

This is the all-purpose fanzine of Samuel Edward Konkin III, published irregularly (semi-monthly, approximately) for exchange with other Science Fiction fanzines, locs, artwork, filks and other fannish and sercon material, and for the following Amateur Press Associations: *LASFAPA*, *Frefanzine*, *APA-nu*, *Alarums & Excursions*, and any others the editor is invited to join. **clear ether!** is available only for trade, letter-of-comment, art, fanwriting, or in APA. All correspondence should be sent thusly: New Libertarian Enterprises, P.O. Box 1748, Long Beach, CA 90801. Personal: SEK3.



This issue is Number 25 (of Volume II) and is meant primarily for the second issue of *The Lords of Chaos*, the new D&D APA, and *Alarums & Excursions 24* (July 8, 1977). Not too profound, this is strictly catchup. *Next issue*: back to the even more fantastic world of libertarian-Science Fiction fen in *Fre-fanzine!*

### INFREQUENCY AND NEW WAVELENGTH

I'll keep this short so I'll have more room for comments. I missed last month's *A&E* and the first *The Lords of Chaos* out ill, though intents were good. My frequency may not pick up as my fanac load is full and D&D playing has declined slightly, and new time-consumers are coming into my life. (*TLoC* should be easy to keep up with.)

My comments must be limited mainly to those who comment to me, though there is much interesting material as always. *\*round of applause for Lee Gold\** On to brighter things.

**Cover of this issue** One brighter thing is that Sandy McIntosh finally came through with *her* conception of a balrog for my cover this disty. She was supposed to have one to portray the Lawful equivalent, the *Guard*, in my last D&D issue, but since they look like balrogs and *Eldritch Wizardry* had already portrayed them, she left it out. Still, she was muttering that Gygax and Co.'s balrogs were nothing like *her* idea of a balrog.

So when I was thinking of a nice cover for the first zine I'd do for *The Lords of Chaos*, what sprang to mind as appropriate but a lord of chaos—or at least Evil. Next time we met I said to Sandy, O.K., let's see your version of a balrog. And there it is—on its own page. (*Note to purists*: some fine detail may have been lost by the photoreduction necessary to fit it in. Blame me or the cameraman, not Sandy.)

### D&D DOINGS DOWN HOME

As I mention above, my playing frequency is way down as well as pubbing frequency. I finished the first level of my *Orthogonal Alignment* dungeon, *Wargrypt*, in time for LepreCon, but didn't get to run it. First run was at a Tolkien Society (Westmarch club) picnic. Second run was in Long Beach a few weeks later.

Both parties barely got into the dungeon proper, being distracted by Freestall, the above-ground totally free marketplace where anything can be bought for a competitive price. I'm not sure whether the array of innovative goods or the characters running the stalls were the attraction, but I seem to have made it too appealing. Ah well, the novelty will wear off in successive expeditions.

So far, then, little has been discovered by outside expeditions about *Wargrypt*. They appear on a teleportation platform, only skeletally enclosed, with a sign in front saying, "Intersystem Transport and Teleportation/*Wargrypt* Station."

Checking behind them, they see they are on the rim of a plateau of a mountain so high, the clouds are far below. (Niven fans may remember Mount Lookitthat . . .) In front of them is a large one story building (actually it appears to be two stories high), about a mile away, with two armed camps visible on each side, and all sorts of strange types in small clumps camping in front. As they approach the building which clearly has a guarded entrance, they will be approached by a peddler selling . . . information! (Everything

has a price on *Wargrypt*.)

Already paid for is the information that the building is Freestall. It has four entrances: the general admission in front, a Law entrance on the left with its own staircase, a Chaos entrance on the right with its own stairs down, and one in back for Neutral/Amoral members of the Cult of Ayesha.

Oh yes, Law and Chaos are at war for control of Mt. *Wargrypt*, with armies ranging down the levels, ultimately commanded, it is said, by demons.

Inside Freestall, you see the heroes and riff-raff of dozens of worlds of fantasy, each army and its sympathisers divided by races and species, from Good to Amoral to Evil and . . . but see for yourself.

### COME TO MT. WARGRYPT

*The Ninth Wonder of the Multiverse!*

Free Passage from any ITT Station!

*Paid for by Freestall Mgt.*

## EN GARDE AT THE RIPOSTE OFFICE

**The Lords of Chaos** Nick, I'll do comments as soon as you send me the disties.

### Alarums & Excursions 20

**Lee Gold** We did indeed drive to Phoenix and got some D&D in. [Those interested in more detail can write for free copies of **cs!23 & 24** containing the write-up of that trip, *LepreConzo!*] Good game; good trip; good company. Thanks.

**Kay Jones** Thank you for your praise of Sandy's Furious Females cover, and for the support of your characters. || Get your Melnibonean ready for the next time you're in L.A. area! || I have no idea what the creature is; I suspect it was an ancient depiction of an octopus. The source book wasn't clear.

**Chris Pettus** Thanks for your feminist support too. (I agree on the hyperbolas, but since Gygax introduced the square, so be it. Good enough approximation.)

**Tim Kask** This answer to your letter is now way out of date, but I'll make two comments. First I continue to see no reason to roll different characteristics for females and will continue not to do so. Secondly, Gygax is to TSR (and thus *The Dragon*) what Rupert Murdoch is to the *New York Post*. Owners always share some responsibility, especially when they are active and notorious/famous. I did suggest he may have been unaware of the sins of his editor. || In regard to your PPS: the idea that a Law cleric could summon *and control* and Chaotic demon is utterly ridiculous. Demons (especially Princes and Princesses) are always the ones actually in control, and will manipulate those of their own alignment/

morality, destroying most enemies out of hand. || But that's enough. I'm willing to declare Peace now that the points have been made and generally accepted.

**Cheryl P. Lloyd** Your support is appreciated. || My Wiccans are based on the Harness Neutral Cleric, published in an early *A&E*. Mine comes from the Twentieth Century, just to add a little more flavor to her character. Liberated, of course. || Tall one is the ex-Bene Gesserit. Druid is Gygaxian. || I see no reason why "comelines" should be rolled at all, but since you're non-discriminatory, I don't care how you arrived at it. Welcome!

**Bill Seligman** My idea was to separate alignments from churches (mostly). || The Doc Smith allusion worth a grin. || I a governor? But I'm a practicing anarchist! EIAA! (Egoboo Is Always Appreciated!)

**Peggy Gemignani** EIAA! And I don't think Slimak would want to be anywhere near the Fem Force if he admits to MCPism. Some of them are Neutral . . . || A Melnibonean is generally Chaotic/Amoral. Some drop to Evil; a few (like Elric) move to Chaotic/Good. His *alignment* didn't change, as witness his powers to summon demons, elementals, and so forth. || Neutral/Goods are clearly "more good" than Lawful/Amorals. Is that what you mean?

**Robert Sacks** An objectivist vampire must act according to his nature, for *Life qua Vampire*. And yes, Lakofka was only in

effigy. What my Fem Force would really have done...well, remember Genevieve Bujold's threat to Beau Bridges in *Swash-buckler*?

**Bill Paley** Support appreciated.

**Nicolai Shapero** Support appreciated.

**Jon Pickens** Well, I certainly thought *The Dragon* was for

## Alarums & Excursions 21

**Cover** Why, Morno's art is good enough to appear in NLW! (In joke.)

**Bruce Saul** Hear, hear, and thanks for your support!

**Cary Martin** T'Mera, Elleria and Sussia are cordially welcomed by Hippolyta, Allysyn, Irulan, Lynli, and Cymra. || If the Clerical Spell is "Blade Barrier," shouldn't the magical version you're selling be "Blunt Object Barrier?"

**Nicolai Shapero** Who cares what else you can say? EIAA!

**Jim Bolton** Egoboo Is Always Appreciated! Might even convince me to do more. || Good story to flesh out dungeon/overland characters. I tend to think in those terms myself.

**Kevin Slimak** No, not in a family magazine. But see comment to Robert Sacks.

**Jeffrey May** I too have run into many P.R.I.C.K.S. || I still don't think you fully got the point. But the Fem Force would probably settle for ignoring you rather than an effigy-hanging.

**Chris Pettus** I am very interested in how your play with Law

Supplemental rules, not speculative rules like A&E. Glad we brought that out. EIAA!

**Charlie Luce** Thanks for support and egoboo. I have worked out orthogonal alignment on existing D&D monsters for *Wargrypt*. Maybe I'll pub that next ish.

**Wayne Shaw** Your alliance is noted.

Demons turned out. And EIAA, of course. || If "magic" is electrical/magnetic, i.e., a scientifically explainable phenomenon, why is it in fact magic? I grant you I skirt the same problem by the idea of entropic-field magic, but throwing in Amoral gods of Law and Chaos should restore the Mystery.

**Margaret Gemignani** Thanks for the egoboo and sales pitch for me. Your extensive comments put us all to shame.

**William B. Herdle** You are clearly a scholar and a gentleman. EIAA, of course. By the way, I too am 29 and was a Ph.D. candidate in Theoretical Chemistry before I moved on to other things. Furthermore, I was at the University of Wisconsin in the Theoretical Chemistry Institute from 1968-70. Small world, *n'est-ce pas*?

**Terry R. Grain** EIAA and thanks.

**Bill Paley** A gross compliment but I'll accept it anyways. Remember, kudos for the artwork go to Sandy McIntosh.

**Jim Thomas** You're welcome.

**Bacover** Morno, you're great.

## Alarums & Excursions 22

**Cover** And Morno goes ever onward.

**Dan Rollins** Thanks, and *which* "two demons are Evil/Neutral and Evil/Chaotic respectively"?

**Lew Wolkoff** Thanks for your support.

**Bill Seligman** Permission granted for your Demon Tables. || I agree with your defence of Kask; it just isn't relevant to my criticism. And I'm all for money-grubbing; let them build capital for bigger and better ventures.

**Glenn F. Blacow** What I said was that Ireland wasn't conquered for 800 years. That does not mean it was eventually conquered. || You can have Neutral/Amorals coming out of your ears in Long Beach. Sorry Boston has a shortage. || Pray tell, Mr. Blacow, what is the contradiction between asking payment for work and opposing copy-

rights? Copyrights have nothing to do with payment for work; they are closer to a tax imposed on those who made no agreement (contract). TSR can reproduce my **ce!** without payment should they choose. But they would be unable to get work for me on demand in that case. Surely, sir, you are able to distinguish between voluntary agreements and government intervention? (I realize you were "poking mild fun," but principle *never* goes down any drain with me. OK?)

**Dan Pierson** Glad you liked the orthogonal-style demons. (But what do they think of you...?)

**Phillip McGregor** And I can't wait until you tell us how your players fared against my Demons of Law. (Now I know *four* people worth getting in touch with in Australia.)

## Alarums & Excursions 23

**Lee Gold** Speaking of Evil cures, I would normally expect them to be used in the circumstances in which the Evil god indicated in some manner to his cleric that the entity was worth saving/assisting in the conflict to come. I'd run it with only slightly less stringent conditions than an Evil "Raise Dead." || Also on the subject of Wounds and Fingers, I run the following convention in *Terra Supra*: *Hand with outstretched fingers* for *Light Wounds*, *Both hands* for *Serious Wounds*, and one finger for you-know-what. And, for change of pace, I call "Raise Dead" the "Finger of Life" and its counterpart "Drop Dead" (and "Drop Dead Fully"). I find it helps remind one (me, if no one else) of the correspondence and keeps me less alignment and morality biased as impartial DM.

**Mark Swanson** Agree on characters interacting with universe. || "Death Elementals"? Since when is death an element? If my characters were told they ran into a "Death Elemental" they would ignore it as an absurdity. Do you grasp the significant distinctions between elementals and *daemonae*, not to mention "demons"?

**Cheryl P. Lloyd** Most amusing, especially "housewitches." And good to see more innovative use of spells.

**Harley Patterson** Noted your remark to Lee on Crottled Greeps. You're a trufan!

**Dick Eney** Worthwhile tables, witty ads, welcome back.

**Martin Fleischmann** I can't see how you can maintain a constant time-flow with all the "Time Out's in D&D play. || EIAA! on the demons.

**Bill Taylor** "The TANSTAAFL"? Sir, you besmirch the name of the Virtue who reigns over the

gods of *Terra Supra* and *Wargrypt*.

**Chris Pettus** Answers to your "Random Questions:" 1. Magic occurs along the lines of flux between the poles of Law and Chaos. Thus, "what drives your magic" in my world is Entropic Field Strength. Mages do not use power magic, merely channel it. By being closer to the Amoral Gods of Law or Chaos, intensity is increased. (Clerics do not use magic.) 2. Magic is learned. 3. No post-medieval technology on *Wargrypt*; Zelazny Amber-style stuff on *Terra Supra*. The characters can figure out the laws of my world and correspondence principles if they wish to invest the R&D time and money. 4. Knowledge ranges widely depending on the individuals. Sages are hip to at least, Renaissance-level theory. (But note: *Terra Supra* is actually a flat world, "terracentric" as you call it.) || *Silmarillion* scheduled for September 15. Get in line!

**Steve McIntosh** Amen to "enjoying D&D as a game." When next?

**Bill Eyre** Your sentiment about comments, if it spread, would quickly drive me out of A&E. I wish some of you neos would bother to learn what an APA is for. All non-comment material is written to generate more comments, so that's extraneous, if anything. What else are we doing this for? The money? Fame? Power? || Yes, I started a Bene Gesserit but she was turned Law (in old Linear Alignment). *Bene Gesserit* are combination Neutral Cleric ("Anti Magic")/Courtesan (Amoral) Note special weapons available from *Dune* such as *Gom Jabba* and *Maula Pistols*.

**Bill Seligman** Funny, and thank you for remembering **clear ether** after the long absence.

## ANOTHER LORD OF CHAOS—Hail Discordia!

### The Worlds of TANSTAAFL (Fourth Level Eldil—"Virtue")

So far I have one operating overland, based on Linear Alignment, and one dungeon *Wargrypt* on Orthogonal. The latter is still to be built and will be slowly described in these pages as facts become public.

The earlier world, *Terra Supra*, was an Overland, with Law, Neutral, and Chaos zones, and hidden valleys and seas and such. It is just beginning to enter a period of Armageddon, but there is still room for smaller, weaker expeditions. (Anyone interested in playing in an apocalypse, let me know. Especially for your *real* high-levelers.)

[Out of space so I'll cut off here. More on request.]