

LIAISONS

72

DANGEREUSES

JULY 17, 1976

MAY 18, 1969

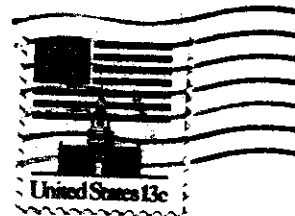
LIAISONS DANGEREUSES is published and edited by Leonard Lakoff, 644 West Briar Place, Chicago, Illinois, 60657. 312-929-7057 calls between Midnight and 7AM are never acceptable. I will be at DipCon between July 21 and July 26 so there is no point in calling then.

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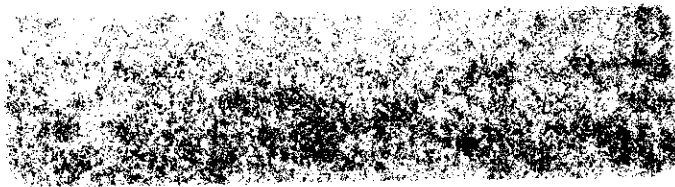
WARRIOR & MAGE



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WOMEN

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There will be four major groups in which women may enter. They may be FIGHTERS, MAGIC USERS, THIEVES and CLERICS. They may ^{progress} to the level of men in the area of magic and, in some ways, surpass men as thieves. Elven women may rise especially to high levels in clerics to the elves. Only as fighters are women clearly behind men in all cases but even they have attributes that their male counterparts do not!

Characteristics:

Strength 1 8 sided die and 1 six sided die

Wisdom, Intelligence, Dexterity and Constitution all use 3 6 sided dice.

(Any woman scoring 13 or 14 in strength may add 1 to her constitution score.)

Instead of Charisma BEAUTY is rated on on 2 20 sided dice numbered 1-10 (so the range is 2-20, not 2-40).

Prime Requisites

Wisdom for clerics

Intelligence for Magic Users

Strength for Fighters (except that 'average' is not 7-10 and not 9-12)

Dexterity for Thieves

Intelligence is important to upper level thieves when magic is used

Beauty and exceptional Beauty (15-18)(19-20) are important to thieves, fighters and magic users. Clerics may not use beauty if they are lawful or neutral. Chaotic Clerics may use their beauty score.

Title

Experience Points for advancement

FIGHTERS

Fighting Woman	0
Swordswoman	1600
Gladiator	3200
Battle Maiden	6400
Shield Maiden	12800
Myrmidon	25000
Heroine	50000
Valkyrie	100000
War Lady	200000
War Lady 10th level	300000

CLERICS

Novice	0
Initiate	1200
Postulant	2400
Apostolate	4800
Sister	9600
Deaconess	20000
Canoness	40000
Princess	80000
Superioress	160000
Matriarch	240000
Matriarch 11 level	320000
Matriarch 12 level	400000

Thieves

Wench	0	Adventuress	8000
Hag	1000	Soothsayer	16000
Jade	2000	Gypsy	32000
Secretus	4000	Sibyl	64000

Magik Users

Medium	0
Seer	2000
Sage	4800
Mystic	9000
Oracle	20000
Enchantress	40000
Illusionist	65000
Sorceress	90000
Witch	120000
Witch 10th Level	270000
Witch 11th level	360000
Witch 12th Level	450000
Witch 13th level	600000
Witch 14th level	700000
Witch 15th level	800000
Witch 16th level	900000
Witch 17th level	1000000
Witch 18th level	1200000
Witch 19th level	1400000
Witch 20th level	1600000
Witch 21th level	2000000
Witch 22th level	2400000

00 17
Page 3

FIGHTERS	Price for ADDITIONAL	Fighting Capability	Spells
Fighting Woman	141	None	none
Swordswoman	2	man + 1	none
Gladiator	3	2men + 1	none
Battle Maiden	4	3 men	special for beautiful women
Shield Maiden	5	None	" " " "
Myrmidon	3+2	None + 1	" " " "
Heroine	6+2	Hero + 2	" " " "
Valkyrie	7+2	Yuan	" " " "
War Lady	8+2	Superhero	" " " "
War Lady 10th level	9+2	Superhero + 1	" " " "
CLERICS			
			1 2 3 4 5 6 7
Novice	1	man-1	-
Initiate	2	man	1
Pastulant	3	man + 1	2
Apostolate	3+1	2 men	2 1
Sister	4	3 men	2 2 1
Deaconess	5+1	2men + 1	3 2 1
Canoness	5	hero -1	3 2 2 1
Priress	6	hero	3 3 2 1
Superioress	6+2	Hero + 1	3 3 3 2 1
Matriarch Level 10	7+2	Hero + 2	3 3 3 3 1
Matriarch level 11	8+2	Hero + 3	3 3 3 3 2
Matriarch Level 12	9+2	superhero	3 3 3 3 3 1
THIEVES			
Wench	1	man-1	-
Hag	2	man	1
Jude	3	man + 1	-
Succubus	4	2 men	1 limited and special
Adventuress	4+1	2men +1	2 " " "
Scoutswayer	4+2	3 men	2 1 limited and special
Gypsy	5	3men + 1	2 2 " " "
Sibyl	5+2	hero	2 2 1 limited and special

Title	Dice for ACCUM hits	Fight as	Spells											
			1	2	3	4	5	6	7	8	9			
MAGIC USERS														
Medium	1	Man-2	1											
Seer	1+1	Man-1	2											
Sage	2	man	2	1										
Mystic	2+1	Man+1	3	2										
Oracle	3	2Men	3	2	1									
Enchantress	3+1	2men+1	3	3	2									
Illusionist	4	3men	3	3	2	1								
Sorceress	5	3Men+2	3	3	3	2	1							
Witch	6	Hero	4	3	3	3	2							
Witch 10th level	7	hero+1	4	3	3	3	3							
Witch 11th level	8	Wizard	5	4	3	3	3	1						
Witch 12th level	8+1	Wizard	5	5	4	3	3	2						
Witch 13th level	8+2	Wizard+1	5	5	5	4	4	3	1					
Witch 14th level	9+2	Wizard+1	5	5	5	5	5	3	2					
Witch 15th level	9+3	Wizard+1	5	5	5	5	5	3	3	1				
Witch 16th level	10+2	Wizard+1	5	5	5	5	5	4	4	1				
Witch 17th level	10+3	Wizard+1	6	6	5	5	5	5	5	2				
Witch 18th level	10+4	Wizard+2	6	6	6	6	6	5	5	2	1			
Witch 19th level	11+3	Wizard+3	7	7	7	6	6	6	5	3	2			
Witch 20th level	11+4	Wizard+2	7	7	7	7	7	6	6	4	2			
Witch 21st level	11+5	Wizard+2	7	7	7	7	7	7	7	5	3			
Witch 22nd level	11+7	Wizard+3	8	8	8	7	7	7	7	7	3			

THIEVES--Women

Statistics--see BLACKMOOR

Female thieves same as male except that higher level female thieves can learn some limited magic and Beautiful thieves are capable of the spells of seduction and Charm Men. On page 11 of Blackmoor are additional statistics regarding thieves. Copy the 8 classes of female thieves down next to Apprentice through Master Pilferer. Dwarf, Elven and Hobbit Women may act as thieves.

Spells. To cast spells the Thief's intelligence score must be 12 or higher for all spells except Seduction, Charm men and Charm Humanoid Monster where intelligence need only be 9. To cast Seduction, Charm men or Charm Humanoid monster (I) the thief must have a Beauty score of 13 or better (plus intelligence of 9+).

Spells thieves may cast by level.

1st level

Charm men I
light
read languages
Tarot Reading

2nd level

Seduction I
Sleep +
Minor Image
Detect Magic +

3rd level

Charm Men II
Seduction II
Charm Humanoid Monster I
ESP +
Knock +

Note that some spells are at different levels for thieves than for regular magic users. These are marked with a +.

Charm men, Seduction and Charm Humanoid Monster will be explained in the magic user section.

Tarot Reading The Tarot (78 cards) may be asked simple yes/no question ONLY. More complex divinings are beyond the highest level of thief given here. If you wish to have higher level thieves you might consider complex "Cross & Staff" readings also.

Yes/no questions must be precise and exact. They must relate to the very immediate future (1 day at most) or the present. Every question must be answerable by a yes or a no--there will be no embellishment. (Sibyl level 9 and beyond can tell something from the three cards used in answering yes/no questions but Sibyl level 8 and below can not.) The card replies will be Yes, Probably Yes, Probably No and No.

The judge will cast a 12 sided die. He must weigh the most correct answer of those 4 choices with the numbers 1-6. 7-10 must be assigned to the remaining affirmative/

1975 in the Fall of 1903

Austria Karan/3/owns; bud, vic, ser, TRI, RUM 5=9+2
 A TRI H, A RUM H, a bud-GAL (This just might be one of the few, if not only, recoveries of Austria in the history of the game--I might add.)

England, Sypher/4/owns; edi, lvp, lon, nwy, DEN 5=4+1
 F LON (S) F ska-NTH, F MAO-mao, A DEN-swe

France Ditzmar/5-1short/owns; bre, par, port, spa, bel 5=5 even
 a war retreats to gascony//A GAS(S) F PORT-spasc, A BURG-mar, FECK-mao, apic-BEL

Germany, Senwald/2-1short/owns; Kozl, min, hol 3=2+1
 F HOL(S)ong f skag-NTH, a ber-MUN

Italy, Silko/5/owns; nap, rom, ven, tun, MAR 5=5 even
 A MAR (S)+ F WES(S) F LYON_spasc, a rom-VEN, a ven-PIED

Russia, Foster/6 1 short/ owns; mos, sev, stp, war, swe, ANK, BER 7=5+1
 A SIL(S)a pre-BER, F BAL(S)a arm-ANK, F SWS-den, a lva-WAR

Turkey, Michal/4/owns; con, smy, gre, BUL 4=3+1
 F ank-bla/d-ra/, F aeg-CON, F gre-ARG, A BUL H
 the DEADLINE for the winter of 1903 will be by 4PM on Tuesday August 10, 1976

1903 and 2 countries already out! Popo misses key move--expansionist plans crumble. Austria revives--Turkey still in trouble. England and France Gozardise on Germany. 1975 in the Fall of 1903

Austria, Wan/6/owns; vic, bud, ru, war, ser, GRE, MOS, TRI 8=5+2
 A SER(S) f buds-GRE, A VIS(S)a bud-TRI, A MOS(S)A RUM-sev

England, Crockett/8/owns; lon, lvp, edi, nwy, hol, den, stp, kiel, SWE 9=8+1
 F NWG + F BAR (C)a edi-STP, a kiel-DEN, F WTH(S)f kiel-DEN, F DAL(S)a nwy-SWE, a hol-KIEL,

France, Trowongy/7/owns; spa, bel, port, par, mar, bre, man, BER, TUN 9=7+2
 A MUN(S)a sil-BER, F TUS(S)f Lyon-TYRR, F WES(S) F TUN H, A PIED-ven

Germany, Groves/2/owns; 0=0 out NMR
 f swe & f ber n b/D+A

Italy, Mathias/6/NMR owns; nap, rom, ven, 3=3 even
 F ROM, A VEN, F ION, f tyrr, a tri, f gre all D+A

Turkey, Foster/5/owns; sev, ank, smy, con, BUL 5=5 even
 F BLA(S)A ARM-sev, A UKR(S)ans A MOS-war/mo/, f say-ARG, a con-BUL

THE DEADLINE FOR THE WINTER OF 1903 will be 4pm on Tuesday August 10, 1976

1975 OF the Winter of 1906

Austria, Endor, John, 1225 EW Highway #1711A Silver Spring Md. 20910
 A BUD/4/a tri, a ser, a vic

England, Bronner, Fred, 12821 W 12th St., Brooklyn, N.Y. 11224
 EVEM/3/F DEN, F SWE, F BAL

France, Rowland, Alon, 52 Eighth Ave., Westwood, N.J. 07675 note:POB f Lyon-TYRR
 F BRE, A BER/13/F MAO, A MUN, a ruhr, f tun, a edin, a tyo, f sth, f ion, f rom, f tyrr, a tue

Germany, Welts, 539 N. Drew St., Corvallis, Ore. 97330
 EVEM/3/a gal, a ukr, a kiel

Italy, Hance, David, 1103 Radcliffe Dr., Davis, Calif. 95616
 even/1/A VEN

Russia, NBR, Dropped Bob Fahry, 8034 N. Ozark, Niles, Ill. 60648 (free)
 1 short/2/A mos, a nwy

Turkey, Michal, Jon, 6814 N. Devon, Ave., Chicago, Ill. 60631
 even/7/arm, f blc, f adr, f alb, a bul, f aog, f ionretreated to gre

The Deadline for the Spring of 1907 will be by 4PM on Tuesday August 10, 1976

1975 CG the Spring of 1906

Austria, Adams/4/

A VIE(S)Tus A BON, A ALB(S)A TRI H, a bud-GAL

England, Sergeant/9/ 3242 Lupine Dr.

F BAL, (C)a ber-LVN, F ETH(C) a coin-DEN, a wny-SWE, FBAR H, f stpac-NWY,
f swe-BOTH, a fin-STPFrance, Rittle/8/ A PIED(%)ITA a ven/ota/, A RUHR(%)ITA a mun/ota/, A BURG(%) ITA a mun
/ota/, F TYRR(S)TUN-ion, f max-LYON, f ion-APU, a kiel-BER

Italy, Baillie/4/ F NAP(%)Fre F TYRR-ion/nso/, A MUN-sil, a tyo-VEN, a ven-TUS

Russia, Spiegel/2 1 short/ A SIL H, a sev-KOS

Turkey, Nix/6/ F AEG(S)f gre-ION, F ADR(S)f gre-ION, f say-END, a bul-RUN, AEG(S)rus
A SIL H

the DEADLINE for the Fall of 1906 is by 4PM on Tuesday August 10, 1976

1975 HS the Winter of 1903

Austria, Baillie

Even/5/a bud, a gal, a ser, f gre, a tri

England, Dorcheck

F LVP/6/ f iri, f ech, f wal, f nth, a nos

France, Wan f ech retreated to bre

A PAR/5/a pic, f mo, f bre, a burg

Germany, Ameling zip code 60637

A KIEL/7, 1 short(no room)/a war, f ber, a bel, a ruhr, f den, a mun

Italy, Sannwald

EVEN/5/f adr, f emd, f aeg, a say, a ven

Russia, Mitchell no removal received, GMR

-1/2/f sev, a ukr, A 4/1

Turkey, Anderson

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

The DEADLINE for the Spring of 1904 is by 4PM on Tuesday August 10, 1976

The Winter of 1901 in 1976 BQ

Austria, Karan

A TRI, A VIE/5/a bud, a ser, f gre

England, Adams

F LVP, F LON/5/ a tre, f ech, f wny

France, Ditter

A PAR/4/f port, a burg, a spa

Germany, Hance

A KIEL, A MUN, A BER/6/ a bel, a den, f hol

Italy, Sannwald

F NAP/4/a ven, a tun, f ion

Russia, Sypher

A WAR, A MOS/6/ f swe, f bla, a gal, a run

Turkey, Ameling

F SMI/4/a bul, f aeg, a con

the Deadline for the Spring of 1902 is by 4PM on Tuesday August 10, 1976

I have 4 persons for the next novice game, Baillie, Hyderek, Fabry and Smith.

I hope the game will fill up in the next few weeks and be in LD 73 between ORIGINS
and GENCOM. I have a country preference list from only one of these four. Please
submit ~~the~~ a Country Preference List, although it is not required, by return mail.

from page 1

negative and 11-12 to the remaining "probable" opposite.

E.G. "Is the sword I hold magical?"

LD 72

page 8

If it is not a great sword but with some magic powers then;

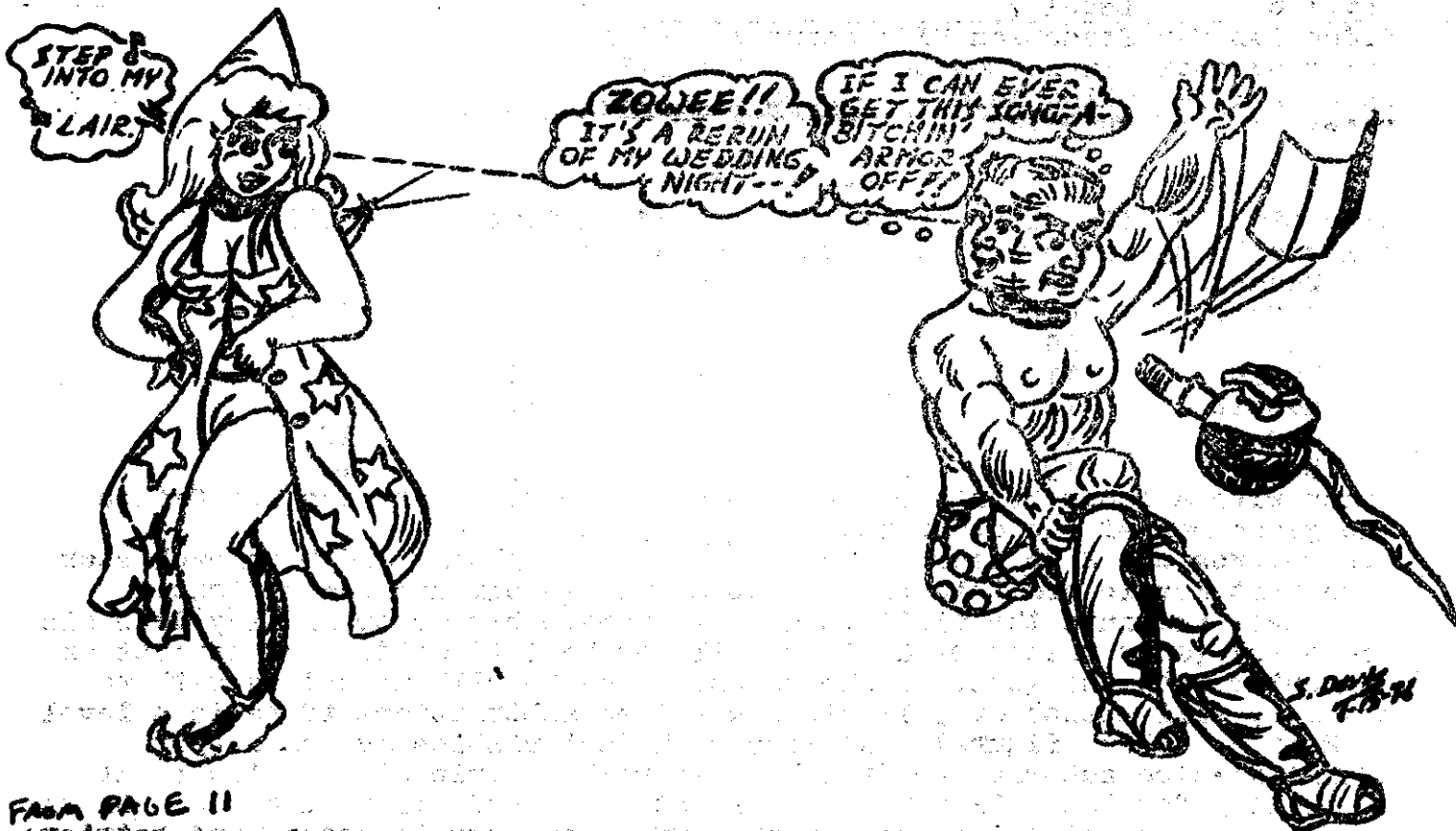
1-6 probably yes, 7-10 yes and 11-12 probably no.

Were it a great sword 1-6 yes, 7-10 probably yes, 11-12 probably so.

The next day (only one question per day) a fighter (having shuffled the deck

but not 'spread' them) may ask, "Do I have the strength to wield it?" The judge would test the sword for alignment, purpose, egoism, powers, etc and give a reply.

Gypsies and Sibils answer yes/no questions 1-7, 8-11, 12. It takes three turns to shuffle, spread and read the cards. At any time the judge may rule a yes/no question as unanswerable if he feels the reply gives too much information or if the question is too vague like, "will I live through the next battle?" "Is God on my side?" etc.



FROM PAGE 11

Fighting Women

Fighting Women (warriors) may incorporate the spells of Seduction, Charm Men or Charm Humanoid Monster depending on their level and beauty scores (see spells of seduction, et.al.). Women's strength scores range from 2-14. Thus some weaponry and types of armor are too difficult for them to wield/bare without undue fatigue.

Women are allowed 1000 points of encumbrance plus 200 times Strength rating at no movement loss. Anything over that weight reduces figure to half speed.

Maximum load is 1.8 times encumbrance score. Women of ST 10 or lower wield Flail Battle Axes, Morning Stars at -1; Pole Arms, Halberd, Pike and Two Handed Sword at -2.

Women of ST 12 or lower wield only the latter group at -1. Plate armor has a 20% greater fatigue rating in women of ST 10 or lower 10% in ST 11 or 12.

Chainmail has a 10% greater fatigue factor in women of ST 11 or lower.

ALL WOMEN wield a dagger at an additional +1.

MAGIC USERS

There is no limit to the leveles to which a female may go in magic. Experience points above 13th level are comperable to male magic users and powers are nearly equal. You may make them equal, in fact, with no problem, beginning with Witch Level 13 = Wizard Level 13

The spells of female magic users are the same as with wale magic users with these additions. ("*" spells are for women only, "+" spells can be used by men or women.

Level 1	Level 2	Level 3	Level 4	Level 5
Charm Man I*	Charm Man II*	Charm Humanoid	Charm Humanoid	Seduction V*
Seduction I*	Seduction II*	Monster I*	Monster II*	
		Seduction III*	Seduction IV*	

Level 6	Level 7	Level 8
Seduction VI*	Seduction VII*	Seduction VIII*
Charm Humanoid	Magic Mount+	Charm Men III*
Monster III*	Mind Meld +	Charm Humanoid
Poison +	Spirit+	Monster IV *
		Horrid Beauty*

Seduction I-VIII. This spell may be used on living humanoid uncharmed males only by women with the proper beauty score.

Woman's Race	Men	Elves	Orcs	Hobbits	Dwarfs
Elf	10	11	10	10	10
Woman	11	12	11	12	12
Hobbit	12	14	13	11	12
Orc	15	20	11	14	17
Dwarf	13	15	14	13	11

Women with a lower beauty score than given in the chart can not Seduce the given man of the other race.

For Thieves add 2 to each score. For Fighters add 4 to each score.

Note that Female ord thieves can not seduce an elf nor can a fighter.

The spell enchants the victim. He will remove his armor and lay down his weapon(s) (only talismans & Rings will not be laid aside) and attempt an encounter with the lady. While so enchanted he will defend as with no armor-1, will attack at 3 levels lower (use subtractions if he is a level 1, 2 or 3 figure). If weapon characteristics are used (per GREYHAWK) also subtract -5 from his die roll. His at this lower rate of ability for two full turns if a first level seduction succeeds. On the turn after the seduction spell wears off he may try to escape and retrieve his weapon (but not his armor save for shield or magic helm). Cast a 20 sided die; 1-10 is locked in melee (this is with ANY foe who attacks while charmed unless he drives off/kills the attacker(s)), 11-15 obtain weapon but attack at 1 level below normal for next two turns, 16-20 obtain weapon (and shield/helm) and fight at full ability. Only if unmeled may he don his armor again! He is attackable by ANYONE while under the spell of seduction--range 6"---1 figure at a time (please!).

Duration of a Seduction spell

Level of Magic User	Seduction lasts
1 or 2	2 turns
3 or 4	1+ (1-2) turns
5 or 6	1+ (1-3) turns
7 or 8	2+ (1-3) turns
9 or 10	3+ (1-4) turns
11 or 12	3+ (1-6) turns
13 or 14	4+ (1-6) turns
15 or 16	4+ (1-8) turns
17 or 18	5+ (1-8) turns

Saving throws against seduction. The Saving Throw is based upon seduction level (spell #--not level of seductress), Beauty score, Wisdom of person being seduced, and type of figure being seduced.

Sum seduction level and beauty scores, subtract the Wisdom of the Target Figure and add that product to a 20 sided die roll.

A Fighter needs a score of 13 or higher to be saved (That is NOT including that being saved?)

A Thief needs a score of 12 or better to be saved

A Paladin needs a score of 10 or better to be saved

A Magic User needs a 9 or better to be saved

A Cleric needs an 8 or higher to stay celibate

Charm Men

Charm Men is used versus hirelings and low level fighters, thieves and magic Users (it is ineffective on clerics). The men effected are those with 3 or fewer hit dice for Charm Men I, 4 or lower for Charm Men II and 5 or lower for Charm Men III.

The Charmed Men will either 1) attack men with more hit dice if those men are within 12" or 2) become catatonic for;

- Charm Men I 3+ 1-4 turns 4 + (1-4) effected
- Charm Men II 4+ 1-6 turns 6 + (1-6) effected
- Charm Men III 5+ 1-8 turns 8 + (1-8) effected

Catatonia occurs if no figure with more hit dice (or uneffected man with fewer hit dice--weaker figures are always effected first) is within 12" of the charmed man.

The Spell's range is 16". Men so charmed, if and only if hirelings, may be taken over by the Charmer after 2 turns of catatonia. A figure with more Hit Dice (The captain of the Hirelings, their Boss, etc.) may attempt to prevent the Charm through the use of his Charisma.

His Charisma score must be equal or greater than the Beauty Score. Cast an 8 sided die and add the difference (if any) between Charisma and Beauty scores. A 6 or higher will dispell the Charm.

Note: The stronger figure(s) must be with the weaker figures at the time the charm is cast. His Charisma can not break the Charm once it is in effect but the saving throw can prevent the Charmer from taking over the men.

If she does not take them over they will stay in a state of catatonia for the full number of turns. Magic Users require a Beauty Score of 11 to Charm Thieves 13 and Fighters 16.

Charm Humanoid Monster

This spell may be used on the following male monsters; Hobgoblins, Goblins, Giants, Hummies, Vampires, Gargoyles, Werewolves (either shape), Werebear (man only), Lizard Men and Centaurs.

The Charmer must have a Beauty score of 11 or higher for Magic Users 13 or higher for Thieves or Fighters. The effect is to prevent battle. The monster will attack his victim but not try to harm/kill her.

If the Charmer tries to use her weapon(s) and does not press it home say break the spell and he will try to kill her. The Charmed male monster either 1) Will become catatonic for 1-4 turns only if not attacked by anyone. Any attack may break the spell, 70% of breaking it. 2) Disarm and carry off the woman to his lair. The spell will last indefinitely. If she tries to fight an 8 or higher on a 20 sided die will mean that he'll try to kill her or if a 9+ he will try to grapple her and may harm her (50% chance).

Sum Beauty and Spell level, subtract his level and add to a 20 sided die roll. A 12-16 he will carry her off, 17+ is catatonia. Note; Vampires, Gargoyles and Centaurs add 2 points to their level for intelligence/wisdom.

Poison

Any food or water (by choice) may be poisoned from up to 18" away. The poison is deadly inflicting 3 hits/turn and he will become unconscious at once. Purify Food & Water will rid the effected food/water only 40% of the time. Neutralise Poison will succeed only 60% of the time. Cure disease will succeed only 10% of the time. A Detect Magic spell will detect the spell as it is being cast 30% of the time.

Magic Mount

The magic user, through the use of any long thin piece of cloth, may summon a Wind Horse. He holds the cloth aloft and as the air catches it (any draft or air movement is sufficient) a horse will appear. The MU must place the cloth about the horse's neck as a bridle at once or the horse will dispell. The horse fights as 3 Heavy Horse and runs at $1\frac{1}{2}$ times the speed of a light horse. Spell ends when the cloth is removed. Two people may ride the horse at full speed.

Mind Meld

This spell can be used by any two magic users. Only the stronger actually casts the spell the other does nothing (must be within 6" of each other when casting). After 1 full turn the level of the lower ranked MU increases by half the difference in their levels and the stronger MU's level goes up by 1. The MUs must be within 12" of each other at all times while the meld is in effect. To break the spell neither must move or be damaged for two full turns. If either receives damage points (note mere melee is not sufficient) there is a 85% of insanity of the MU actually damaged and 50% for the other. Duration is for 1-12 weeks (insanity). The Meld may stay in force for from 6 +(1-8) turns and the spell must be broken. Any spell in effect at the time of breaking the meld is also broken.

Spirit

This allows the MU to have a non-corporeal body that can pass into and through solid objects--the MU IS visible but he can be seen through. Movement can be lateral only at a rate of 12"/turn. Duration is from 4 + (1-8) turns. The judge will inform the player one turn before the spell is to run out that it is coming to an end. While in spirit form normal weapons and missiles have no effect. Magic Weapons do only 50% damage. Spells are only 30% effective. Combat is possible with certain other non-corporeal forms; wraiths, specters, elementals of the type in which the MU is moving, and Shadows.

Horrid Beauty

This may be cast by any witches regardless of their beauty score but beauty will effect how the spell will act. Direct sight of the witch within 16" is required to have an effect.

Grotesque witches--beauty score 2-5

Ugly Witches--beauty score 6-9

ordinary witches--beauty score 10-12

beautiful Witches--13-16

Gorgeous Witches--17+

Grotesque Witches will scare the victim! Those with 3 or fewer hit dice will be scared to death! 3+1 or more hit dice will flee as from a fear spell with morale lowered by 2 points for 4+(1-6) turns.

Ugly Witches will scare those with 2 or fewer hit dice to death. Others will flee as from a fear spell with morale lowered by 1 point for 2-(1-4) turns.

Beautiful Witches will Seduce all with 4 or fewer hit dice as with a 6th level seduction spell, no saving throw. 4+1 hit dice figures may have a saving throw.

Gorgeous Witches will seduce all with 5 or fewer hit dice as with a 7th level seduction spell no saving throw. 5+1 may have a saving throw at -1.

Ordinary witches may have either effect on a 50/50 basis. Cast dice for every figure individually. Duration--6 turns (longer in the case of seduction spells).

CLERICS

Neutral & Lawful clerics are never permitted to use their female charms. Chaotic clerics, however, are allowed the spell of worship. For neutral & lawful clerics rate Charisma instead of beauty.

Spells & Abilities are the same as male clerics.

Worship is a 4th level cleric spell used by chaotic clerics of beauty score 11+.

All men will idolize the cleric (within 12")--there is no contact and she has no power over them save to prevent combat and keep them in a trance for from 4 +(1-8) turns.

Those with 4+1 Hit Dice/ may have a saving throw as in a 4th level seduction.