

clearerther!

is the all-purpose personalzine of Samuel Edward Konkin III. It is published irregularly (semi-monthly, approximately) for exchange with other Science Fiction fanzines and for the following Amateur Press Associations: *APA-nu*, *Alarums & Excursions*, *Frefanzine*, and any others the editor is invited to join. clearerther! is available only for trade, letter-of-comment, or in APA. clearerther! welcomes fanart!, locs and filk songs; the fanned will also consider other faanish material and even sercon for inclusion if he can think on an excuse. All correspondence should be sent to New Libertarian Enterprises, P.O. Box 1748, Long Beach, CA 90801, Attention: SEK3. □

This issue is Number 10 (of Volume II) and is intended primarily for *Alarums & Excursions* 12 (June 1976). Next ish: Back east for *APA-nu*, possibly some fanfic.

NOTICE

I have received a post card from some A&E reader wanting a trade for my "D&D" fanzine. This is a good time to notify readers who skip over colophons that A&E readers get all the D&D issues of *Clear Ether!* Other issues deal with other interests of mine, namely, a New York University APA to keep up with old friends, a libertarian fannish APA, and a general personalzine. The next issue of the last case, for example, will be Mythopeic in nature.

You can get all issues of *CE!*, but read the colophon carefully. Money and beggary won't do it. (Money will get you a

You can get all issues of *CE!*, but read the colophon carefully. Money and beggary won't do it. (Money will get you a subscription to a semi-prozine of mine, but that's another story.)

Write me a loc (letter-of-comment) on an issue, and you're good for two more. Or trade me your zine (all for all). Or send me fanart (can't get any—name your price! [if you're any good]). Or finally, write an article/story/whatever you think I'd like to run in *CE!*

One last piece of practicality-fandom. Those of you who wonder what the hey my title means will find the answer in the Lensman series of E.E. Smith. It sums up my "sense of life." And if you don't know what a *sense of life* is, read Ayn Rand's *Romantic Manifesto*.

Enough. Blast jets to the D&D universe. On Green? QX! Clear Ether, readers, *Clear Ether!*

NEW CREATURES (CLERICAL)

Your fanned is a fan of C.S. Lewis even more than Tolkien. So my overland/wilderness etc., *Terra Supra*, has a strong influence from the Narnia Chronicles and the Ransom trilogy. Since Gygax and Arneson short-change us on lawful "monsters," I have borrowed *sorns*, *hrossa*, *pfifltriggi*, floating islands and such for my all-lawful land, as well as talking animals and calormen.

That part is no different than Gygax's wholesale addition of Burroughs' Barsoomians. But one creature definitely differs—the eldil!

Eldila are generally taken to be Lewis science-fictionalization of "angels" (Lewis being a hard-core Christian), but they have an important difference in that they are far better-defined. *Terra Supra* is loaded with them.

Eldila are simply immune to magic (which involves nature manipulation) as opposed to clerical miracle-working (which involves spiritual manipulation). By introducing them to your D&D world, you will sharply distinguish between mage and cleric, and the difference between spells and miracles, and even the greater importance of alignment to the clerics.

All miracles are performed through eldila. The cleric has an eldil to whom he is attuned who will perform the act for him. At the level of patriarch, he becomes a "prince of the church" and rates an archeldil. (This was not in Lewis, but keeps up the analogy with angels.) Finally, over all the eldila on a planet, one has the *Oyarsa* (in theological terms, a Principality). Uh, except in *Terra Supra*, where there are two *Oyeresu*—but more about that later. *Oyeresu*, like kings, are named after the planet they rule. In the language in which they converse they are matched with the planets: *Viritrilbi* (Mercury), *Perelandra* (Venus), *Thulcandra* (Earth), *Malacandra* (Mars), *Glund* (Jupiter), and *Lurga* (Saturn). Lewis also gives them the attributes of the corresponding Greek god/titan. *Thulcandra* is a *bent* eldil, corresponding to Lucifer,

who has sealed off Earth from the heavens, and thus we are known as the *Silent Planet* to the noisy heavens.

What do eldila look like? Well, normally they are wave-like, observed in the air as a shimmer of light (or dark, in the case of the bent ones). Since they are waves, they can occupy huge volumes of space simultaneously. Then again, they can localize to assume any form they wish.

Eldila would be unbelievable powerful if their supreme ruler (Maleldil, roughly equivalent to Christ/Holy Ghost) did not restrict their nature. They never interfere in the concerns of material-matter beings except where they touch their sector. The straight ones are "laissez-faire" towards us mortals. They may, however, be summoned.

The basic rule is the *eldil will only act if summoned, along the path given to it, and only in accordance with its nature*. Furthermore, it must be paid. (TANSTAAFL is big in the heavens/hells; in fact, I've made it my next highest-order eldil.)

The price of an eldil is a soul, to be saved or—if a bent eldil—consumed. Only Lawful souls can be saved and only Chaotic ones consumed. The eldil will not come if no lawful soul is in danger so there is a built in limitation to using this high-level miracle.

On the other hand, the bent eldil will come if properly summoned, but will take the caller's soul in payment if no other is presented.

Special summoning. This differs considerably between law and chaos. In the lawful case, incredibly heroic efforts for good—or extraordinarily charitable acts, etc.—can lead to a DM awarding an eldil to the lawful paladin, cleric, or even damsel, mage, etc. Usually the eldil will be around only for the next mission, and will only play "guardian angel" against high-level evil anti-clericalism. The 21st level patriarch (see below) can intercede with the DM specifically to assign it to anyone (but not himself) as well. It should be used only for a major defeat of evil.

Chaotic version of special summon eldil. This is usually preceded by the sacrifice of a lower-level lawful, and is ended by a victory (or defeat, Maleldil save you!) of Good. This does not require a chaotic soul for consumption of the bent eldil, but if the plans go awry, the bent one will attempt to self-destruct the chaotic forces by madness and temptation to murder and suicide (see *That Hideous Strength* by C.S. Lewis, the fall of N.I.C.E.). I believe there's a "spell" called *Conjure Demon* which matches this.

Eldila are capable of *possession*—that is, the vessel offered for their occupancy on this plane is the cleric. Lawful patriarchs must roll for the possibility of madness at the end of the possession; chaotic clerics for the possibility the body will not be returned after use.

Finally, the principle of hierarchy is important, especially to the Chaotics. Chaotics can compel eldilic aid by dealing with arch-eldila, and arch-eldilic aid if they can make a deal with the (or a) bent *Oyarsa*.

The straight eldila follow their *Oyarsa*, but voluntarily in a pattern called the *Great Dance*. (See *Perelandra* by Lewis.)

One can think of all sorts of things for eldila to do, based on fantasy works. Let me codify what we have so far (clip and save): **Eldila**: Immortal, impossible to destroy. If they take material form, hit dice defined by that form. Move at speed of light (non-corporeal) or at speed of their material manifestation. Three levels found on mortal plane: eldila, arch-eldila, and *Oyeresu*, usually one *Oyarsa* per planet. Mainly subject to high patriarchal miracles, but can be used by DM as "guardian angels." Eldila can block even non-saving-throw "fingers of death." **Alignment**: Lawful or chaotic, the latter being "bent." Bent eldila can be substituted for evil demons, exorcised, etc. Eldila are never rolled as wanderers; they always act in accordance with a divine (or diabolical) purpose.

SUGGESTED CLERICAL MIRACLES FOR LEVEL 8

Summon Eldil Usually only one at a time, unless higher level eldil to order several lower-level ones. Requires soul in payment: either lawful to save or (for bent eldila) chaotic to consume. Eldila will follow their nature, and the patriarch (E.H.P.) must direct his will in accordance. If no appropriate souls is in jeopardy, straight eldila will not accept summons; bent eldila will consume summoner.

Eldilic Possession Lawful Requires Patriarch to fully give himself over as the human vessel for eldilic action. May be driven mad: 75% chance at 21st level, 66% chance at 22nd level, 50% chance at 23rd level, and dropping 10% until finally at 1% (cannot drop to zero). **Chaotic Same** but E.H.P. must make saving throw against soul being carted away to lower plane and consumed (use same percentages). Straight eldila may be directed to enter a lawful to protect him/her from overwhelming temptations (eldilic attacks), and will always leave on request. Bent eldila can be directed to invade any alignment—but only following a chaotic act—and then must be exorcised by cleric. (*Exorcism* may be required as a separate miracle for clerics to choose, or can be assumed as basic equipment for any cleric of Village Priest or above.)

Summon Soul Requires *Summon Eldil* and *Commune*. This allows thie patriarch to find the soul of any dead character (sending an eldil after it), and then allowing it to join him or a willing recipient for assistance and advice. See *Operation Changeling* (also published as *Operation Chaos*) by Poul Anderson for an example. Bent eldila can be used to "marry" a chaotic soul to a recipient and destroy them (see *War in Heaven* by Charles William, fellow Inking of Lewis and Tolkien). Soul may only be obtained from aligned plane: lawfuls from higher plane, chaotic from lower. *Summon Soul* is required for *Recreate Life*.

Recreate Life Requires *Summon Eldil*, *Commune*, and *Summon Soul*. The ultimate in *Raise Dead* miracles! It will put the returnee into the pink of health, but wipe out the patriarch for a solid week. E.H.P.'s can use it as **Damn Utterly**, which disintegrates the body and casts the enemy's soul into the lower plane, where he or she will be plied with temptations and tortured until he or she succumbs or is saved. (For an invasion of hell scenario, see Anderson, *op. cit.*)

Restoration of status: Note that these eighth-level miracles finally put the cleric in a (potentially) superior position to the magic-user, or, to be exact, the ultimate cleric over the ultimate mage. And as nearly all fantasy agrees, that's as it should be.

Druids (magic-users simulating clerical spells, neutral in alignment) cannot use eldila because there are no neutral eldila. However, Lewis does assign the *daemonae* (aerial spirits) to the neutrals (see Merlin in *That Hideous Strength*). Already G&A have given us pixies (sprites), djinns and efreet, and elementals, all of which would be most attuned to neutral magic. One could add to the *daemonae*, creating a class just under the eldila, should one wish.

TERRA SUPRA

"Welcome to my world/Won't you come on in?/Miracles like this/Still happen now and then..."

Geography As suggested by Gygax and Arneson, *Terra Supra* is a flat world; therefore, you can indeed sail off the edge. To "outer" appearance, it is disc-like, but those not viewing it from "outer space" but travelling on it will find that it appears to go infinitely far to the north and west, and to the south and east. (Taken from the concept of the "True West" from *LotR* by Tolkien.)

Terra Supra is a highly compressed world, and densely packed. A hundred mile journey in the right direction can take you from tropical jungles to frozen northern wastes.

All terrains are found here. The continent has a mountain spine near the West Coast which breaks in a large pass (one hex) and then ends. To the north and east like the frozen northern wastes. These are divided from southern regions by two forks or tributaries which come together somewhat east of center in a large, lake-like areas which empties into the great river Zetona, which flows south to the sea, slightly to the west.

Now, to the lee side of the mountains, south of the tundra, is the Desert, fading into prairie and meadows as it approaches the Zetona. East of the river, as far as I have mapped, it is thick forest country. This is in the northern half of the continent.

An incredibly wide road runs East from the coast to pass through the large pass in the Mountain range, then jogs north a hex and continues east to bisect the continent into northern and southern halves. This road is the *Via Media*, and from it sprout a road to the north and west (on the windward side of the mountain chain) called *Via Legus*, and to the south and east (across the Zetona) *Via Chao*. The Coast moves south and begins slanting eastward (like Southern California) and that truncated quadrant of the continent is (as we go south of *Via Media*) savannah, jungle, swamp, and coastal marsh in that order.

Finally, two areas are mainly farmland; the northwest coast, which is known as *Legus* (land of Law) and the southeast *Chao* (land of Chaos). However, as could be expected, as one goes to the northwest in *Legus*, one enters an incredibly good-climate parkland where the sunlight becomes progressively dazzling, the stars and moon brighter and clearer, and everything seems to solidify and get progressively sharper. "Farther up and further in."

Now to the south and east, past the farming area, one comes to chasms and canyons, volcanoes and pits. Darkness, gloom, sulfurous pollution increase; distinctions blur and everything seems to lose clarity and focus.

Dead center, where the River Zetona crosses the *Via Media* (obviously the key trading point) is a town. To the south of that town are ruins and graveyards, said to be filled with the undead. The northern suburb, winding around a hill, is a fairly well-to-do area. And just to the north and west of this town called Pree, only a few miles, is a large (one mile by one mile) box-like object, with four gates exactly in the center of the north, south, east and west walls respectively. It is known to the inhabitants as *The Maze*.

Major Forces As I explained elsewhere, *Terra Supra* has eldila. It is unique in known worlds in that it has two competing Oyesus, but that occurs only because of the "infinite" extension of TS in two directions. (Ask mathematicians what happens when you throw an infinity in.) To the far northwest is *Hypercandra*, most powerful spirit of Law; to the southeast is *Hypocandra*, supreme spirit of Chaos.

Each of them has a material manifestation (or if you don't like poly-entities like Trinities, define them as material servants). *Hypercandra* manifests *Neo-Aslan*, a large lion with Redeemer attributes. *Hypocandra* manifests *Sauronoid*, a symbol of total, unrestrained power and appetite. Finally, to rule over the land of Chao is a Chromatic Dragon *Chroma* (pronounced with the throat-clearing "ch"). To protect and defend *Legus* (but not rule, for the land of perfect natural law obviously has no rulers) is *Platitude*, the Platinum Dragon.

Farther up and further in (and farther down and further out) one finds an increase of Lawful (or Chaotic) power. Dead center (around Pree, centered on the *Maze*) one finds neutrality.

Neutral Alignment In *Terra Supra*, neutrality is simply a mixture of good and evil. If you threw a *Detect Evil* spell on a chaotic (or a *Detect Good* on a Lawful) you would get a "direct current," give or take a few spots, sparks, and sputters. On a neutral, the spells will give a blinking Good or Evil. Those using *Warlock's Detect Alignment* will get an "alternating current" of Law/Chaos/Law...

The Maze Structurally, the mile x mile enclosed area is a "maze" with two hundred and fifty-foot corridors. The walls are thick and nearly impervious. In the center, if you can get there, there is a large building, several blocks on a side. No player-characters have got this far. Wandering Monster concentration is extremely dense, as all sorts of creatures are trapped inside, especially expedition parties. Also, the outer corridors are lined with lairs and passing photoelectric cells will randomly trigger doors unleashing even more monsters. Basically, it's a one-level potent dungeon.

So far only one expedition has entered the maze and none past the innermost corridor (Craig Vaughn's magic-user and cleric, and one of Charles Curley's hobbits.)

Message to DMs and Overland Masters Only (no character should know this): the Maze is a combined effort of Magic and Anti-Magic. A gigantic space-time-warp generator was combined with an Amber Pattern (see *Nine Princes in Amber* and subsequent books in the series by Roger Zelazny). The result was a space-warp and teleportation vortex, integral to the make-up of *Terra Supra*, and a "black box" exploration for some of the weird properties of this flat world of infinite length.

Those who penetrate the very center of the Maze (legend has it) can attempt to "Walk the Pattern;" should they succeed, they will

have temporary omnipresence—they can see all of *Terra Supra* and all worlds opening before them and can simply step where they wish to go.

The Maze makes *Teleport* anywhere near it incredibly risky. Random scattering of your atoms is 50% probable in the hex containing the Maze, and inside of it, you can kiss off your *Dimension Door* spell as well. Other probabilities are that you will remain together but be sucked in the Pattern, sent randomly to any teleportation booths (several connecting Pree temples to their headquarters), and sent to random worlds with teleportation receivers.

History of Terra Supra Recorded history begins with the establishment of The Maze. In the adjoining area, an imperial city *Neutropolis* was built by the fruits of conquest, and the Neutral *Neutrans* formed the *Empire of Neutra*.

After those who created *Terra Supra* (Arisians? Eddorians? Some One else?) left it alone, they perhaps did not realize that it would break down dimension barriers on its edges to other planes. Since *Terra Supra* is artificial in origin, it had no native Oyarsa, and the populace drifted into neutrality. The Anti-Magic User (scientist) servants of the Maze-builders slowly fell into decadence, and Wizardry Colleges flourished.

A bent eldil (of another plane) was promoted by his Oyarsa (perhaps Thulcandra) and, the legend goes, contacted AMUs who had formed the *Neutran Institute for Controlled Experimentation* (N.I.C.E.). N.I.C.E. bridged him and his eldila followers over, and turned chaotic. A heroic Wizard, discovering this, threw his mightiest spells on the fringe of research, and made a gate for a lawful eldil to cross over to combat Hypocandra and his forces. The battle ended with both Oyeresu losing their first material forms, but established permanent bridgeheads on opposite ends of *Terra Supra*.

Followers of Neo-Aslan, the latest manifestation of Hypercandra, established the first church, and the Chaotic followers followed suit. Other churches were founded, and clerics flourished. *Neutra* crumbled, and the mighty capital fell, leaving only the trading town of Pree, and ruins and graveyards. Inexorably the forces of Law moved south and east, and the forces of Chaos north and west.

Since the Lawfuls would not aggress, the remaining small Neutral Army holds off the Chaotic forces, retreating slowly back up Via Chao until now they stand at the very crossroad of Via Chao and Via Media. The Chaotics fear provoking the Lawfuls' attack should they simply crush the remaining Neutrals, so they have established a truce.

In particular, the Chaotic leader *Chroma* fears the Platinum Dragon will challenge her to personal combat should she leave her palace at the end of Via Chao to lead her armies, so she waits for her chance, ruling her land cruelly and wantonly.

Pree Press has a Lawful northern half, including the hill suburb mentioned earlier, a chaotic southern sector, including the ancient graveyard and Pyramid Ruins, and a neutral strip in the center, with trading and a town "government." Mayor Salvo is not exactly known for his stainless purity, but upon him rests what was once the Imperium of Neutra. He is aided in alliance with a Wizard who lives just outside the hex, past the rich suburb, and can call on the highest Neutral Wizard, who runs a college inside the Maze itself!

Why do these Wizards live outside Pree? Well, the *Covenant* established that no one of one rank below Castle Lordship or higher could enter Pree. Thus the temple and churches of Pree are run by Bishops, Magic Users leave town when they become Necromancers, and the only Superheroes work for Mayor Salvo (who is himself a Master Thief). The *Covenant* keeps the city free from heavies who could disrupt trading, and allows intermingling of alignments.

The town is riddled with neutral police whose only functions are to break up fights before they become wars and to grab anyone the Mayor wants. Only the Neutrals are truly bothered by them for the Lawfuls don't believe in police and the Chaotics are under their own orders.

Entering Terra Supra Entering and leaving *Terra Supra* isn't easy, so it is advised that players be prepared to leave a character in for several expeditions. One way to enter is to be born there; several players have chosen that route. Another is by control of the Pattern—but nobody has figured that out yet. Finally, one can be "Monster Summoned" in. My first installment of adventures will discuss a certain Anti-Magic User and his basement experiments.

There are many ways to leave *Terra Supra*, but only three will get you where you want to go for sure. One is to conquer the Maze and Walk the Pattern. Two is to have an eldil escort you home (high-level patriarchs needed). Three is to find a pair of red witches' shoes, put them on, and think, "There's no place like home..."

One party has come in so far, five players, two characters each. Next issue, dear reader, I shall relate to you their saga, which, for reasons that shall become obvious, I call the *Wyrinthy*. Save this ish to check details on!

LEFTOVERS FROM LAST ISSUE: THE FEM FORCE!

As we switched generations, I was about to being a group of neutrals, having played Law and Chaos. For a switch, I made it all-female. *Hippolyta Beta* is an Amazon fighter, 18 strength with bonus. As "beta" (second) in the line of Amazon nobility, she grew up reading her way into a "sense of wonder." And questioning the female chauvinism of her culture, she became outcast and entered the world Out There. Though far more inquiring and tolerant than the average Amazon, the culture gap would create quite a strain between her and human males in the same party. She is exasperated by damsels, incompetent females, and repelled by courtesans the way a "macho" man in our culture reacts to a gay in full drag.

Allysyn is a witch—a Neo-Wiccan, that is. A modernized, non-sacrificial druid. She's being played as a "Harness Neutral Cleric." Considering the fact that she started out with one hit point, is going up as a magic user in hit points, and has to work up levels by acquiring some of M+C E.P.s, her survival is quite an accomplishment. *Allysyn* is compatible with human males, but if they are not of her tribe, they are merely for use and discarding. She wears wolfsbane and, as Harness suggested, has limited polymorph.

Irulan Jessica began as a Bene Gesserit (read *Dune* by Frank Herbert). Basically, she is an "anti-magic" (scientific) Neutral Cleric/Courtesan. Her weapons are a Maula pistol and a Gom Jabbar (dart gun and poison needle). She has prana-bindu training to effect "unaligned" cure light wounds, "Voice" for *Hold Person*, and various technological devices for the other Clerical miracles. Her aim in life is to get the best genes for producing the Kwisatz Haderach. Since she doesn't care how she gets those genes, she's part courtesan—and thoroughly neutral. (E.P.s are split evenly between N.C. & Ct.) Highest level is called a *Reverend Mother*, rather than Patriarch or E.H.P.

Alas, in the second expedition the Fem Force was on, she picked up a "Tract" (Clerical "Scroll") and was turned lawful. She became a Cleric-Damsel, i.e., *Vestal Virgin*, in the *Dune* universe, so what else but an Orange-Catholic V.V.? She may be replaced by a "sister" Bene Gesserit on subsequent expeditions, and sent on lawful expeditions. Oh yes, for her conversion, she acquired use of the tract which gives her (at her level) 10% chance of *Wind Walk*.

To balance the group, I created a dwarvish fighter-thief, *Lynli*. She was turned lawful (instead of dying from alignment shock) when she picked up a sword.

Their strangest adventure so far was running into an animated statue of a "love" goddess who turned everyone she touched into sex fiends. *Allysyn* escaped, *Irulan* and *Lynli* were hit, and made out as best they could with two hokas on the expedition (who were also hit) and all of them tried to drag down *Hippolyta* who kept swinging away at the statue, finally clobbering it with nothing but an armored fist. Things were weird until the effects wore off.

Hippolyta also went up to a scale, after picking up a sword which gave her alignment shock. She took a chance on dying, and ended up getting the sword converted, and another as well. She now has an anti-Lycanthrope sword and a +1 *Detect Magic* one—both neutrally aligned.

When all spells are chucked and such, it usually ends up with my renegade Amazon standing alone against the monster. And she ain't down yet! The broad's got ba...er, got it on the ball!

EN GARDE AT THE RIPOSTE OFFICE

Lee Gold Sorry I missed DunDraCon. I assume I shall see a con report in next ish?

E. Gary Gygax Welcome, neo! Always glad to see someone new attracted to fantasy simulation. Want a xerox of the rules cheap?

¶ Seriously, it is a shame you have to justify charging what the market sets as price. Unfortunate in that it means there are still a lot of people out there who don't understand elementary economics. One assumes that there are no government regulations or controls on "rule books," hence a market price must be reached. That is, the point at which you are producing as much as you want in exchange for what people feel it's worth, and both are sufficiently satisfied.

Lee Gold (again) If any expeditions in *Terra Supra* decide to prey on my peasants, be sure they will throw a *Threshold*. Obviously of limited applications to most player-characters. ¶ You got it wrong about the damsel. She is to commit suicide *before* rape is consummated to have it count. Afterwards, she's dropped to Courtesan, has chance of absolution, and no motivation to take her life (i.e., she's faced the "fate worse than death"). As far as inherent "MCPism"—so what? Look at the irrationality and mysticism in the rest of the D&D universe. The damsel has the best justification—she belongs to the genre. Once again I repeat, no female character has to become a damsel; fighter, mage, cleric, thief, etc. are all open. It is strictly a choice for advantage, and discriminates against males. (It also gives an incentive for players to make their charisma-characters female, which helps balance out the genders in the game.) ¶ Thanks for the armor timing. Will use.

Harry Andruschak Read this before, but it was interesting enough to read again. Did you call the LB D&D hot line yet? ¶ Obviously my premise was that we need characters for charisma. I agree with your argument for free-will on make-outs. Note that the damsel *will* reject advances without a proposal of marriage *on principle*. ¶ Agree on N.C. Note Bene Gesserit A-M N.C.! ¶ Speaking of characters becoming ghouls, all characters not buried under sacraments or burned to a crisp in *Terra Supra* will be animated by some Wizard or High Priest—and sent after the Party they were last with!

Hendrik Pfeiffer Everyone in Long Beach uses spell points but me, so you may get some converts. I prefer *incantations*, which must be begun at least a full melee turn before effective. Thus a fighter can simply break the Mage's concentration by raining blows upon him. The Mage *can* complete an escape spell (only), such as *Dimension Door* or *Invisibility* if and only if he stands like a statue and takes every blow, few of which will miss. That seems to limit things sufficiently for me. ¶ On *past experience*, roll if you must, but I prefer inventing it as part of the character's personality-building. It should be (in my opinion) the job, nay, the *art* of the player.

Steve Rose I should have met you by now but I don't remember. Thanks for the egoboo on damsels. ¶ To be fair to Gygax, *Blackmoor's* type is far smaller than that of *Greyhawk*. Recalculate per word rather than per page to get a fair comparison.

John A Brennick You cannot *Detect Magic* on a *Snake Staff* (at least in my world) because they are *Clerical* and do not operate by magic. That might take care of Lee's objection...oh, it could be a Neutral Druid's (magical) pseudo-snakestaff, heh, heh, heh. ¶ Gotta agree with Lee, your *Overland* was a giveaway.

Steven Weinstein Much thanks for the spell compilation. Must've been hard work.

Dick Eney Torquemada is *not* Lawful in *Terra Supra*—strictly Chaotic! And how could one confuse alignment with integrity? Well, Torquemada had plenty of "integrity"—he was integrally evil. "Directed personalities" is silly; do you really believe

morality is just another name for a psychological state? And of course Chaotics are deficient—since when has evil been as effective as good? ¶ I agree with your *basic* distinction between Clerics and Magic-users; Mages seek power over nature and Clerics subjugate themselves to gods to be their vessels. All this is historically verified. But a "personality difference?" I guess a "personality difference" seems such a trivial little mundane thing in this larger-than-life world we've created. And I opt for keeping the metaphysics out of the Freudian sewer. ¶ Agree that running away (i.e. escape) resolves an encounter. ¶ OK, let's tackle your comments on my *Damsels*: "Lawful maidens" are *not* damsels, Dick. You got to *work* at being a damsel. It is a demanding profession, like Mage and Fighter. Of course Lawfuls will wish to rescue other Lawfuls—but the damsel can take precedence over all others, *and* can give them stronger incentive to get to her. ¶ Come now, what as the last movie you saw or book you read in which a damsel wore armor? And I certainly would not be turned on by a suit of armor (Hey, lookit da breastplate on that one...!) ¶ I don't understand what the hell you are talking about in your section on chastity. ¶ No, dummy, "mandatory" suicide *before* rape. It does no good *after* rape because you ain't got no damsel no more, jes' a first-level Eney Courtesan. ¶ Asking a "higher price" subject to market supply and demand cannot be "stealing." Nor does taking money from other members of a party make her a thief, unless force is used. Now, on the other hand, politicians and bureaucrats are thieves because they live off plunder—just as in real life! Finally, just to make it clear, I am a pro-feminist, have gone on record in my semi-pro publication (*New Libertarian Weekly*) as such, and was a founder of the Southern California Association of Libertarian Feminists. Perversely, I think the *Damsel* write-up would make great feminist propaganda, and around half the female feminists I know agree. ¶ You got your wish on the Illuminati last ish.

Margaret Gemigani Thanks for the memories!

Dan Pierson So that's what *really* goes on in the Bay Area! ¶ Uh, no, Taoists are highly Lawful.

Barry Gold I assume Fundin has found his lawful task. If not, TANSTAAFL, over-God of *Terra Supra*, Melluria, and worlds yet to be created, would be glad to transport Fundin and his company to TS to thwart a Chaotic expedition. I've already given such a "mission" to Sandy's Wyrinth. However, it would keep Fundin and friends in TS for a while. (Pick a terrain.)

Mark Swanson Well, you asked for attitudes on Dungeon rationale. See previous pages for *Overland* rationale. ¶ We've got a character in Long Beach who's old man is a demon! How's that for "Lucifer as God of One's Fathers"? ¶ I note we both put Castle Guard/Civic Police in neutral category. *Very* generous from my anarchist point of view. ¶ I'm using *Blackmoor* monks, but I haven't figured melee very well yet.

Wayne Shaw So you don't care for Damsels and Courtesans? Then don't use them. I get a kick out of playing different alignments, genders, and races different from my personal ones. ¶ Like your Saga.

Nicolai Shapero Much better repro and readable content too!

Steve McIntosh It's all true, folks. Hokas are weird—and they make DMs *think!*

Jack Harness Can you give some examples of *Aarghacity*—'fraid I don't see to whom it applies and in what context.

Next D&D ish: catch up on Comments.

—SEK3

