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This issue is Number 21 (of Volume II) and is intended primarily for *Alarums & Excursions* 20 (March 9, 1977). Next issue: Filks and comments for *LASFAPA* 6 and *APA-v* 24. Next for *A&E*: Comment catch-up.

DEMONS OF LAW

This paper exists to correct a serious flaw in the rules of *Dungeons & Dragons*, specifically in the *Supplement III, Eldritch Wizardry*, by Gary Gygax and Brian Blume (© 1976 TSR Games, POB 756, Lake Geneva, WI 53147, \$5.00). The flaw is basically one of omission, rather than commission, and it concerns the section on demons (*EW*, pp. 2, 27, 29-38, and references involved with "Treasure"). *EW* was written with Gary Gygax's revised views on alignment (so-called "Four-Way," see pages 3-5, *The Strategic Review*, Vol. II No. 1 Feb., 1976), and so Demons were given an alignment/morality designation of Chaotic/Evil.

The problem arises, if Chaos/Evil demons deal with Chaotic/Evil clerics and magic-users (favorably, that is, dealing unfavorably with everyone else), where does that leave Lawful/Evil clerics and mages? Lawful Demons are required for the present system of D&D to work.

Gygax, in his first presentation of "Four-Way" alignment, associates the Chaos/Evil corner with "The Abyss," and the Law/Evil corner with Hell. In order to eliminate a possible confusion, I will not term the corner "Hell," because (at least in Orthogonal Alignment/Morality—see *Clear Ether! 18, A&E 17*) Heaven and Hell, Angels and Devils, are far beyond the limits of the D&D universe (out of the "square" entirely, along the Neutral/Good and Neutral/Evil axes respectively), past where Gygax has labelled "Paradise" and "Hades."

Still, the popular concept of Hell's devils are sufficiently weak to use as models, so let's borrow a bit from *Black Easter* (originally *Faust Aleph-Null* by James Blish) and lodge the Demons of Law in *Dis*, which was their capital city. (For symmetry, you could put the good gods of Law in *Para-Dis*, "para" meaning "across from.")

Demons of Law, unlike those of Chaos, have a need to be commanded—or at least to "pass the buck." So while Chaotic Demons are ruled by the "stronger and smarter," and "never willingly serve anyone or anything," Lawful Demons will be hierarchical (actually, "Lowerarchical") and never want to do anything unless they can point to someone above them who ordered them to do it. Demon Princes and Princesses of Law will have more discretionary orders from their All-Lowest King. (Note: in my system, Archos rules Law/Evil and Dementia rules Chaos/Evil, but it is probably unwise to ever have them appear on stage. God-types should always work through intermediaries to maximize the feeling of potency.)

Other characteristics Lawful demons have in common: *Ultravision*; the ability to teleport accurately; *Chill* (or *cold field*) in varying degrees; and *Summon* or *Petition* other Demons of Law (varying degrees of success according to type). Note that I am deliberately paralleling

the wording in *Eldritch Wizardry*, and italicizing the differences.

Ultravision has the same effect as *Infravision* with one important difference: it will not detect heat and does not use infrared radiation. Therefore, Chaotic Demons (only) may remain cloaked in darkness to Lawful Demons. Since Law Demons are not heat radiating (but heat *absorbing*), they are a blotch to *Infravision*, and when they turn on their *cold field*, they effectively put up a "field of darkness" to *Infravision*, which is especially effective in the dark.

Chill (*cold field*) has a very slight violet glow (spillover from ultraviolet), and will be felt as a "chilling presence" in the first turn it is on. After that, note effects of freezing of liquids, metal sticking to flesh, and damage to living organisms. Rule of thumb: one point per melee turn damage if character is active—such as fighting—and dressed warm. Double damage for light dress (armor is no help) and double independently for slow movement or inactivity. Roll "critical hit" probability (depending on your convention) to check for frostbite in extremities. Damage is *not* recovered by warmth; it requires *Cure Wounds*.

Summon and *Petition* are equivalent to "Gate" with *summon* used for Lower (more powerful) Evil calling Higher (weaker) Evil, and *petition* for the reverse. Technically, *Summon* is 100% effective with Law Demons, so you are actually rolling for whether the Lower Demon is really calling for his flunky.

Chaotic Demons are said to "attack without question and fight until 'slain'" if less intelligent. Law Demons will do this on the basis of following orders, with more intelligent demons being able to interpret their orders more "creatively." *Law Demons are masters of deception—the artful lie*. They prefer temptation and enslavement to the Lowerarchy over slaughter, but if the soul is already theirs, they will not value life.

In my system, *all* demons, regardless of type, are simply dematerialized rather than slain, and likewise can be driven from any given *Ethereal* or *Astral* plane (Gygax and Blume are ambiguous on these points).

Unlike Chaotic Demons, Law Demons willingly serve—for a price and under orders from ultimately a Prince or Princess. But they will always try to pervert the intent of the orders, unless fulfilling the intent of the orders gains more net souls for the Lowerarchy.

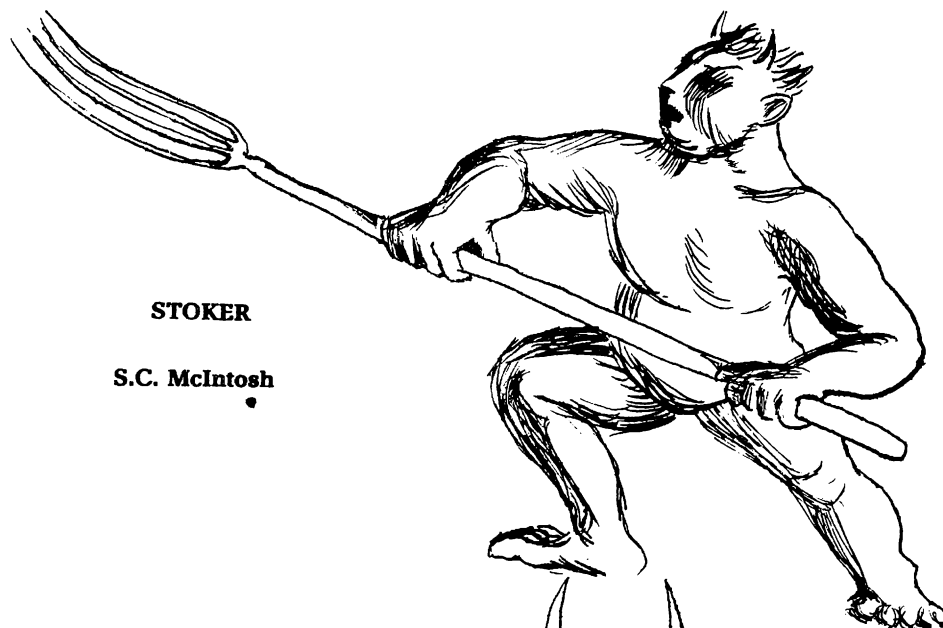
All demons can flit to all other planes: astral, ethereal, whatever.

One can use the *EW* rule of a 5% chance of a Law Demon, like a Chaos Demon, appearing if a Demon's name is spoken. But, consistent with most Sword and Sorcery, if the correct pronunciation in the *Oldest Tongue* is used, raise the chance to 95%. All demons can be restrained by the proper means—but few people can figure those out. While a simple pentagram may hold a Type I or Type II, a Prince (Princess) will walk right through without a twinge. Powerful Clerical artificers of any alignment but opposite morality (Good) will repel demons—but such would not be available to Law/Evil and Chaos/Evil summoners and invokers.



IMP

S.C. McIntosh



STOKER

S.C. McIntosh

And now, one by one, the Types. I suggest you read it through the first time with *Eldritch Wizardry* open to pages 30-37 for comparison, since I will abbreviate anything which is the same for both Chaos and Law. Differences are italicized again.

Type I (Imp) Description: *Small, humanoid, sexless, winged, small horns, carry tridents, half human size.* Magic resistance 50%. Strength standard. Intelligence fair. Normal weapons and missiles work. *Chill* is 5' radius. One at a time, at will, they can detect invisible (*but not Chaotic Demons*), telekinese 2,000 gold piece weight (henceforth called just "Au"), *summon* another Imp (10% chance).

Type II (Stoker [of Brimstone]) *Humanoid, tall, heavy-set, thick legs and arms, horns, no wings or tail, usually carry shovel or pitchfork. Ugliest of Law Demons, which are usually evilly beautiful, sexless.* Magic res. 55%, intelligence low-fair. *Chill* covers 15' radius. Normal missiles & weapons affect. One at a time, at will, they cause fear (as a fear wand), levitate (as MU8), detect invisible (*not Chaotic Demons*), telekinese 3,000 Au, *summon* another Type II (20% success).

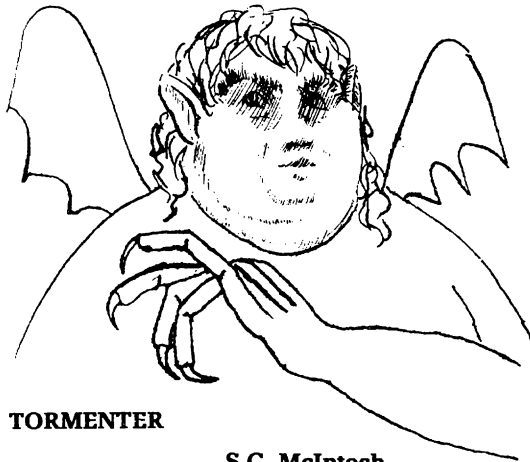
Type III (Torturer) *Humanoid, tall, pincers instead of hands, goat-legs, large horns from shaggy heads, sexless.* Magic res. 60%. Intelligence medial for demons. Normal missiles and weapons affect. *Chill* 10' radius at will Can perform at will, once per turn: fear, levitate (MU10), cause pyrotechnics (*more like Aurora Borealis than fireworks*), polymorph itself, telekinese 4,000 Au, *summon* Types I-III, *Petition* IV (roll for type) with 30% success.

Type IV Tormenters *Humanoid, goat-legs, hands are large and claw-like, stubby wings, stout and piggish, sexless.* Can only be hit by magic weapons and missiles. Magic res. 65%; intelligence high. *Chill* 10' radius. At will, one per turn: illusion, fear, levitate (MU12), detect magic, read languages, dispel magic, polymorph self, telekinese 5,000 Au, project image, use a symbol of fear or *obedience* (as opposed to Chaotic "discord"), and *summon* types I-IV, *petition* V-VI (roll), 60% chance.



TORTURER

S.C. McIntosh



TORMENTER

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Note: *Symbol of obedience* should always be used by Lawfuls over *symbol of discord*, which is Chaotic. They will have similar effects in the end, but work differently. *Obedience* leads to following orders *in spite* of judgment and agreeing for the "sake of the group" even when it is manifestly wrong. Disaster will arrive just as surely and swiftly as with *discord*.

Incubi Same as *Eldritch Wizardry Succubi*, but add that they can assume male form as well as female. Also, function of Incubi/Succubi is *not* to drain levels, although one can leave in that ability. *Succubi* seduce human males for their semen, then convert to *Incubi* and seduce human females, impregnating them. Child will be biased to Evil, though can be "cured" ultimately. *My suggestion* is to move *Incubi/Succubi* to Neutral/Evil. If you can't, use *Incubus* form as Lawful counterpart, substitute *Chill* for darkness, otherwise exactly the same. So, in *Incubus* form: *handsome human* male, bat-wings, fangs, small horns mostly hidden by hair. 70% Magic res., intelligence medial. *Chill* 5' radius. One at a time: ethereal, charm person, ESP, clairaudience, suggestion, shape change (humanoid of same height and weight only), *summon* Type IV (70%), *Petition* Type VI (25%), or *Prince/Princess* (5%), but only 40% chance.

TEMPTER

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Type V (Tempter) *Two shapes:* beautiful female human or handsome male human, aristocratic bearing and very persuasive; under stress such as combat, hideous hag or gruesome lout. *No charm spell*, but DM should make sure Tempter is a perfect salesman when persuading. 80% magic res., immune to non-magic weaponry. *Chill* at will 5' radius, levitate (MU11), read languages, detect invisible (except Chaos Demons), cause pyrotechnics (as *Aurora Borealis*), polymorph self, project image, and *Summon* Type I (30%), Type II (25%), Type III (15%), Type IV (15%), *petition* Type VI (10%), *Prince/Princess* (5%); 50% success.

Type VI (Guard) Exactly same as balrog, can be male or female in appearance, with bat wings, whip, sword, etc. 12' tall, highly intelligent, *chill* 10' radius at will. Cannot be harmed by normal weaponry and 75% magic resistant. Fear, detect magic, read magic, read languages, detect invisible objects (*but not Chaos Demons as Balrogs cannot detect Law Demons*), cause pyrotechnics (as *Aurora Borealis*, *not fireworks*), dispel magic, suggestion, telekinese 6,000 Au, use a symbol of fear, *obedience*, sleep or stunning, and 70% chance of *summoning* Type III (80%) or Type IV (20%).

DEMON PRINCES AND PRINCESSES OF LAW

There are several, as with Chaotics, in the Lawful Lowerarchy, and here are two (use Beelzebub for Orcus in rolls, and Astaroth for Demogorgon).

Beelzebub: "Lord of the flies" and the graves over which they hover. Note that Gyax has put most undead in the Lawful/Evil quadrant of his four-way, the rest being Neutral (ghosts may still be Chaotic but they were not mentioned in connection with Orcus)! This leaves poor Orcus with no undead to rule. Suggestion: roll alignment of undead, should it be necessary or if anyone has set up a conflict between Beelzebub and Orcus (now *that* would be a high-level campaign!).

Beelzebub is handsome, but evil, looking like the Prime Minister of Dis (goatee, perhaps) under Archos, which he is. Intelligence is highest you allow, 85% resistant to magic, can only be harmed by +3 weapons or greater. Cast continual *chill* (rather than Orcus' darkness), charm person, create illusion, fear, detect and read magic, read languages, detect invisible objects (including Chaotics lower than him, i.e., non-Princes); ESP, cause pyrotechnics (as *Aurora Borealis*, *not fireworks*), dispel magic, clairvoy, clairaud, *cast a 12-Die Magnetic Field (narrow lines) which implodes and fuses the target* (as opposed to lightning bolt, which is Chaotic), suggest, polymorph self, create a wall of *dry ice* (or frozen crystals of any substance handy) instead of fire (which is Chaotic), telekinese 12,000 Au, animate dead (as 19th level MU), feeblemind once per day, project image, use any one of the symbols once per day (substitute *obedience* for *discord*), shape change, time stop once per day, 80% chance of *summoning* Type I-IV and 50% chance of Type V or VI. Too jealous to *petition* an equal; recognizes no other as equal. Speaks with dead as 20th level cleric.

Summon undead exactly as Orcus.

Substitute *Sceptre of Dis* for Orcus' wand, appearing as a sapphire wand with a jade head of a fly on the top. (One can put it in Artifacts section.)



BEELZEBUB

S.C. McIntosh

Astaroth (Also, Astarte) It is contended by some that this Demon is the consort of Archos, as Demogorgon is to Dementia, but regardless of what she does with her spare time, she is truly awesome. 18(100) Charisma worth of beauty and command, and dressed as sharp as a geometric diagram—but utterly Evil and thoroughly dominating. Her touch is paralytic (at her will) and her gaze hypnotic (10-100 of 1-3 hit dice, 5-40 of 4-6 h.d., 3-24 of 7-9 h.d., 2-12 of 10-12 h.d., 1-4 of 13+ h.d., over 15 h.d. save vs. magic). Lasts one time, 1-6 turns of residue. Also, Astaroth can gaze as a rod of beguiling, but instead of *demented insanity* (like Demogorgon), she causes *Cold Logic*, wherein the victim uses impeccable logic, but his premises are gone ("Why should I exist? kind of thing). Victim will always "reason" herself into inaction.

Touch of Astaroth will not rot as with Demogorgon, but the paralysis will leave equivalent effect of severe frostbite, and require a Cure Disease within 6 melee rounds or the part of the body is lost permanently.

Astaroth is susceptible only to +2 magic weapons or greater, and is 95% magic resistant. Powers, one at a time: continual *chill*, charm person, create illusion, fear,

ASTAROTH

S.C. McIntosh



levitate (MU16), detect magic, read magic, read languages, detect invisible objects (including Chaos Demons Type I-VI), ESP, dispel magic, clairvoy, clairaud, suggest, water breathe, polymorph self, wall of ice (note: Demogorgon, being Chaotic, should not be allowed ice, substitute fire), charm monster, telekinese 14,000 Au, feeblemind once per day, polymorph any object, shape change, time stop once per day, turn sticks to snakes, and *Summon* as Beelzebub and Orcus, with 85% chance.

Demons' Logos Unlike Chaotics, Law Demons have their souls already consigned to the Lowerarchy. But they are controlled by small tablets with their names embossed in the Oldest Tongue. Treat as Demons' Amulets for Chaos Demons, but remember: Law Demons will fulfil their tasks scrupulously, but always attempt to pervert the intent.

Monster Type	Number Appearing	Armor Class	Move in Inches	Hit Dice	% in Lair	Type or Amount of Treasure
Type I	(In lair, 1-6 of	0	12/18	8	5%	B
Type II	(same type roll	-2	6	9	10%	C
Type III	(under 76%, from	-4	6	10	15%	D
Type IV	(1-6 mixed on . . .	4	9/12	7(D10)	20%	E
Incubus	1	9	12/18	6	2%	I(×2)
Type V	(76%-100%, D6	7	2	7	10%	G
Type VI	(Type 1-3 if not lair	2	6/15	8(D10)	25%	F
Beelzebub	1	-6	9/18	10(D20)	75%	E,F,G
Astaroth	1	-8	15	10(D20)	75%	B,H,I(×3)

NOTE TO TIM KASK:

Rumor has it that you are going to ask why I don't submit to *The Dragon* somewhere else in this disty. If so, you are free to reprint this contribution, and even use the type and illustrations, on the following, very reasonable,

conditions: pay standard rates to me and Sandy McIntosh for my words and her art, and credit A&E with first printing (and, I assume, get Lee Gold's approval). Same deal for my *Orthogonal Alignment/Morality* section in *Clear Ether! 18*. —SEK3