

LIASON

# RANGEREUSES

# 62

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Games are open for novice players only @ these rates;  
\$6 for first class North American mail--includes a sub  
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game is over or elimination.

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The Diplomacy Rating Service is still trying to obtain money to rate postal games. I can not recommend this at this time. Were they doing every game by all of the current systems it would be worth \$1/game. They will allow you to have rated, for free, 3 games. I would not recommend taking advantage of this introductory offer.

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### 1975 GR the Fall of 1901

Gamesmaster--All moves MUST go to Rich Swies, 4829 S. Leanington, Chicago, Ill. 60638  
MOVES SENT TO ME WILL NOT BE USED--THEY WILL BE THROWN AWAY!

Austria, Clapper NMR, Neutral moves made/OWNS; home, ser build 1

A TYO(S) F TRI H, A SER H

England, deLeichenette owns; home, NWY build 1

F NWC(C)+F TRH(S) a edi-NWY

France, Stephens owns; home, spa, bel build 2

f pic-BEL, A GAS, A SPA U a nar-spa/nsu/aburg(\$)fpic-BEL/nsu

Germany, Meyer owns; home den hol 5=3+2

A RUHR(S) a kiel-HOL, F DEN H

Italy, Matous owns; home, tun build 1

f ion-TUN, A VEN-tri, A APU-ven

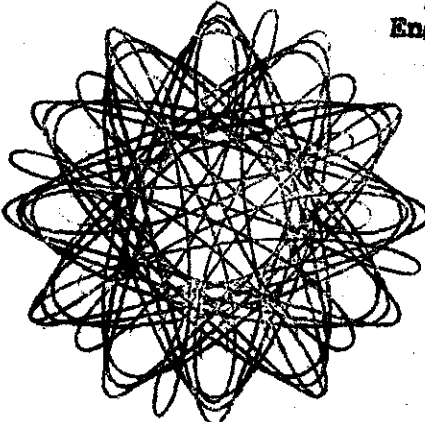
Russia, Tillotson own; s home, rum, swe 6=4+2

F BOTH(C) a stp-SWE, F RUM-bul, A URK-rum

Turkey, Gilmer owns; home, GRE 4=3+1 unowned bul, port

a bul-GRE, f CON-bulac, A ANK H

The DEADLINE for the Winter of 1901 is by 4PM on MONDAY  
October 13, 1975 to Rich Swies ONLY.



1973PM the Winter of 1909

Note; I will not divulge any information on a draw/win vote. Either the vote is unanimous or it fails. Who called for the vote or how any player voted is information that is not for publication. Also units MUST be ORDERED EACH season. PERPETUAL orders will not be allowed.

England, Fish

even/4/a spa, f port, a pied, a tus, ~~f~~ ~~fff~~

Germany, Stephens

A MUN, A BER/13--1 refused/f ari, f bre, a gas, a war, a par, f maq, a ven, a rom, f ech, a den, a tyo

Russia, Kelly

A STP, A MOS/15, i refused/a tri, a vie, a alb, a gal, fnao, f bla, a ukr, a gre, f con, a sny, a arm, f ion, a swe

the DEADLINE for the Spring of 1910 will be by 4PM on Wednesday October 15, 1975

1974PM the winter of 1905

Austria, Lagerson

no room/8, short/a tri, a vie, a war, a bul, a bud, a lvn, a rus, a ser

England, Hoffman EVEN/2/ a stp, a york

Germany, McLendon\*

A KIEL/10/f awg, f edin, a boh, a gal, f nwy, f bal, a sil, a mun, a bar

Italy, Keeping

F NAP/10/f gra, f aeg, a ven, a tyo, f ion, a tus, a mar, f lvg, f maq

Turkey, Weeks

EVEN/3/ a arm, f bla, f con

the DEADLINE for the Spring of 1906 will be by 4PM on Wednesday October 15, 1975

1974HW, the winter of 1904

Austria, Verheiden, Cal Tech 1-86, Pasadena, Calif. 91126 Note; COAs are to be made by specific notice. I do not search publications nor do I compare return addresses. (See Houserule #3)

Even/2/ A VIE, A BUD

England, Vagts

A EDIN/8/a mos, a stp, f both, a lvn, a ruhr, f nth, f ech

France, Horton\*

F BRE, A MAR/7/f lyon, a tus, f rom, f tun, a gas

Germany, Tilson

A MUN/6/ a war, a boh, a gal, f pru, a tyo

Italy, Birsan

13/a ~~fff~~, a nap, a ven, f tyrr, ~~f~~ ~~fff~~

Russia, Johnson out/0/

Turkey, Pitsch

Even/8/ a ser, a rum, a ukr, a bul, a arm, a sev, f aeg, f ion

the DEADLINE for the Spring of 1905 will be by 4PM on Wednesday October 15, 1975

See analysis within.

1975 S the Winter of 1903

Austria, Allen A VIE/7/f aeg, a gre, a con, a boh, a bud, a rus

England, Tresco\* F LON/7/f kiel, a ruhr, a bel, f nth, f helgo, a mun

France, Labre resigns Donnie Matous--see LD 60 for all addresses

EVEN/ 4/ f lyon, f wes, a gas, f maq

Germany, Ditter out/0/ ~~f~~ ~~fff~~

Italy, Foster The note submitted and labeled "Sealed Orders" are not acceptable. They are too vague and do not contain minimum items as listed in Houserule #16.

A VEN/6/f tus, a mar, f tyrr, a tyo, f naf

Russia, Weeks A WAR, AMOS, ASTP/9/a sil, f ank, f den, a bar, f slag, a sev

Turkey, CD GVE/1/ ~~f~~ ~~fff~~, a sny

the DEADLINE for the Spring of 1904 is by 4PM on Wednesday October 15, 1975

THE SPRING OF 1903 Note; Please be careful with the use of abbreviations!

Austria, Kador/5/ A BUD(S) A RUM, A RUM(S) a gal-UKR, F TIL-ven, A VIE-tyo

England, Brenner/4/ F NTH(β) a edi-YORK, f swe-FIN, f NWY-swe

France, Rowland/6/ F ECH(C) a pic-WAL, A LON H, a mar-PIED, F TYRR-ion, f bre-MAO

Germany, Weitz/7/ a ber-SIL, A MUN-tyo, A PRU-lvn, A WAR-mos, F HELGO-nth, A DEN-swe, ABELH

Italy, Borden/4/ NMR F NAP, A TYO, A VEN, F GRE

Russia, Meyer/2/ A MOS-ukr, A STP-lvn

Turkey, Michal/5/ F CONaeg, F BLA-sev, A SEV-mos, A BUL H, F AEG-ion

the DEADLINE for the Fall of 1903 is by 4PM on Wednesday October 15, 1975

197503; the Fall of 1902 Note; with filing & change of orders please file an entire new set.

Austria, Bowman/4/owns; vie, ser, ~~tri~~, tri 3=4-1  
A SER(S) a vie-TRI, a bud-rum/d.../, f gre(s) tur F con-AEG/d.../

England, Sergeant/4/owns; lon, lvp, edin, nwy, DEN 5=4+1  
F BAR(S) A NWY H, F NTH(S) f skag-DEN

France, Rittle/6/ a mun/r/ruhr/owns; par, bre, mar, ~~spa~~, port, spa, BEL 6=6 even  
APIC(S) a ruhr-BEL, f spa sc-WES, a gas-BURG, f mao-NAF, A PIED-ven

Germany, Stephens/4/owns; ~~ber~~, ber, kiel, ~~HOL~~, HOL 3=4-1  
f den-swe/d.../, a ber-SIL, a mun-RUHR, A HOL-bel

Italy, Leahy/4/owns; nap, rom, ven, tun, GRE, MUN 6=4+2  
f nap-ROM, f ion-GRE, a tri-ven/d.../, a tyo-MUN

Russia, Spiegel/5/owns; ~~stp~~, stp, war, mos, bud, swe, RUM 6=5+1  
f sev(β) A RUM, A RUM(S) a gal-BUD(not cut by Austrian attack), A STP(S) F SWE-nwy

Turkey, Nix/4/owns; con, ank, smy, bul, SEV 5=4+1  
F BLA(S) a arm-SEV, f con-AEG, A BUL(S) ITA f ion-GEE

the DEADLINE for the winter of 1902 is by 4PM on Wed. Oct. 15, 1975

Normally I would have put press here but I am one finger typing tonight as I hit my finger with a hammer today--clever right? Thus your brilliant prose will have to wait-- hiss, boo, etc.

Some quick news, reviews etc---my poor finger!

From now on Games Research, Box 18N, Boston Mass., 02118 will include a notice that GMs addresses may be obtained for a SSAE from the game buyer. This will cause the listing to be more up to date. GRI is also advertising its own publication, DIPLOMACY WORLD, in that flyer.

Red Walker (1273 Crest Dr., Encinitas, Calif. 92024) is offering a game of 2001 (a 10 country variant--Western Europe, Soviet Union, United States, China, India, Australia, Nigeria, South Africa, Brazil & UN command--and a game of regular Diplomacy in the DIPLOMAT. The Game fee for BOTH games is 25¢/season \$2 deposite. I have sent my \$2, you? Clair Paravel Jersey Paulson, Apt 619, 83-60 98th St, Rego Park, NY 11374. #4 was the last done by Gil Neiger. Very well done. Witty and topical. \*\*\*\*

SPECULUM 23 (Dave Kallecek, 1447 Sierra Creek Way, San Jose, Calif 95132) Numerous Reviews, games, bourse, letters. \*\*\*\*

IDE #9 Edi Biran, 35-35 75th St. Jackson Heights NY 11372 \* boo! (send SSAE though)

EL CONQUISTADOR 2-2 Lock Box 2788, Chicago Ill 60690. I found over 1/2 of the articles were reruns from prior issues. I have been told all of them are repeats but I have not confirmed this. Game reports are reprints of carbons--no current moves. 48page photo-offset. I'd wait to see new material before I subscribed. \*\*

TURRABOUT (9-75) Peter Berggren, Davistown Schoolhouse Rd. Orford, N.H.) News, Western Stalemates (good article), Address list, games, letters, HRS, IDA & TIDA, IDA election recommendations

GLAW & FANG 59, Don Horton, 16 Jordan, Sacramento, Calif. 95826--Banana Bran Muffins--ugh! games--I resigned from 1975 V because of gross GW incompetence--the adventure of the

Fangmaster in Europe DUNKICON II "gasp, fanfare and dripping blood", many games bourse \*\*\* 1/2

IMPASSABLE John Boyer 17 Garland Dr., Carlisle PA 17013. Openings, news, games. \*\*\* 1/2

THE POCKET ARMENIAN Scott Rosenberg, 182-31 Radnor Dr., Jamaica, N.Y. 11432, DIPCONVIII, reviews, articles (many good ones) comments, games, a variant \*\*\*\* 1/2

1974 HW Analysis Fall 1904

The coordination that has marked the advance of the west has certainly not marked the attempts at advance of the east. For the east to survive the western onslaught they must trust each other and they must coordinate. The fall move was not an example of either of these essentials. Austria just held on to himself when Bud should have tried to help Turkey keep Galacia open (if not win Gal) or A Vie should have support Ita A Tri to Tyo. Losing both of these key spaces without a fight is unforgiveable. Only Edi Birsan made any effort at coordination and cooperation and for that we must give him credit. The bounce in Apu, is of course, the biggest outright blunder of the game to date. Clearly Edi was going to Apu with either ATri or the fleet itself. Turkey's logical and obvious move is either a move to Nap (for a standoff arranged with Italy) to Tyrr to cut supports or a support of Tunis in place. Why on earth go to Apu?? Edi's move makes NO sense unless it anticipates the bounce. After all why cut Tyrr and Tus just to walk out of Ron? The Russians, for all their crying at the Diplomacy Tournament in Chicago, did not even get a move in, even though they had extensive talks with two of the players who were there and could seem to find little else to talk about at all.

If the west continues the east is doomed. Two key centers and three spaces are held by the west (Tun & Rom and Tyo, Boh and Gal). Italy's two removals will break the position open. If Edi removes Adr or Ven Ven eventually falls west, if Tyrr goes there is no hope to recapture Tunis, much less even try to hold it. If Tri goes so does Vie, etc. The only thing that might help the east is the OBVIOUS attempt of England to win. His chances far exceed the chances of anyone else in the alliance and he has pieces placed so as to be able to stab France or Germany at the right moment. If the west can balance the spoils a little better than France still has a good game and Germany's is alright. Turkey's only hope is in the west, the east will be his burial ground as soon as the draw is gone forever, about two game years with good play on both sides. Germany continues to give up too much in the alliance. I still think he is the one who will be stabbed. He has no defensive position and his best chance might well be a swing with the east into a stalemate. Yet all chances will leave Germany's doorstep soon so he had better learn to sink or swim.

What will the builds be? England will build a fleet or nothing if he still holds to a three way western alliance. If he builds an army he is going to stab someone. France will build a Fleet in Mar and probably one in Brest too. Armies may bottle up his game on the boot but he must get a Gas into play. Italy will remove F Adr and A Ven. These two removals give him some play in 1905. Germany an army in Mun, what else?

Some notes on a game I was GMing in EL CONQUISTADOR, 1973HW

I have just been fired by Gordon Anderson as GM of this game. In some respects this is no great loss but let me set the record straight as Mr. Anderson makes some statements with the printing of the move which I disagree with. He says he has had to ask me for the adjudication almost every season. That is inaccurate. When he had his service next door to my company I delivered the moves by hand for the first 3½ game years. There was never a problem except for the one set lost after I delivered it. Recently I have been mailing the moves to Mr. Anderson. Only one set was late. On the last set I mailed the adjudication three separate times and Mr. Anderson calls this "refusing" to give him the adjudication. Mr. Anderson also says he "paid" me to GM 1973HW. That is inaccurate. I was suppose to receive EL CON (because I was not pubbing myself so there could be no trade) yet as we all know there as been no El Cons since August 74 so I have not been "paid" recently and currently LD is being traded for El Con so I would be receiving no "pay" in the future. My final connection with Viking Systems, i.e. GMing 73HW has been accomplished. So be it.

The IDA elections;

VP/Treasurer Well I'm running for this one. I think my qualifications are better than Sacks. May the best man win! Ombudsman; I'd recommend John Leeder. Tihor & Rosenberg are good choices. At large I'd say Klein & Heuer, Kelly is in TOO many games to be dependable. In my region (Midwest) I have no choice. I have had little associate with either man.

## Additional notes on spells

A spell caster may gain up to a +4 on any single spell in his own area of speciality, and a +3 on any single spell in another area. The Dispell Magic spell may gain a maximum +4 and does not count against any promotion to another level or bonus in the non-area of speciality. PROMOTION is based upon the accumulation of a +10 in bonuses from the successful casting of spells in a SC own area of speciality. The optional rule that bonuses may only be accumulated by storage in wands, staffs, rings and/or talismans is up to the players and judge. The -3 for spells not in a SC area of speciality will be erased on all spells in one new area of speciality if a +10 can be gained on spells in that one area. It has been suggested that "failure" and "insanity" be exchanged in position when casting a spell. This option may be used but it will produce a large number of insane Spell Casters!

Notes on the 20 spells already given;

Fire Balls (true and illusion) Control: The SC can control the course of his FB while it travels. He may cause the Ball to change course, however the following rules must be observed. Each turn can be made only after a 3" straight segment and only at a maximum turn of 45°. The SC may thus track any individual target of his FB. Targets are considered to NOT be so agile as to duck the FB in the last 3" of flight. Fleeing targets or evading targets are restricted to as near a straight line flight as possible. The judge will rule on all disputes. Note: One does not evade toward the SC, ALWAYS away. FB diameter in a 25mm battle is 1 3/4", 40mm 2 1/2", and 54mm 3 1/2". FB dissipate when a target is hit. An illusionary FB has the same effect on morale as a real FB. FB increase to their full size after 4" of travel but can be seen as soon as they leave the SC hand. Fire Fountains take shape at the 1/2 way point in the turn. Any and all figures passing into the circle(s) of fire takes the hit(s) listed in the table. If the SC is melee'd by a figure getting through the circle(s) the circles dissipate from outer to inner in quarter turn intervals. Any figure getting a kill because of a fire circle takes a morale check at once.

Doors locked by magic may be opened by physical strength. A warrior's strength must be two levels above that of the ST used to lock the door by magic, a Cleric three levels higher and a SC 4 levels higher. Only ONE figure may try a door at one time. If multiple figures try a door the lesser figure(s) takes a hit at the strength of the door spell and MUST move back 6". A player who fails to open a door is never told the ST of the spell.

Quicksand. Note a typographical error; 11-13 Failure, Success intervals should be; 14-16, 17-19, 20-24, 25-31, 32+.

Charm Being. The SC must be within 12" of the being(s) he's charming.

Dispell Magic. If a spell is directed AT a SC the SC may always try to dispell it at once. If the EFFECT of the spell (such as a water beast, Fire Ball, Quick Sand etc.) is not directed at the SC he must be within 18" of the adverse SC or of the effect of the spell to attempt a Dispell Magic spell. Thus if a FB is cast at a friend 9" from the SC but the caster is 24" away the friendly SC may attempt to dispell it only after it gets within 18" of the SC himself.

The Burn Wood spell, if directed against a SC with a wand or a staff will be fought off even if the SC does not try to dispell the spell. A saving spell is used. 16-SC ST is the formula for saving. If a dispell magic spell is tried and fails the Saving throw IS still taken. The Burn Wood spell may be tried to light torches, burn faggots, or burn doors. Doors sealed by magic will fight off the attempt at 16-the ST of the the closing spell. If the attempt to burn the door fails the SC's own wand and/or staff will burst into flame with NO saving throw!

If Insanity is rolled on the die; Cast another die subtracting the SC's ST.

19-15 SC dies; 14-12 Turns against his own side. The judge will have him cast spells against his own side--he can NOT be cured. 11-9 SC becomes catatonic (If he is moved he will; die 1-7, turn against his own side 8-12, will follow 13-20). 8-5 All storage & bonuses are removed and he drops three strength levels but lives and may cast spells in two turns. 4 or lower the Insanity is temporary. Cast an 8 sided die to see on which turn he will recover. In such a state he may defend his person at ST-2 and Armor-2.

Arrows and spears and axes

Range designation	A R R O W S				S P E A R S				A X E S		
	24"max	20"max	18"max	15"max	10"max	8"max	6"max	7"max	5"max	3"max	
Point Blank	4-5	1-4	1-4	1-3	1-2	1	1	1-2	1	-----	
Short	6-10	5-8	5-8	4-6	3-4	2-3	2-3	3-4	2	1	
Medium	11-15	9-12	9-12	7-9	5-6	4-5	4	5	3	2	
Long	16-20	13-16	13-15	10-12	7-8	6-7	5	6	4	3	
Extreme	21-24	17-20	16-18	13-15	9-10	8	6	7	5	-----	

Point blank, short and medium range fire of any time is straight line of sight shots. Long and extreme range shots of any type may be made over the heads of troops 4" from both the firing unit and the target. There must still be a line of sight. The strength of the hit by missiles is as follows;

1. The missile hits with one less hit die than the firing figure has
2. The Strength of the hit is determined by the range

Point Blank hits are at ST +1  
 Short range hits are at ST  
 Medium rng. hits are at ST-1  
 Long range hits are at ST-2  
 Extreme rng. hits are at ST-3

Missiles fly their full distance in 1/3 of a turn.

Archers may fire two arrows per turn; one at the start of the turn one at the 1/2 way point. Spear and Ax throwers may reload their weapons from dead bodies and from misses. If a weapon automatically returns to the firer it may be cast again next turn. If the firer is missed by the time the weapon returns the weapon will attack the attacker! A figure that is in 6" of being missed will drop his bow and draw a sword or other weapon.

Hit Probability

Sum these points;

1. For range; Point Blank +3, Short +2, Medium +1, Long 0, Extreme -2
2. For figures firing at the same target simultaneously +1 for 3rd and each subsequent.
3. For enemy cover; none 0, 25% -2, 50% -4, 75% -6 100% -9(hard cover can't be hit)
4. For Enemy movement; Stationary +2, walking 0, running -3  
 (a shield is 25% cover)

Cast a 20 sided die adding the algebraic total of the above. a 10 or higher is a hit.

Intrinsic spells of ALL SC. Gain a +2, plus strength, added to a 20 sided die.

Title	Insanity	Loss of Control	Success
Read a Foreign Language (not magic)	1-5	6-8 will give a false reading. 9-11 failure	12+
Read Magic	1-6	7-10 will give a false reading. 11-13 Failure	10+
Detect Magic (automatic) (will at start of zone) (optional)	1-7	8-11 will give false readings 12-14 no ability	15-18 within 2" 19-22 within 4" 23-28 within 6" 29+ within 8"
Treat wounds	1-5	6-8 will become serious. 9-11 failure	12+ wound will get no worse
Heal wounds	1-8	9-11 will kill patient 12-14 no effect	15-23 will heal in 3 turns 24+ will heal in 1 turn

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**Additional spells**

Title	Type of SC	Insanity	Loss of Control	Success
<b>Raining +3</b>				
Levitation Illusionist	1-4	5-7 Will rise only if no lateral movement possible. Will come to earth automatically during 4th turn. If lateral movement possible add 1 turn.	8-10 Failure	11-14 Will rise 2" only SC 15-18 will rise 4" SC or any other figure 19-22 will rise 6" SC or any other figure and may move laterally next turn @ 3"/turn 23-27 rise 8", SC and/or any two figures. laterally @ 6"/turn 28+ rise 8", SC and/or any three fig. laterally @ 9"/turn
Lightning Belt	Fire User	1-5	6-10 Any in 6" will take two hits at ST of SC (incl. SC)	11-13 Failure 14-17 18" 3hit dice ST=SC 18-22 24" 3hit dice ST=SC+1 23-26 30" 3hit dice ST=SC+2 27-29 36" 4hit dice ST=SC+3 30+ 48" 5hit dice ST=SC+4
LB are 1" wide and 9" long when first figure is hit. LB will then extend 9 more inches. Thus range limits are 18+9 to 48+9!				
Invisibility Illusionist	1-3	SC MAY cast another spell while inviable at a -2 (over and above normal bonuses or subtraction). If new spell fails SC becomes visible.	4-7 Take hit @ SC ST 8-10 Failure	11-15 Self for 4 turns 16-20 Self and 1 within 3" for 4 turns 21-25 self and 1 within 3" for 5 turns OR self until reappear 26-30 Self and 1 within 3" for 6 turns OR self until reappear 31+ Self and one in 3" until reappear
Black Fire	Fire User	1-7	8-11 Take hit on self and all in 6" with 2 HD ST+1	12-14 Failure 15-18 8" dia. 12"/turn 3HT @ ST of SC 19-22 8" dia. 15"/turn 3HT @ ST+1 of SC 23-26 10" dia. 18"/turn 4HT @ ST+1 27-30 12" dia. 21"/turn 4HT @ ST+2 31+ 14" dia. 24"/turn 5HT @ ST+2
Strengthen of Armor	Elementalist	1-3	4-7 Drop armor level by 2	8-11 Failure
Self or one other	may use 3 times per game on 3 different figures.			11-15 armor level up 1 16-20 armor level up 2 21-25 armor level up 3 26-30 armor level up 4 31+ armor level up 5
Charms Weapon	Charmer & Enchanter	1-4	5-8 destroy weapon SC	Warrior take hit @ ST of SC
Sword, AX, Spear OR 3 arrows			9-11 Failure	Sword Spear/AX Arrows 12-17 +1 to ST +1 to ST +2 to Accuracy 18-23 +2 to ST +1 to ST +2 to accuracy 24-29 +3 to ST +2 to ST +3 to accuracy 30+ +4 to ST +3 to ST +3 to accuracy & self ret. +1 to ST & self ret. +1 to ST & self Ret. +2 to ST
Thunderstorm	Elementalist	1-7	8-11 take hit with 4HT at ST +2!	12-14 fail
Rain from this storm quenches any fire spell. Lightning will strike at variable ST and HD				throw bolt/turn hit dice Strength 15-20 1 2 ST 21-26 2 3 ST+1 27-31 3 3 ST+2 32+ 4 4 ST+2
Paralyze	Charmer & Enchanter	1-5	6-9 paralyze self until another SC re-moves spell.	10-12 Fails
				Range # Eff. ST eff. Duration 13-18 8" 1-4 3orlower 2 turns 19-24 12" 1-6 4orlower 3 turns 25-30 16" 1-8 5orlower 4 turns 31+ 20" 1-12 6orlower 5turns

Staffs store spells of one type only, of any strength.  
 Rings will store ANY spell of high difficulty (Insanity 1-5 or worse)  
 Wands will store ANY spell of low difficulty (Insanity 1-4 or lower)  
 Talismans will store the spells of the elements OR the spells of Illusion.  
 "Wizard hats" will store the spells of Charming and Enchanting.

Sept. 9, 1975

An expedition on the Shagrat, Grishnak & the Big Horned Owl (Chicago)

The mountains of Mirwood had long been an evil and treacherous place but more so after Nyderek the Magician fled there to build a bastion at the foot of Mt. Cal-in-beatar. Between two of the spurs of the giant mountain Nyderek headquartered a following of orcs & trolls and he nurtured the evils already in residence, a dragon called Bricks the ad hominum, a wyvern known as Eric the Veracious, two giant spiders and a 7 headed hydra called simply Carol-Ann the Lovely.

To secure his home Nyderek had done battle with Swies the Fool, an evil illusionist, the former occupant of the valley. Nyderek triumphed over Swies killing him, then resurrecting him as his chief henchman and guardian of the plane before his mountain.

The reign of the Elf King had stood long as a purifying agent in Mirwood. When an Embassy from the Iron Hills arrived in his realm the King was at first surprised. The dwarf leader, Golemo the than, was not a friend of the King but his tales of murder caused by the malice of Nyderek the Magician softened the heart of the King. On September 6 two forces would engage and evil would be upon them.

From the south there marched 25 of the King's own wood elves, in green and brown cloaks they marched with bow & spear at the ready. Robert the Magician, an Elf Friend and a worthy Chanser, led the column that sought to overthrow Nyderek. Just as they left their forest realm they were joined by three sea Elf Lords, on visit from Cirdan, who offered their considerable aid as both warriors and clerics unto the elves, singing the troop arrived upon the plane of battle, but their tale caught in their throats. A new high wall stood between the arms of Cal-in-beatar and over at a light rickered and glow bright. It was the fire of Eric the Veracious that they saw and soon they knew that the Wyvern would be upon them.

From the west another party arrived. It was the dwarves of the Iron Hills, of course. 18 strong armored warriors bearing axe and bow. In their train came 7 unlocked fer but not unadorned figures. Four Riders of Rohan seeking to avenge the loss of their precious horses at the mouth and claw of Bricks the ad hominum. Duck Pitts too had come, a hero of Gondor. His black armor held the gaze of many eyes, and also the attention of one pair of empty sockets. With Gondor marched Rocamora the Illusionist and Walter the fire using Charnor.

The two columns marched along in good order with no incident for some minutes. Eric the horror could be seen crossing the wall. As the Riders broke ranks to take higher ground, followed by the dwarf column, two things happened. Arrows flew at the Riders from the bushes at the Hill's foot and a fiery mass left the same bush and rushed, as a flaming ball, upon the dwarves' flank. Three of the dwarves ran in terror, unrestrained by either Spahn Gash or the Elf of Gondor. The remaining dwarves turned and the fire ball fell upon them. The elves saw the ball strike and anguish seized their hearts, anguish that then changed to joy as the ball that had fallen upon the dwarves turned into a whisp of smoke—it had only been an illusion! The moment would have brought a cheer had not one of the Riders fallen dead upon his hill top. In their wrath at the fall of their ally six dwarf bows twanged at the second flight of arrows that came from the bushes. Two orcs fell dead, screaming in their death throes, and another ran from the tollage with an arrow sticking from his slate grey skin.

On came Eric the Veracious, Eric the Proud, Eric the Boaster, Eric the Stale, Eric the character assassin, Eric (who unfortunate). The two columns were about to join at the crossroads when from a huge cave at the side of the road a giant emerged! He looked curiously at the elves who turned their bows upon him and were about to shoot when Robert stayed them. "What is you guest?" he bellowed, his giant mawcock poised for combat. A giant rock in his hand. Robert, somewhat hesitantly and softly before the greatness of the 20 foot giant, said, "To rid the valley of the Magician," and in growing voice, "Will you help or hinder us?" The large eyes turned, the large features contorted in strained thought. "I go with you," he bellowed and, before their startled eyes, changed his skin to that of a huge brown bear. His growl was as an explosion and as an explosion Eric came:



The Wyvern crashed upon the Elf Lords and this was his undoing. Three so fell were more than he could handle. Their enchanted spears pierced his evil body over and over again. He rose to fly away in his agony but one spear flew after him and smote him through his black heart! His comrades turned to give praise to the throw of Birsan the Elf Lord but to their dismay he too was hit. In their arms he swooned and passed from this vale. To the west the arrows flew and a cloud of fear passed over the dwarves, but did not strike them.

The forces of good had joined and the loss of the Rider, the Elf Lord and three stout dwarves burned in their hearts. Their anger turned to dread as their eyes turned toward the valley to see Bricks the ad hominum cleaving the wall! From the bushes more orc arrows flew and another fire ball came upon the elves. They laughed as it came upon them, but alas! it was not another illusion! The Dead Rider had dared a spell little known to him and his boney face contorted in savage pleasure at the writhing, then quiet bodies of four fair elves. The elves broke their ranks at this horror and charged the evil door. The ad hominum fell upon a single Elf archer, who before he died, placed the first of many wounds on the stinking horror.

Swies prepared HIS awful spell of fear but the elves were too fast, three were upon him. His spell froze in his throat and his resistance wavered at this attack upon his person. From the bushes orcs and men with huge axes poured to defend their ghastly leader. But they were caught by the wrath of other elves who comated them 1 on 1. Amidst this carnage the dragon took to the air and came upon the main body of elves and dwarves. The Beorning, now in Giant shape again, cast a bolder and nearly split the head of one of the evil ax men wide open. Only the man's heavy armor had saved him from death at the hand of the enraged giant.

Then catastrophe befell the elves. Walter, the Fire User, was preparing a fire ball to greet the arrival of the dragon but his incantation bore fruit too rapidly-- there was no target. So Walter tried to cast the ball aside but all went awry! The spell left his control and a mist of fire spread out for yards around, killing 4 dwarves, wounding another and wounding Walter, Robert and Rocamora in the process. "Chief of Stabbers," thought the dull mind of Bricks the ad hominum, "is what Eric would have called him!"

Then the dragon came, over the archers he passed and their bows placed more ruin upon him. At the same instant the shrill cry of Swies the Dead Rider could be heard over the plain. The three elves had done their work but were themselves cut down from behind by the ax wielding men. Other elves had routed the remaining orcs, killing most of them. The ax men and the few remaining orcs turned to see the burning eyes of the elves. Without their terrible leader panic took control of their minds. They threw down their weapons and ran away screaming.

In the main train the battle was just as fierce. The dragon came upon Walter himself who, despite his burns, cast yet another fire ball! In raging illness it left his hand just as flame erupted from the mouth of the dragon. The furies passed in mid air and smote their targets. The Spell Caster screamed in pain but the dragon took no joy in it, he too felt fire burn his evil hide. He breathed again and Walter was no more! He began to flap his wings but Pitsch of Gondor was on him and the spear of the Hero quenched his flame (even though it stuck in the wrong end) and He fell in ruin--Claw & Fang were broken. Rocamora could only smile.

All eyes now turned to the wall. No arrow, no sound was forthcoming. Were there no archers? They did not fire at the elves to try to save their own henchmen. All that had come from over the walls had been the Wyvern and the Dragon, and some unexplained screams. These were later learned to have come from battle behind the wall. Carol-Ann the Hydra had risen to feast upon two trolls, and one of the spiders had appeared to claim another! Nyderek's control over his monsters was far from absolute!

The West regrouped. Two wounded Spell Casters led them, but Gondor, the Giant and two Elf Lords gave them strength. Rohan was completely gone, Walter lay burned to death, 10 elves including a mighty Sea Lord, and 7 dwarves had fallen. But the dragon, wyvern and Dead Rider were no more and the orcs and evil men were all dead or routed. The wall stood before them. The valley, full of horrors, behind it was before them. The West regrouped.

Sept. 9, 1975

Upon the battlement came Hydrek, a dwarf of 30 years and 5 feet tall, dressed his guests. Two giant spiders guarded his valley and the Hydra, though missing 3 of her heads, was still powerful. Hydrek rose to the top of the battlement, confident in his defenses and laughed a cruel laugh of disdain at the party before him. His gate was closed by magic and his wall was unscalable. He looked down upon them and decided to show his power. "Fire is what they hate! Let them remember their burns at the hand of their own magician," he cackled insanely. Hydrek repeated the words of the fire ball incantation, pointed his arm at a band of 6 elves and was then struck with horror. The spell went amuck! His head exploded in flaming pain. One hollow laugh was the sound of his insanity and then his body fell lifeless over the wall to the ground far below! The door was rent in two, and the wall began to crumble. From their holes the spiders came and the Hydra slithered from her lake. The orcs and trolls screamed with one voice and fell upon the monsters. For hours the turmoil raged as the elves, dwarves and men looked on. Silence fell like a shroud but no one cared what, if anything, might still live in the valley of Hydrek the Nasty!

Spell of Clerics - cast at ST + 2

Title	Catatonica	Loss of Control	Success	
Repulse the Undead	1-5	6-9 Gives haste to undead +6"/turn for 3 turns	13-18 19-24 25-30 31+	Repulse all of ST 1+(1-4) Repulse all of ST 2+(1-6) Repulse all of ST 3+(1-6) Repulse all of ST 4+(1-8)

Cast at a range of 15" or less. If successful effected undead may not come within 12" of cleric for 3 turns.

Dispell the Undead	1-8	9-11 Made undead 1 ST lever stronger	15-16 17-19 20-23 24-27 28-30 31+	Dispell	Repulse
		12-14 Failure		ST1+(1-4) ST2+(1-4) ST3+(1-4) ST4+(1-4) ST5+(1-6) ST6+(1-6)	ST 2+(1-6) ST 3+(1-6) ST 4+(1-6) ST 5+(1-6) ST 6+(1-6) ST 7+(1-6)

Cast at a range of 9" or less.  
Note double effect of spell.

Raise the Dead	1-9	10-12 T to 4 hits at ST+2!	16-19 20-23 24-27 28-30 31+	Raise	
		13-15 Failure		1-4 of ST 1+(1-4) 4-4 of ST 2+(1-4) 1-6 of ST 3+(1-6) 1-6 of ST 4+(1-8) 1-8 of ST 5+(1-8)	

Takes two full turns to raise the dead. Cleric must be within 3" of dead for both turns. Dead can be raised if contacted within 3 turns of death only!

Purify food, drink, potions, etc.	1-5	7-9 Intensify	13-18 19-24 25+	cleanse for 3 turns in 6" cleanse for 6 turns in 12" cleanse for same in 18"
		10-12 Failure		

Light same as SC spell. Cast @ ST + 4

Treat wounds Same as SC spell Cast @ ST + 6

Heal Wounds Same as SC spell Cast @ ST + 5

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Chicago, Illinois 60657



See page 3+4+8

Please substitute in \_\_\_\_\_

You are mentioned on page 3

FIRST CLASS MAIL

*Rod Walker*  
1273 Crest Dr  
Encinitas Calif 92024