AND RUDE REMARKS, OBSCURING WHAT MIGHT HAVE BEEN GOING ON)

STEVE - To answer your question; Dan, I'm not at all sure. I think Lee's point about it having a saving throw, I think, would be effective. 'Cause -- well, actually, seems to me you'd either do a transfer curse or a remove curse. I suppose you could do both. You could say transfer curse first, then we'll see if the scroll gets a saving throw. Depending on the level. If your twentieth-level evil high priest put the curse on, well then, he gets a twentieth-level evil high priest saving throw. (SOMETHING FROM THE AUDIENCE) How about that. (SOMETHING ELSE) Hell no. You do not tell ... the comment was, "Do you know if the transfer curse worked?" No, you do not know if the transfer curse worked. Nor do you know if the remove curse worked. Unless you've got

one of the little things like a detect curse ring I've got, at which point, if people start wandering around with detect curse rings and so forth, you'd better start doing Dave's thing of wishing them. A limited wish, I think, would even work. A high enough level mage with a limited wish could just sort of wish that anybody doing any detect curse will get ... ah ... reverse response to what's actually on the scroll.

DAVE - This is Dave Hargrave again.

JERRY - I was just going to say: since the dungeonmaster obviously has an unlimited supply of wishes, it doesn't really matter whether it's limited or not.

DAVE - Dave Hargrave again. I got around the curse ring very simply, by having chemically treated paper which genetically alters you. It's a chemical, a scientific thing, it's not magic, it's not a curse, the ... surprise, it's just slipped into your fingertip and guess what, you're an eight-inch-high ... whatever. Which has a tendency to make people mad. On the other hand, I like the idea of passing the envelope of a curse on to the next dungeonmaster, I'd like to carry it on just one step further, by integrating that with a ... the way I do some curses now. Which is the escalating curse. You may start off with a heat rash. But if you get rid of that by remove curse, you may have the mummy rot. And what you do is, you give him the heat rash and give him the envelope to hand to the next dungeonmaster, which tells him there's an escalating curse and he must invent the next curse above the one the guy just got rid of. And pass it on to the next dungeonmaster.

JERRY - Oh joy, oh rapture unforeseen! (*CHEERS AND GUFFAWS*)

STEVE - Jerry Jacks' comment on that was, "Oh joy, oh rapture unforeseen!"

JERRY - I can just see some poor guy four years from now, a total wreck, wondering what the hell ever happened to him!

LEE - He'd wish he had the heat rash back again. Lee Gold. I came up because of the mention about the books without any names on them. This is bothering me, because I personally can't think of anybody dumb enough to open something without anything on the binding. I opened one of these books with part of a title on them, like "Black." And I picked it up, and it happened to be the story of Black Beauty, and you get to talk to equines if you read it. Then there's the one that says "Yellow," it's The King in Yellow and it all rots your mind. But you know, just a teeny clue, to distinguish it, especially for the nonstandard books, a little part of a title. Like something that would just say ...

STEVE - Lee ... toward your mouth.

LEE - Sorry. Something that would just say AG on it, and for all you know it's a book of silver magic, written in Latin, or it might be a ... some demon's name, or anything else.



JERRY - Little comment. Those of you who have noticed the found object cards for books, will notice that the books you see have things on the cover, a lot of them, little signs, symbols, sigils, and various sorts of things like that. Not necessarily a name, but some sort of (he, he, he) clue to what you might find inside. (MUTTER, MUTTER) Yeah. Dave Hargrave comments that some people will lie and put the wrong title on the front of the book. That's perfectly reasonable.

NICOLAI: - Thi- is Nicolai Shapiro again. I just wanted to add a little thought for Jerry's idea, passing the envelope on to the next dungeonmaster. Well, you see, you're not really trying to curse the character, but just take the person who's running the character and destroy his mind. You hand him the envelope and he hands it to the next dungeonmaster and the dungeonmaster opens it, opens up the little sheet, and on the sheet is written, "When you read this, GRIN." (LAUGHTER AND APPLAUSE) "Read over the letter, put it away, and SMIRK periodically!"

JERRY - So nice to see ...

NICOLAI: - And if that doesn't destroy the guy's mind, nothing will.

JERRY - It's so nice to see somebody understands the idea in mind!!

STEVE - Speaking of books, I've got one of which I know there are, from the mythology, that there are numerous copies about, so if anybody else wants to start putting them in their dungeon, I think you might like to do it. Right at the moment the cover reads "JWC GUIDEBOOK." You open it up and it's a full explanation of the Junior Woodchuck Guidebook. It gives an effective contact higher plane in legend lore to any reader, BUT -- the ability to get information depends on 5% times the number of uses for that type of information. So if it's the third time you are going after information on dragons, you have a 15% chance of being able to find it again. For those who have read the mythology, know that the Junior Woodchuck Guidebook does not really have an index. It's just sort of there. For new information, like, oh boy, now what do I do about green slime, or that particular kind of green slime -- 'cause it'll tell you all about it, if you can find it -- you must take a 5% chance per full turn to find, non-cumulative. There's a 1% per fail chance of going mad. And the specific information you picked out of the book cannot be remembered for more than one day. Anybody wants to put those in their dungeon, they've been -- Junior Woodchucks have been turning them out for years, I'm sure they're around all over the place.

(STILL SMALL VOICE FROM THE FLOOR - I'll trade you for a Jane's All the World's Monsters.)

STEVE - Dave Hargrave -- 'scuse me, Frank, can I -- repeat what Dave said, which I thought was rather good, he offered a trade for Jane's All the World's Monsters. (MUTTER) Frank Gasperik offers the chance of polymorph to duck at any time that you use the Junior Woodchuck Guidebook. Dave Hargrave theorizes this should be "turkey," but I don't think he's a proper aficionado of the canon.

KAY JONES - I didn't even follow that. Kay Jones of San Diego again. I have one little thing that I have sort of been having fun with. And it's basically of a nuisance than a curse, it's kind of silly. It's a ring that if the person puts it on, they are instantly polymorphed into a mouse and probably rather scared. The only way to take this thing off is not remove curse, you have to catch the mouse and take the ring off of it. Have you ever tried to catch a thoroughly scared mouse without squishing it? (LAUGHTER) Good for wasting half an hour if you want to bring up wandering monsters....

GEORGE: George Cole again. There's really a nice little thing, it's ... the book or the scroll itself is not magical, it's the writing within. You run into a shelf of books. Detect magic. There's a shelf of books. You run into the desk. Detect magic. There's a lot of paper there. You've got to go through the tax forms for the past four years. Unfortunately, I had a group that decided to do so, in this, what was obviously the library. They were coming up with lots of nice books. Over in the corner, clearly marked, big signs, "DO NOT TOUCH," one set of twenty-four volumes, one single book. Black. I'd been a bit tired the night before. It was the Tome of Ineffable Damnation. I had an unbelievable turkey, walked over, "It's the Tome of Ineffable Damnation, it's mistitled, therefore it's good. Oh, well." The next turkey I did not believe. He walked over to the twenty-four volume sets. There go the exploding runes. Oh, boy.

JERRY - I don't know if that was supposed to be runes, but exploding rooms could be really neat.

DAVE - As far as curses and things go, I think one of the nicest things you can do to a fellow is combine magic with, again, technology or gimmickry. Get a wonderful spray can of the Oil of Slipperiness, which is really great to have. And you spray it all over your little bod. An hour later the chemical reacts with your sweat as an extra ability to that now all-over-your-little-bod stuff. It's an Oil of Attract Monsters, which is nice. They can't touch you, but they chase you to hell and gone for about four days.

DAN - Okay. Dan Pierson of San Francisco again. Speaking of spray cans, which is what I came up here for, I have produced things like aerosol spray cans for vampire control. The problem is, you have to spray it on the vampire at a range of six feet. There's also gorgon breath. No. There's a ring I've invented, which is now in my standard ring table, which is this desire ...

STEVE - Sorry.

DAN - It's called the Ring of Desire to Avoid Dungeons. It requires a full wish to remove -- of course, you don't want to remove it ...

JERRY - Ups your intelligence to 18, you said?

SOMEBODY - Forgot to mention wisdom!



DAN - Somebody else also just mentioned a magic item ...

(HIATUS IN TAPE)

NICOLAI: Okay. Bust through room ... go into the next room ... nothing. Next room, nothing. FOUR HOURS of busting through empty rooms! Last night ... last night, and Lee Gold can attest to this, I started making gunpowder bombs, tossing them down the corridors to make noise, Lee Gold's character was jumping up and down and saying "Nyah, nyah, nyah, chaotics can't catch us!" because we hadn't run into a ... the only thing that we'd found ... we'd busted into a room, there was a lawful hobgoblin, which of course we couldn't touch -- it was lawful!! I was looking around for something to kill! I would have given quite a few gold pieces for that Attract Monsters potion.

STEVE - Nicolai, I'm reminded of a situation that happened, I believe it was in Clint Bigglestone's dungeon, when Steve Henderson took a party in, as I recall, and there were the ogres or the orcs or something in the room. The Ogres in the Room! And they went "Come on out!" And they went, "Up yours!" And they said, "Your mother wears combat boots!" "She sure did," said the ogres, and went into a song about dear old Mom who wore combat boots. Clint, what was the insult we finally got them out with?

CLINT - Actually, I don't remember. I think it was something about how Mom raised marigolds or something like that. Something appropriate.

(MUTTER)

STEVE - "Hey Orc, your mother wears elven-boots," would probably work. By the way, the reason for doing this, in case people don't, haven't quite caught the basic tactic of consideration, is that if you can get one monster coming through the door when you've got four people ready to hit it, you're in a whole lot better shape than you are charging into that room. We once in one dungeon set up a minotaur-mashing machine. Somehow or other every other door we came to had minotaurs behind it. And of course minotaurs charge. And we had a couple of people with giant strength and people with magic swords and stuff like that, and we just sort of put a semi-circle and, you know, mused in the door and said "Nyah, nyah," and one minotaur would come out and die, and the next minotaur would come out and die, and the next minotaur ... It was really great. But I think that dungeonmaster's going for something else these days.

TERRY JACKSON - Terry Jackson again, from San Francisco. On the subject of oddball type things in a dungeon, I've got a scroll in one of my dungeons which is a common ordinary everyday standard scroll, except for one minor thing. You can't stop reading it. Now, you can, if somebody gets smart and says "Oho, he's stuck, he's just got a spell on him." You take this scroll along, and any reasonably intelligent monster you think you can't quite handle, you hold it up and say, "Here! READ!" And while he's standing going "Haaanh," you -- (gory gesture)

CLINT - Clint Bigglestone. A guy by the name of Steve Henderson, who some of you played with in various games last night, has a very interesting one. He mentioned it this morning, I believe some of you heard about it. It's an open doorway. Ordinary everyday open doorway. You will detect trap and get nothing, and you will detect evil and get nothing. What it is, is, it's a teleport portal. But it's not active. It's several thousand years old and there's no current flowing through the very, very fine mesh of monomolecular filament stretched across the doorway. (SHOUTS OF HOO-HAH! AS IT SINKS IN!) And of course when you walk through it ... it ... yes. Not only that, but even if you have, say, a ring of regeneration, it chops the ring into little teeny tiny pieces.

JERRY - That is great. I love it a lot.

SOMEBODY - Stick the staff through the doorway ...

STEVE - You mean the two-foot wand?

DAVE - You might also consider -- this is Dave Hargrave again -- you might also consider an early warning system for your dungeon. You know: magic levels above a certain percentage that go for the front door of the dungeon, you walk through the front door and you hear a voice going down the corridor, "The Good Guys are coming! The Good Guys are coming!" pounding on the doors.

JERRY - One if by land and two if by windwalk.

DAVE - Also, you might consider putting in a police unit, you know. The wyverns with a blinking red light pull up with the gnolls and power armour on, and give you a ticket for ... trespassing! among other things.

SOMEBODY - Hand it to you on the end of a battleaxe, right?

DAVE - but we were talking about curses, and I have another one which is kind of nice, speaking of power armour, is the guy will find an armoury and a really beautiful set of +5 armour, and puts it on, and finds that it's a set of preprogrammed nuclear-powered power armour, and away he goes.

STEVE - Speaking of curses and monsters, there was a group from San Francisco I was talking to Friday night, and I don't recognize any of them as here. I may be wrong. I think they've probably gone off to the miniatures convention at the Jack Tar. And they have a little thing which they call goblins, which I can't see calling goblins because that's out of the book. But gremlins have not really shown up. All right, Hargrave, you've got 'em. Big deal. You've got everything. What you've got are these little critters that are maybe two feet high, and they're technological. They're basically gremlins to the Kremlin. And you go marching along in your plate armour and this little critter comes up and goes weld, weld, weld, and splits. (SHOUTS AND LAUGHTER)



PETER - Peter Savoy here. I have a question for Steve Perrin. If a paladin with a detect ... with a sword to detect chaos, would come across a lawful hobgoblin, with a chaotic scroll he was taking up to the outside to destroy, and killed it, this lawful hobgoblin because his sword detected chaos, would he lose his paladinship?

STEVE - I would say that depended on who was in control.

DAVE - Do it to the sword, make it an unholy sword from then on.

STEVE - There is that. It depends on who's in control. If it's a purposeful sword and you've got your third-level paladin who's controlled by that purposeful sword, it's the sword's fault, and probably no longer has ... it becomes an unholy sword, as Dave Hargrave suggested. On the other hand, if you've got your tenth-level paladin with his ego 1 sword, and he goes, "Oh, I detect chaos," CRUNCH!, I think the paladin has definitely got to answer to Somebody.

GEORGE:- George Cole. What I'd like to say at this point is, God help the poor dungeon-goers after all the sharing of ideas from ... 'Cause it's going to get very messy very quick. I've got just a general little extra for all those who dislike the idea of every time you come along there's a door. You got the detects, plenty of chance for surprise -- No! People make noise going down a corridor. And you're walking along and you see a tapestry hanging on the side. Sometimes there's a passageway. Sometimes that's the door. It could be rather messy, you're wandering along, coming to this tapestry, ZOOP! you are surprised! Or you walk along, find this tapestry. Feel along. Check behind it. Bare wall. Go on to the next one. Feel along. Something behind it. Throw it open, and there are six of you gone into the Mirror of Life-Trapping. Very quick.

STEVE - Steve Perrin again. Just a thing on tapestries. I had a group pawing all over a tapestry, trying to figure out what was going on; I finally, out of the goodness of my heart and because I was new at the game of dungeonmastering, this being when we were really just getting started, managed to give them enough hints for them to figure out that there was a +3 spear holding up the tapestry.

CLINT - For that matter -- this is Clint again -- I had a party (Lee, you will remember this) that was in a mausoleum at one point and, because they had neglected to take in "detect magic," walked right by a coffin whose handle along one long side was a staff, and handle on one end was a wand, and ...

LEE - We did survive the vampire.

CLINT - That's true.

LEE - We also managed to lead the invisible stalker just after it had come through the wall of fire. Frightening thing. Okay, a

couple of comments. First of all, I have at least one dungeon in which the neutrals have decided to establish their own damn early warning system, on the grounds that no one else is looking out for them. And you will tend, if you zap too many neutrals, to get sprayed with something which only a neutral can smell which marks you as a neutral-killer.

SOMEBODY - Uh-oh!

LEE - There also -- a lot of other things have been mentioned here. There were three or four other things I was going to mention but I don't remember any.

DAN - Okay. Dan Pierson again. The bit about the sword making the paladin kill a lawful gnoll reminds me of the time in Hilda's dungeon where Owen and I were going through and we detected evil through the door, we didn't want to use ESP because we figured there was a group there and they'd notice. So we detected evil and there was lots of evil in the room and so we charged into the room and after a long fight managed to kill all but one member of the lawful group that was busy killing off the vampire there.  
(SHOUTS AND HOOTS)

JERRY - Quick comment. Dan said they detected evil through the door. Now, this is usually not occurring any more. You detect evil in a doorway nowadays ... and you get, the door's not evil!

LEE - I'd like to know why in the heck a scroll registered as chaotic. A scroll is a piece of paper. The stuff written on it is ink, usually. There is no intent. The person who wrote it may have been ... Scrolls in my dungeon do not register chaotic or evil, even if they are cursed. They might register cursed. But they have no intent, they have no volition, there is usually not a living creature polymorphed into a scroll waiting to get you ...

JERRY - You haven't met mine!!

LEE - Basically ... does anyone else have any scrolls that are detectible by detect chaos or detect evil? I think it's a very nonstandard situation.

DAN - Ye's, I have some, it depends. For one thing, if the scroll was created by somebody who was very very evil, there's likely to be a residue of evil from the creator around. That's not too common, but it can happen. Also, I'm surprised, for tapestries and such. In a certain gentleman's dungeon in particular, and in a few others, every other wall, floor, ceiling et cetera, is illusionary. And you walk right past the solid ... well, that wasn't a solid stone wall, as a matter of fact, there are these quarrels of life-blasting coming out through it. Oh well. This gets almost routine.

NICOLAI - Nicolai Shapiro again. As to people who stand in front of doors and say, "Well, let's see, now. I have my list of thirty-five detects that I do to this door, or on this door, detect trap,



detect invisible, detect this, detect that ..." I usually sit there and look at my watch, because in Stormgate there are a large number of television cameras. They don't go on immediately, but if you sit there and, say, go through your thirty-five detects which takes you about half an hour or so, and let's say, you know, you're lucky and you don't have any wandering monsters, and you cast silence and everybody's being, you know, super-silent, they're sort of whispering, or maybe it's a super-thick door so it doesn't get through ... you know, so that you don't necessarily get zapped that way ... after twenty minutes, after ten minutes, after five minutes maybe, a little camera that's mounted above the door goes on, and big television display monitors inside the room come on, and if there's anything in there it's going to be waiting for you. So you bust open the door and there are thirty archers letting fly just as you open the door! And then you can get surprised!

DAVE - Dave Hargrave again. We -- they passed by something very briefly which I think deserves a little more expounding upon, something very dear to my heart, and that's Mirrors of Life-Trapping. There are so many thousand ways you can liven one of these things up. One of the big problems I had for a while was they broke the mirror. So I have a tendency to make them out of polished chrome armour plate, or maybe a Type 9 plastic, if you want to melt the mirror, that's fine, you know' nobody'll ever get out. That's what I was getting to. You could stasis-compact, say, green slime in one of them, when he breaks the mirror, it falls all over him. But the really good thing is to selectively make the mirror very selective in what they take. You may have a hall of mirrors, where everything is mirrored, walls, floors, ceilings, the whole works. Only one section is keyed to take in only lawful clerics. And if you try to figure out where he went, good luck. But the best one, I think, is a selective life-trapping. It may only trap four of your five life levels. And you won't know it till it gets time to fight. The umpire knows.

CLINT - Yeah. You can do various and sundry other things with mirrors of life-trapping; you open the door, you look at the mirror of life-trapping, you disappear, and when your buddies break it to get you out, you reappear in front of the broken mirror, on top of the illusionary floor, and you drop to the ten-foot pit below with the spikes in it.

JERRY - One of the finest battles I was ever in was the time when (I'll give this back in a second), was the time that during Hargrave's -- we were fighting in a Hargraves situation, and one of our characters raised the Mirror of Life-Trapping, he was sort of behind the rest of the main group, to capture one of the cloud giants that were coming toward us, and the giant broke the mirror of life-trapping and thirt-seven characters flowed down this guy's arm. We then paused for half an hour to roll the characteristics of everybody that was running around screaming and yelling; it was a crowded battle. It was sort of neat, you can toss that in as a little added effect.

FRANK - Frank Gasperik again. One of the problems we have in Los Angeles is a variant of this game, Dungeons and Dragons, which is

commonly known as Dungeons and Beavers. It's Cal Tech's. A Cal Tech character is usually quite recognizable, he appears to be an unarmoured person walking around with thirty staffs on his back. Various solutions have been brought up about this: if they come from Cal Tech, they get attacked immediately by thirty-seven were-beavers. But this is a problem... This is a proliferation problem.

SOMEBODY - Beavers, or termites?

FRANK - Could be almost anything. Also, we've got the problem with UCLA, where you have to carry in a large number of first-level types to push buttons on the computer of giveaway boards.

SOMEBODY - That's worse!

FRANK - Yeah, exactly. Well, my solution is quite simple: if you really want to give away things but have fun doing it, put in an artifact box in your dungeon. Very simple. You can reach in and pull out an artifact, provided you have taken a life in the presence of that artifact box. Now, naturally, things like this are going to have large numbers of chaotics standing round waiting. Of course, what you get out of the artifact box is totally random. You may make them up in advance and give them nice little stapled pieces of paper. One character once ... they managed to kill off eight chaotics, so they get eight draws out of the artifact box. One character reached in and drew out a six-hundred-foot galley, complete, (APPLAUSE) which immediately went back in after it killed him. Another man got a set of dice of rolling, which will be great if he ever goes up against a Rakshasa that wants to gamble for the use of his body. But ...

JERRY - I could see a chaotic party killing off a member of their party just to gain access to an artifact.

FRANK - Yeah, if they're low-enough level. Usually they're going to stand there and say, "Well, can you smell lawfuls coming?" "Well, I heard some sounds of battle here, why don't we just sit and wait?" which is what they generally do.

CLINT - Clint here again. Another idea, on mirrors of life-trapping, is a mirror which can hold, a la the book, but in a lot smaller number, a limited number of lives, and it's full. And when it traps one of yours, it bumps out another one.

PETER - The nicest use I've seen for mirrors of life-trapping was something that I ran across in Dave Hargrave's dungeon, which was a shutter on a door that had to be opened by a key. You turn the key, the shutter opens, the mirror of life-trapping flashes, and you have to make a saving roll for everybody in the room. Which is something I have used in my own dungeons for ... There is a chest, you lift the chest, you look into the mirror of life-trapping, you disappear, the chest closes.

GEORGE - George Cole again. As to magic-users, I come up with this ... somebody noticed thieves, and I've come up with a beautiful thieflly weapon called a bola. Now, tell me of any magic user



who couldn't be effectively doing his spells wrapped up to the teeth in a bola. Thief walks over, tilts up the head, "Pardon me!", slits the throat, no matter how high-level you are, you get taken. And you can have, if the thief catches, say, a tenth-level necromancer by surprise, one very rich thief and one dead necromancer.

JERRY - Is this a feather bola? (*GROANS*)

GALLOWAY - Galloway of Los Angeles. Variation on mirrors is ... one I got out of the young lady's (?) down there. Basically, it's like a mirror of ... alternation, I think is the right word. Yeah. Hold it up in front of your opponent, and his exact double, only reversed, comes out. If it's a chaotic you're fighting, a lawful. His exact double. Armour, capabilities, whole bit, pops out. If you're up against a neutral, it can be three-quarters chaotic pop out or one-quarter law pop out. And it can be trouble.

TERRY - Ceratinly. And one further word on mirrors of life-trapping. In one dungeon I had a character equipped with an extremely thick shield, and when he is really hard-pressed he backs into a corner, opens the shield up, and there is a mirror.

DAVE - I don't know how many of you have gotten off onto technology as I have, now, as the new thing after I've run out of magical ideas. I do have a group of monsters, I call them monsters, they're actually an alien race that comes down, they're several different types, there are slavers and others. But one of my favorites are a type of people with a totally Spockian type of intellect. They've got to see it to believe it. They don't believe in magic, and so consequently, whenever they capture a magic user, they have a tendency to dissect him to see where he hid his weapons. They can't figure out where the fireball came from, so they take him apart to find out.

On the other hand -- we're going to wrap this up fairly soon, I don't want to take all the time -- I will let people know that I have several new character types that I've worked up. I have a barbarian which is great fun, because he insists in attacking in a blind charge most of the time; I have a psychic; I have a witch-hunter, which is nice; and I have a medicine man which is kind of like an American Indian type of druid, but ... I do have the stats. Thank you.

SCOTT NORDEN - Scott Norden. Going back to what Mr. Galloway was talking about with mirror which produces your duplicate, there is a monster running around in San Diego called the Xerox ... (*GROANS*) ... and if it hits you, oh, it doesn't do any damage, but all of a sudden right to your right there appears an exact duplicate of you which will fight you. And if it hits you again another one will appear. And if it hits you again another one will appear. That's right. Of course, if it hits the duplicate, it'll fight on your side. So it gets very confusing after a while. So if you're going to use one of these things, you've got to be prepared to get into some complicated situations.

CARL QUINN - Carl Quinn, Albany. Somebody brought up bolos, and I have a character that was a bolo fanatic. And so I put a bolo for him to find in a dungeon, which he did by accident, and what it was was a vorpal blade, and had high-level magician melted down into the balls, so that it would automatically find your neck. And he sectioned a rope of entanglement, and made a bolo out of it, very effective. He's throw it, and ... no more comment.

SOMEBODY - I just want to say something on a scroll, cursed scroll, which we haven't been doing for a while, but ... you read the scroll and a little man about so high who is ethereal appears, and he just runs around in front of you saying, "There he is, right here!" You walk up to a door and he goes inside, "There he is, he's right out there, he's going to kick on the door, he wants to jump in and fireball you!"

JERRY - That reminds me of an item I just created for this dungeon, somebody just won it yesterday, which is a torc of rainbow wind-walking, right. There is this beautiful rainbow torc and you can windwalk and you're very fast and all of that ... but during the daytime the thing can be spotted from a kilometer away, because you're floating on this rainbow, and at nighttime it lights up!!! You're very fast and very noticeable.

CLINT - Apropos of that, I gave away a sword at one point, called Fairy Flight, which it's real neat, if you have it, you can fly. Of course, you leave this incredibly long, incredibly gleaming trail of Twinkle -- Tinkerbell-like dust behind you, which, you know, it diffracts light in all directions, and summons everybody who can see it, for quite a ways away.

LEE - One rather interesting sort of long-range nuisance monster is a flight of vultures which follows the party hungrily ...

STEVE - "That one's bleeding, I want him."

LEE - No, they just flap slowly behind as the party goes, until something is killed, they don't care what it is, and then they eat it.

CLINT - Ah, Lee, a variation on that might be to make them talking vultures, who would make comments about whom they wanted and why as he went along.

LEE - "Why haven't you killed anything lately?" right?

STEVE - People like me are in trouble again, right?

DAVE - Dave Hargrave again. There are some other variations also on the life-trapping theme; I think one of my most famous was a room that was full of buttons and levers, and they stood outside, because it had no front wall, just an illusory wall which they dispelled, and were reaching in with ten-foot poles to push the buttons and pull the levers, and of course, one time the gold poured from the ceiling and fell through the trap that opened up underneath it, and stuff like that, and then there was one par-



ticular time when they first reached out with the pole and pushed the button and disappeared. The pole's still lying there. So the next person picks up the pole and he disappears. And eight people in the party picked up the pole to figure out what happened to the rest of the party; the last one figured out that that button turned that pole into a pole of life-trapping, and his whole party was in the pole.

JERRY - A little comment. The strangest thing that ever happened to me was, Dave told that story to a bunch of people, and then most of that bunch of people were down in my dungeon and did exactly the same God-damned thing with a mirror of life-trapping!

STEVE - Speaking of nasty traps: Clint came up with one just a little while ago when we were off to one side talking: which is, you open up the door ... you open up the chest and you're sprayed with fluorescent paint. Go invisible, that's very nice, the fluorescent paint figure walking down the corridor ...

DAVE - Day-Glo paint, I take it.

STEVE - Or something like that, yes ... recognition yellow, whatever.

DAN - For a party of one-upmanship tricks -- Dan Pierson here again -- up around here people tend not to take mules into dungeons because whenever you say "I'm going to take a mule into a dungeon," the dungeonmaster starts saying, "Oh, goodie, my monsters love mules, they're delicious;" this happens. I mean, they really get eaten. So then there is this twelfth-level wizard wandering around who just happens to be a bronze dragon. A bronze dragon can turn herself into any animal she wants to, so you have this mule walking along with the party, the griffin comes along to pick up the mule ... oh, well ... not in mid-air! And then somebody else has this stone golem in the shape of a mule, and ...

SOMEBODY - It's dead now, Dan.

DAN - It's dead?

SOMEBODY - It's dead. It got smushed by a fire giant.

DAN - Okay.

DAVE - One of the easiest ways that I know of to create a new monster is to simply take an old monster, like a wyvern, and make it a trivern, with three heads and three tails. Or a hyvern, with four more heads and tails. Or a hyclops, a three-headed cyclops. But one of the funnest things to do is to go and get a little kindergarten book that has bugs in it, and take any single bug, and then roll on the random magic table, or a random roll on the magical spell table, and that's what that bug can do. That beetle can disintegrate. You know? That beetle can pass wall, right? Or that one can throw portable holes at you. Which is nice. Have you ever seen a beetle pass wall right through a guy in armour? You know. Very strange.

CLINT - Clint here again. I'm going to change the subject just slightly here for a minute. Last night, when running the last of the Leiber things that I ran, we had a little thing come up which I would like to point out as a sample of what happens when you don't think about what you're doing. As the party went in, they fought a couple of chaotic paladins, and had a mage who took an arrow. It was a critical hit, severed the spine, paralyzed the mage in the right side. Well, they were in the dungeon. They had to decide how to get him out. Any one of several choices. They could have made a litter, using spears or staves or something like that, carried him out that way. Instead, they put him in a bag of holding. Okay, I rolled it, and he smothered to death in seventeen minutes. He also bounced around a lot among the three thousand or so gold pieces they had inside, and he probably wasn't too keen on the experience. You know. I point this out, just ... you know ... think about what you're doing.

JERRY - A word on that. That could have been done. He could have been carried out in the bag of holding, if they had taken the time to open the damn bag every fifteen minutes to give him a fresh supply of air. You have to figure what the size of the bag of holding is, and how long it will take for the air to go bad. Like I say, it could have been done, they could have done it that way, but they didn't think on that step further either.

LEE - I have also encountered at least one person who got twenty bottles of potions, put them all in a chest, just standing next to each other, no wrapping of any kind, put the chest on horseback and cantered down the street with it! (*LOUD LAUGHTER*) When he opened it next, there were six still intact: the Helena Glinska, the Poison, the Treasure-Finding and about six others had all broken together, making the most disgusting mess you'd ever seen in your life, and all for the want of a little foresight. Utterly ruined the chest of holding, too, I might add.

STEVE - Use of potions like that brings up a little thing somebody might think about: Clint had a party in one of my dungeons that came up with a potion of diminution. What do you do with a potion of diminution? ... Right. So what happens is, there was this potion. There were these stupid cockatrices. They wanted to get into the room with the cockatrices. They'd just killed two minotaurs. So what they did was, they poured the potion on the minotaurs, and sort of knocked on the door between the two, and ran. The cockatrices came out and went, "Oh, far out!" and started eating minotaur, and shrinking.

DAVE - Dave Hargrave for one last final thing, and then I'll leave you alone. Yeah, for at least a minute and a half, anyhow. Yes, I have brought a curse of repetition on myself, or something. I always try to put a little levity into any game. I find that a lot of people do not. They get entirely too serious about it. And I love nothing better than to tiptoe up behind you with a three-foot-tall midget dressed in a clown suit and honk a horn at you! And then run down the corridor screaming and laughing. Or have a cupid fly up behind you sneakily, and shoot your rear guy right in the buns with an arrow of jealousy! Right? And from



then on you're in trouble!

SOMEBODY - (something) ... Muhammad Ali ... (something) ...

DAVE - Right, float like a butterfly, sting like a bee, if you mess with me I'll ... well, I don't want to go into that. That little butterfly that ... Yeah. Well, I think that the main thing is fun, and I think that a lot of people have lost sight of it and gotten entirely too serious about it, and so ...

SOMEBODY - It's only a game, people.

DAVE - Some people don't think it's a game. Some people think it's a way of life, and they get ... you know ... And my advice to you is when you get somebody like that in your dungeon, let him run into things like golems of silly putty ... (*SHRIEKS OF LAUGHTER*) Right? Lock him in a room made of Flubber ... you know ... okay? And if that doesn't crack him up, bar him from your universe forever.

CLINT - Okay. I'm going to take the last turn at the mike, and then we're going to go to gaming. I did want to mention one item I've come up recently that I'm rather proud of, and I haven't run across anybody else that has it. And it's a new category of sword. It's the Singing Sword. Okay, I've worked up several varieties, I have a child-like Singing Sword; now these all tend to have a high ego and a fairly high intelligence. Now, I have a very child-like Singing Sword with a tendency to sing lullabies, please make your saving throw versus slepp; occasionally he breaks into an off-key chorus, in a childish voice, of something like "Old MacDonald" or "Yankee Doodle." Now, this is a very LOUD, PIERCING child-like voice, and very awkward if you're tiptoeing quietly down the corridor. There's one particular sword of this type I rolled, has the special power of polymorph any object, and likes occasionally to change his owner into, oh, Christopher Robin, or perhaps Raggedy Andy.

I have a Country and Western Sword, it tends to sing about true love in automobiles, whatever automobiles are. Also I have what I called the Ted Mack Sword, it at any moment could be any of the other swords but in a very slightly offkey voice and tends to be cut off in midstream as if somebody'd put a hook around it and yanked it offstage. Yes, in the background you can hear tapdancing occasionally. And finally there's the Wagnerian Sword (*GROANS*) ... it's an operatic sword, and it has been convinced in its long years of existence that what you really ought to do is sing Mozart because everybody likes happy tunes where everything comes out all right in the end, but it does have a mind of its own, and when you go adventuring it wants to be adventuresome too, and it will sing things like Die Walküre, taking all the parts, and it especially loves mezzo-soprano.

