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A GUIDE TO THE PROVINCE OF BORDNAN Part 1

The picturesque province of Bordnan, so named for the capital of the region is the ideal place for your next vacation. Within the caidera which provides the natural boundaries of the province are many unforgettable sights. Maidenslake provides some of the finest fishing in the country, and if you're after a little high adventure, then the dungeons upon which the wealth of Bordnan is built are the place for you. Native guides are readily available to escort you through some of the best orc hunting preserves this side of Moria.

And if you're staying in Bordnan itself, then be sure to stay at THE INN OF THE RUPTURED DRAGON. Goodgulf's Guide To The Hostelries Of Middle Earth has this to say about this fine old inn.

"The Inn Of The Ruptured Dragon is run by the bard Symphonix. It has a general reputation for honesty, and a customer has never yet been rolled by one of the courtesy gills. Symphonix however, is not a man to be argued with. The name of the Inn refers to an unpleasant incident which occurred when the Red Dragon, Smyifax, refused Symphonix right of way at a crossroad. Don't try to skip out without paying the bill."

Next we look at one of the quaint villiages and towns which cover the province.

PEPPERMINT FRCG PRESS NUMBER TWO

As has been mentioned several times, the character of a dungeon is heavily dependent on its DM, and rules which work in one dungeon will not necessarily have any relevance to another. However, we found the rules for language given in the rule books inadequate. Rob produced the following, which I will be using in my dungeon also. MAO.

LANGUAGE

R.A.LOOK.

1. GENERAL

Be warned: Gnaza teems with monsters of many (if not all) descriptions. Many are, to some degree, intelligent. Such diversity of intelligent races leads, inevitably, to a great diversity of language. At last count, about thirty languages were in use in the dungeon.

Most intelligent monsters speak only one or two languages. However, the greater the intelligence and experience of a monster, the more languages it is likely to speak, or, at least, to understand.

Of course, travellers through Gnaza are under no obligation to speak to any of the creatures in the dungeon, and the creatures are under no obligation to reply should they be spoken to. Many will speak only under extreme duress - but then again, others have a reputation for incessant chattering.

Some creatures almost always speak the truth. Others always lie. Some cannot tell the difference between truth and lies, or else enjoy playing complicated verbal games in which the difference between the two may be quite unimportant.

2. NUMBER OF LANGUAGES WHICH A PLAYER-CHARACTER MAY LEARN.

All player-characters are able to use Common Speech which is the standard language for communication between humans and within mixed parties of humanoid types. A large proportion (about 40%) of intelligent monsters also understand Common Speech, but monsters will, in general, be far more responsive when addressed in their native tongue.

The theoretical maximum number of languages which can be learnt by any human player-character is called N_L , and is evaluated by use of the equation:

$$(1) \quad N_L = 1 + K(I-9) + F$$

(Common Speech)

where I = Intelligence

K = a constant which may be determined from Table 1 below,

and F = the Fling Factor which normally (in this instance) has a value of 0 without the influence of god, or some special forms of magic.

When determining N_L (which must always, of course, have a value of at least one) fractions are rounded upwards.

For the purposes of Language-Learning, hobbits are considered as humans.

TABLE 1

INTEL	1-3	4-6	7-9	10-12	
K	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3 to 4

Equation (1) is modified for dwarves and elves. All dwarves, regardless of intelligence and level, can use Low Dwarvish in addition to Common Speech. Similarly, all elves can speak Low Elvish and Common Speech.

For dwarves and elves, equation (1) becomes :

$$(2) \quad N_{d,e} = 2 + K(I-10) + F$$

3. METHOD OF LEARNING LANGUAGES.

There are a number of ways in which a language may be learnt: a character may journey to a far land seeking a teacher (This is costly, dangerous and time-consuming); he may bring a monster home from the dungeon as a pet and learn from it (this is difficult); or else he may learn from someone in town who knows the language. This last alternative is by far the easiest.

There are many travelling sages specializing in the lore of language who will pass on some of their knowledge for a price. This is usually in the range 50 - 1,000 gold pieces, a very reasonable sum when the ease with which the customer assimilates the language is taken into account. The sages' method is this: the customer is put into a trance, and an apprentice is left to recite the necessary grammar and vocabulary into the customer's receptive ear. A further light trance and a crash course with an ABC picture book usually takes care of literacy.

This method of cramming is quick and simple but wearing on the customer's brain cells. Learning plus convalescence takes several days, and, in any case, no more than two languages may be learnt in any one D&D game session.

Language sages are fairly plentiful in a town such as Acradiaz where many races and cultures meet. Nevertheless, very few sages know all languages. The probability that a sage knowing any particular language may be found in town on any particular week are given on the Language Table (See (5) below) as a percentage, along with standard tuition fees.

Sages will normally be found around town - you may ask after them or advertise for them - or else they may be contacted through the Temple of Learning. Those wishing to defile their minds with the fouler Tongues may have to seek out their teachers in the Temple of Shub Niggath.

A warning: not all sages are trustworthy.

4. DIFFICULTY FACTORS.

Each language has been assigned a "difficulty factor" D.F. This ~~factor~~ is related to the difficulty encountered by humanoid types attempting to master the language.

If a language has a difficulty factor of x , then in general it can only be fully learnt by a human with intelligence of at least $(9+x)$, or by an elf or dwarf with intelligence of at least $(10+x)$. For example: a human with intelligence of 10 would, in general, be incapable of fluency in the Dark Speech (D.F. 3). Languages may be partially learnt, so that such a human would be capable of attaining some command of Dark Speech. However, lack of fluency in a language naturally increases the chance of some misunderstanding when speaking it or listening to it.

"There was panic in the dungeon for the word had got around
That the balrog from level nine had got away....."

5. NOTES ON LANGUAGES (Not exhaustive!)

LANGUAGE	CCST G.P.	D.F.	%	SPOKEN/UNDERSTOOD BY	NOTES
1 Common Speech	-	-	-	Just about all men, elves dwarves, hobbits and by many, (about 40%) intelli- gent monsters	
2 Low Elvish	100	0	100	All elves and most pixies, nixies, dryads etc.	
3 Low Dwarvish	100	0	100	All dwarves and gnomes, some centaurs, giants trolls and ogres.	
4 High Dwarvish	400 (50 for dwarves)	2 (1 for dwarves)	100	Some dwarves, centaurs, giants trolls and ogres	Dwarvish secret signs often written in runes of High Dwarvish.)
5 High Elvish	1,000 (100 for elves)	5 (2 for elves or palad ins.	90	Most high-level lawful creatures, e.g. Lammasu, Unicorns, Pegasi, some dragons	A creature with cha- otic alignment has only a 5% chance of becoming fluent in High Elvish, and only magic users, 10th level or better may attempt to learn High Elvish and Black Speech. A 10th level m.u. attempting to learn both languages has a 50% chance of permanent insanity. This decreases by 5% for every level above 10th.
6 Black Speech	1,000	5	50	Most high level chaotic intelligent creatures e.g. Nazgul, Balrogs, Liches, evil High Priests, some dragons.	A creature with law- ful alignment has only 5% chance of becoming fluent in Black Speech. See note above.
7A Orc-1	50	0	80	Some orcs, goblins, gnolls, hobgoblins.	Each dialect is native to a partic- ular orc tribe. Orcs speaking different dialects are likely to belong to diff- erent tribes and to be hostile to each other.
7B Orc-2	50	0	80	Some orcs, goblins, gnolls hobgoblins.	
7C Orc-3	50	0	80	Some orcs, goblins, kobalds, hobgoblins	
7D Orc-4	50	0	80	Some orcs, kobalds, hobgob- lins	
7E Orc-5	100	1	60	Some orcs, kobalds, trolls giants, ogres.	

LANGUAGE	COST (G.P.)	D.F.	%	SPOKEN/UNDERSTOOD BY	NOTES
7F Orc-6	150	2	50	Some orcs, kobolds, trells, giants ogres.	Anyone speaking one or more orc dialects will have some un- derstanding of the others.
8 Dark Speech	400	3	90	Some giants, harpies vampires ghouls	
9 Gargylish	200	1	10	Gargoyles	
10 Hidden Speech	500	3	50	Spirits & hidden beings (which are not often talkative): Invisible stalkers, elementals, shadows, Djinn, Efreet.	May be learnt only by magic users and clerics.
11 Bird Speech	500	2	10	All intelligent birds	
12 Cat	100	2	20	All intelligent cats.	
13 Dog	100	2	25	All intelligent dogs	
14 Entish	400	2	30	Ents but also some other intelligent plants.	
15 Sphinx	200	1	20	Sphinxes	
16 Siren	100	1	15	Sirens	
17 Manticora	150	0	30	Manticores	
18 Triton	100	0	20	Tritons, mermen, lizard-men.	
19 Sahuagin	250	2	10	Devil-men of the deep	
20 Mech-1	200	1	20	A machine language	
21 Mech-2	200	1	20	A machine language	
22 S-Aire-T'- Mcn	50	0	50	Human language from another continent.	
23 Sign language	50	0	80	Some intelligent creatures which cannot speak	May be learnt only by those with dex- terity 14 or better.
24 Old Speech	500	3	10	Original builders of the dungeon	
25 Sarkan	200	2	25	Secret "body-language" of signals for use by humanoid types. Creatures fluent in Sarkan can converse without this being apparent to outsiders. If 2 or more players wish to learn Sarkan without others knowing see the D.M. privately and something can be worked out!	
26 ?	100	0	10	The ultimate in language one-upmanship- a language which <u>no-one</u> else understands! However, you can teach it to others via a language sage.	

FROM BARD TO VERSE

or

Songs to attract monsters by.THE OWL BEAR SONG(To the tune of
"Right" Said Fred.)

"Right!" said Fred,
Picking up his broadsword
"This here owl bear just really has to go"
So we hacked and bashed it
But even as we slashed it
We was getting no where
And so we had to run away.

Then Charlie and Mick pulled a nasty trick
And charmed a Type Five Devil
Which raised them half a level.
When the eros arrived
They went up another five,

"Right!" said Fred
Swigging down a potion,
"That there owl bear is really gunna go."
If he'd a notion
It was shrinking potion
Might have got him somewhere
But no!
So Charlie and me
Killed another ere or three
And then we went home.

CHRIS SMITH AND MARC ORTLIEB

THE LEADER'S SONG

(To the tune of The British Grenadier

Some die of fighting owl bears
And some of hunting deer.
Some die of bashing balrogs,
And some just disappear
But of all the deaths a man can face
The one I really fear
Is the stab stab stab
In the small of the cack
From my comrades in the rear.

CHRIS SMITH & DAVE ?

DO YOU EAT THE CLERICS LAST?

(To the tune of the Smarties advert.)

When you eat your parties
Do you eat the clerics last?
Do you munch them very slowly?
Or crunch them very fast?
Eat those armour plated people
But tell me what I ask.
When you eat your parties
Do you eat the clerics last?

CHRIS SMITH.

DO YOU KEN JOHN PEEL?

Do you ken John Peel?
Aye, I know the bugger well
With a mace and a hammer
And a holy sword as well
And a way of cheating clerics
That has paved his way to Hell
As he revels in his evil reputation.

Do you ken John Peel
With a firebomb in a sling
And his plus four plate
Going ting-a-ling-a-ling
Well he likes to kill an elf
But it's not just for his health
Cause it bolsters up his evil reputation

Do you ken John Peel?
He's the terror of the land
He killed four and twenty rangers
And he only used one hand
For he had to use the other
To control his little band
And to compliment his evil reputation.

MARC ORTLIEB.

The dungeons with which I am associated are basically slow advancement dungeons. Characters can normally expect to spend at least six expeditions as first level characters, and naturally, magic users even longer. (Endwe, my even magic user in Rob's dungeon, has been on nine expeditions, and has eighteen hundred experience points.) We find that this suits us, because it gives us time to adjust to our characters and to identify with them. It leads to the situation in which Cringe Swordbreaker O'Flynn, my brother's fourth level fighting man, bought a set of party hats and whistles to celebrate his twenty first expedition. However, slow advancement does show up some character inadequacies. Our first problem was that fighting men were rarely getting to second level. A lucky blow by a kobold wiped out several of our best fighters. We brought in two measures to combat this. The first was that a level one fighting man had a maximum of 12 hit points. He reverted back to the eight sided dice upon reaching second level, but this little boost, beginner's luck might account for it, lead to far more of our fighting men progressing to second level. The second change was to advance fighting men on the clerical scale of experience. It seemed to us unreasonable that a fighting man should need two thousand experience points to go up a level when one considered how little they got for advancing a level.

The other class which was sadly lacking at low levels was the clerical class. Since first level clerics, and indeed, clerics up to about fifth level were next to useless, they tended to be used as second string fighting men, a job which their six sided hit dice made them unsuited for. We decided to try and make clerics more valuable so that people would take more care of them. The system below was devised by Rob and has been used quite successfully in his dungeon. I'm tossing up the possibility of using it in my dungeon at the moment.

SPECIAL ABILITIES FOR CLERICS

ROB ICCK

Table:- Wisdom to Abilities

LEVEL →	1-3				4-6				7-9			
	A-E	MR	AURA	TS	A-E	MR	AURA	TS	A-E	MR	AURA	TS
9	-	-	10	-	-	-	20	10	-	-	30	20
9-12	-	-	20	20	-	-	40	30	-	-	60	40
13,14	-	-	30	30	-	-	50	40	-	-	70	60
15,16	-	-	40	40	-	-	60	50	25	-	80	80
17	-	-	50	50	25	-	70	60	50	-	90	100
18:01-40	-	-	60	60	50	-	80	70	100	10	100	120
41-70	50	-	70	70	100	10	90	80	200	20	120	140
71-90	80	10	80	80	150	20	100	90	300	40	140	160
91-99	100	25	90	90	200	50	120	100	I	100	170	180
00	100	50	100	100	300	100	140	120	I	100	200	200

N.B. Base %s given above are MAXIMA. Adjustments, if applicable, are always downwards from these.

A-E :Anti-ESP

The table gives the cleric's bonus saving throw against any form of attempted mind reading or mind control (e.g. Charm)

ADJUSTMENT : $\text{Base \%} \times \frac{\text{Level of cleric}}{\text{Level of ESPer}}$

NR: MIND-READING

May attempt to use three times per day.

ADJUSTMENT Base % x $\frac{\text{Level of cleric}}{\text{Level of mind read}}$

If a cleric attempts mind-reading and fails, then there is a chance that the subject will realise that such an attempt has been made.

MAXIMUM chance of this is 100% minus the cleric's chance of succeeding, with downwards adjustments for low intelligence/wisdom subjects.

AURA

This is divided into AURA OF PLACE and AURA OF THING.

AURA OF PLACE gives crude data about the "vibrations" associated with a place. It may be used four times per day.

AURA OF THING may be used to detect the aura of an object, place or thing. It may be used twice per day.

The data gained reveals something about the purpose/origin/alignment of most magical items, and some special non-magical items which also have auras.

As with all psionic powers, the most accurate and specific information is obtained when the object concentrated upon is small/localised/specific. In general, aura can only be detected when the cleric is within touching distance of the object in question.

ADJUSTMENT Base% x $\frac{\text{Level of cleric}}{\text{Level on which object/place is located.}}$

TS: TRUTH SAYING.

Cleric can detect whether an intelligent being is telling the truth. (i.e. the truth to the best knowledge of that being.)

If the cleric can't understand the language being used, the sincerity of the statement can still be evaluated.

This ability may be used three times per day.

ADJUSTMENT As for ESP.

CLERICAL PSIONIC ABILITIES either give true information or, if the ability fails no information at all.

Chris Smith provided me with the following information on a new monkish weapon. She doesn't quote source so my appologies if I'm stepping on anyone's copyright.

" A great monkish weapon is a kusarigama (or it might be kasurigama) which is a morningstar on the end of a military pick, Of course, you have to be dexterous (15+) and it needs a fair amount of space, BUT, a monk who gets one attack per meleé gets to hit with each end each meleé. (Damage:- m.pick 1-6, m.star 1-4. Morning star tangles the opponent on 19 or 20 in attack and on 18-20 in defence, then the tangled one has to try to get free while the monk cuts them to ribbons with the sharp end.)"

TALES OF THE SYDNEY DUNGEONS

Chris Smith.

((NOTE:- I've been wanting to print some of the material Chris and Linda have been sending me for quite a while now, and this letter fits perfectly into AS FLIES. However, I hope the information here is no longer current for the sake of Chris's cleric. Chris, if there's any D&D stuff in future letters which you would like left secret, please bracket it with DNQs. MAO))

In Andrew McDonald's world, my third level cleric is scaring people silly by throwing fireballs, lightning bolts, and making people keel over from a distance at the point of a finger..Well, actually, it's this sword ~~she~~ (it's very complicated) got a while ago when nobody was watching. It throws illusions. (She don't use it to bash with, or to detect metal with, or any of the other things it does.) Now, this lil cleric is evil (er' course) and Andrew reckons this is all good fun ('cause he is too,) so I get away with more than I should. For instance I like to put doors in the dungeon where there ain't any, and remove doors where there are. This leads to people flying into rooms head-first after "knocking down" a door that wasn't there etc. I got 350 experience points in one expedition just by being evil like this. Another fun trick is to make somebody think their armour has disappeared when in melee, or to put corridors where there are stairs down, or to administer fake "Cure light wounds".

One Fine Day In The Wilderness, we found a fire giant. We killed it. It regenerated. We slit it open and put rocks in. It stopped regenerating. I then invented the Fire Giant Grenade. Remove piece of Fire Giant with rock in from backpack. Remove rock. Douse in oil, light and throw at enemy. It regenerates damn fast when it's on fire. Variation on the same theme; I opened a butcher shop and sold hunks of it saying

"It's really good meat. Just pop it in the oven and leave it for an hour or so."

Fifty Fire Giants can really destroy a town.

Week before last's was a fun expedition. Cleric had a dying curse laid on ~~her~~ her. (He was a he, but he was turned into a pansy (the plant) and the party were trying to crunch him, so, not being able to do much else, he prayed to Messiana for help and got turned into a jacaranda tree. (he shouldn't have asked Messiana.) (One thing this cleric can do is pray - rolled (3/)) The tree was in bloom. When it finally got turned human, it was female and had a jacaranda tree on the way (and didn't know the gestation period.) Anyway, it got cursed. (Worries! It's immune to all clerical magic. It drew this and regeneration from the deck.) The curse said ****"May the power of darkness fall upon you and all those who have ever known you."**** Curser then expired. (he'd known me years ago!)

Now this is a fun curse. I am third cousin to the King. It is an Established Character. Just about everybody in the dungeon knows me! Fun began at once. I threw a fake fireball or three at an annoying grot magic user in our party. He seemed to fall over dead from no particular cause. (The party doesn't see any handwaving with a fake fireball.)

"Must have been the curse" I said sagely.

"I don't like the look of it." They all said.

Poor Jennie's third level Illusionist got home to find her rich daddy dead on the carpet (of iright yet) and Demogorgon waiting for her. He snatched two levels before she ran off (and daddy's property got confiscated to cover

the damage etc., so she's still poor). Certain cities ever a period of time had been getting rained on - mud for a week, then blood for a week, then they disappear. The town where the King lives got rained on, no mud - it went straight to blood. The King is not pleased.

Now, the only way they're gonna get the curse off them is to get the curse off me - and I don't want a remove curse. I like things the way they are. The more evil, fear and chaos the better.

How to scare Jack Herman. (Not an easy task) Our party met 13 blue-bearded dwarves in the woods. They tried to attack us.

"I bags the one with the staff" says I, going nowhere near any of them. (Me! Risk my skin??? Never!) Dwarf next to the magic user dwarf (who has paralysed one of the party with that staff) has copped a lightning bolt and dies.

"This cleric throws lightning bolts?????!!" chorus Jack and another (both druids) as I mutters "Rats! Missed!" Dwarf on other side of m.u. dwarf drops dead from no apparent reason. (They eye me worriedly). M.u. dwarf turns all red and crispy when Jack's druid throws two lightning bolts at once.

"What? I didn't do that!!" says Jack. I shakes hands with him. He is very scared of me. He will not stab me in the back like he usually does (to every one!) (Jack threw a real Lbolt which it saved against. I threw a fake Lbolt. It failed to save vs illusion but did save vs Lbolt and so took full damage of Jack's original Lbolt.) I also have X ray vision from the encounter with the Deck of cards.

"I bags the ring it has in its pocket" I say. They don't argue very much.

As I was saying, this cleric can pray. At one stage it was fleeing from the dungeon with the grot m.u. (with no spell left) and Jennie's dead body over its shoulder absorbing the missiles (1-6) fired by the person lying on its belly at the end of a long corridor (where we couldn't get at it) and who seemed immune to fake magic spells etc, and the rest of the party had buggered off with their teleport rings which I didn't have any of. Only one thing to do. "Help!" I prayed and rolled C8%. The missile fire halted and there was dead silence from behind.

"What about the dead illusionist?" I said.

"What about it?" said Andrew. I rolled C7%. Dead body was 2hp better off (still dead). I then rolled C6% and the dead body got an extra 4 points better and sat up and said "I feel awful." We later met up with the rest of the party, I killed the grot m.u., Jennie met the curse, Jack got scared and I gave Linda's (goody-goody-type) cleric its own personal fake mud cloud, which followed her around and scared her half to death. (This was fun. I told her It Was The Curse.)

I asked Andrew if I could be one of the powers of evil and invent nasty things to happen to people and he said "Why not?" and that's what I'm up to now.

Whilst it's really not anything to do with D&D, and what's more is probably trying to avoid D&D like the plague, I thought I might just plug UNICON IV here. It will take place over the EASTER longweekend with Brian Aldiss as guest of honour and Roger Zelazny as special guest. The venue is the Melbourne Town House and membership costs \$10-00 until March 1st and \$15-00 thereafter. Monies can be sent to UNICON IV, BCX 106, Melbourne University, Parkville, Victoria 3052. Looks like being a good show.

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%*****%
% THE DOOR OPENS..... %
%*****%

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To reveal an editor frantically trying to justify himself.

Welcome to AS FLIES number one. It is, as you will no doubt have noticed, an amateur magazine devoted to the game Dungeons and Dragons, hereinafter referred to as D&D and I gather the people at TSR are appreciative if one mentions the fact that they do hold copyright for the game.

Please note, that I do stress the word amateur. As you will notice from the contents page, there is no subscription rate for AS FLIES. It is available in exchange for letters, articles, artwork or on editorial whim. This applies equally to the converse. I will not pay money for letters, articles or artwork. I wouldn't mind trading though if anyone out there produces a wargaming zine, or for that matter a science fiction fanzine, though I do have my own sf fanzine, MINARDOR which I trade for sf fanzines. The regularity of this fanzine will put a constipated elephant to shame, in that it will only be printed when I have enough articles, artwork, paper and time. Expect it when you see it.

The cover and title of this zine are deliberately chosen to confuse those people who received ALICIAN FIELDS 2. The cover is the same, because I ran off a lot too many, and the initials are the same because I didn't think at the time of naming this thing.

But a bit of background. I have been playing D&D for almost a year now, and have been promising to put out a zine for almost as long. This particular issue is dedicated to Chris&Linda Smith who, along with Dave Pengelley and Margaret MacKie introduced me to D&D at MONACLAVE last January. You will notice Chris's name in a number of places around the zine. The other main force behind this issue was Rob's article on languages which I'd been promising to print for ages.

Adelaide D&D, to the best of my knowledge, has crystalized around three centres. There are several dungeons attached to the South Australian Historical War Gaming Society, who have been playing for about two years. I know little about their set up, having met their President once by accident whilst raiding Military Hobbies, the local suppliers of D&D materials. There may also be dungeons connected to other war games groups in the state. I believe Steven Cunnell mentioned that Group North had some dungeons.

The second centre is connected to the Adelaide University Science Fiction Association. Perry Middlemiss (1/52 St Annes Place Parkside S.A. 5063) runs one dungeon, and a dungeon, originally designed by Dave Hodson I believe, is regularly run in the Uni. I haven't been through either yet, but I intend to run a character through Perry's dungeon one of these days.

The third centre is somewhere about half way between our house and that of John Packer, and here I can speak with a little more firsthand knowledge. We have three dungeons running at the moment and have worked out a nice three week cycle to allow the dms time to repair the ravages of the parties.

John Packer (12 Charles St Northfield 5085) runs a dungeon with rather exotic leanings. There is a special bonus for being able to swallow one of Mother's meals without upchucking. We have also had problems with animate onions with fists doing 1-6 points of damage and a gas weapon which takes effect when you hit them. (There isn't a dry eye in the house.) Any traveller in John's dungeon is wary of the sound "whiff whiff whiff" which heralds the arrival of the Thesaurus. Indeed, on one occasion one of our magic users was shot by a thief to discourage his actions in attracting Thesauri.

Rob Lock's dungeon has a habit of sneaking up on one from behind. There was, for instance, the time we were walking through the junkyard looking for a goblin villiage to investigate only to find that we were standing in the middle of the town square. The inhabitants of the dungeon include Bode's Punkerpans and Lady Gertrude, the fat lady of Limburg. In his dungeon, one of our most valuable artifacts is a sword, +5 vs machines.

I get rather tongue-tied talking about my own dungeon. Suffice it to say that it is based on ALICE IN WONDERLAND to a large extent, though at the moment, this is most evident on level two. If I have space, I'll print some details on my interpretations of some Carrollian monsters.

You will note the lack of address for Rob's dungeon and my own. This is because our place of abode is not fixed. We are looking for a new place at the moment, so any correspondence to AS FLIES should be directed to 70 Hamblynn Road Elizabeth Downs 5113 until further notice.

I gather that there is talk of starting up a D&D apa in Sydney. If so, and anyone has any further details, I would like to hear from them.

Anyway, that will have to do for now. The introductory sized sample edition of AS FLIES. (Note: There is no prize for guessing the source of the Title of this zine.)

WHAT IS THAT MONSTROSITY?

THE BANDERSNATCH

No appearing 1 A.C. 3 Move 15" Hit Dice 5 % in lair 50%
 Treasure Type A Bite 1-12, 2 Claws 1-8.

Uses magic as a chaotic level 5 magic user but has an instantaneous polymorph self spell which may be used up to five times a day. In human form it appears as a slightly effeminate man in a pink suit. Its natural form is dragon shape with wings. In both forms it has a +5 on saving throws. They are impossible to catch (See Through The Looking Glass Chapter VII), have long necks and are impossible to bribe. (See The Hunting Of The Snark Fit the Seventh.)

THE JUB JUB BIRD

No appearing 1-4 A.C. 5 Move 12/24 Hit Dice 4+2 % in lair 80%
 Treasure type B Bite 1-10 Claw 1-6.

A large eagle type bird with a bright red crest and a shrill cry. It will often befriend a druid and druids may have one as a steed. There is a fifty percent chance that a JubJub will speak Common Speech. Again, unbribable (See The Hunting Of The Snark, Fit the Fifth.)

MIMSY BOROGOVES

No appearing 2-12 A.C. 9 Move 6/12 Hit Dice 2 % in lair 100%
 Treasure 10-100Copper each. Bite 1-6.

These are shabby looking birds of very low morale. They will flee at the sight of a party of half their numbers or more. Non-intelligent. (See Through The Looking Glass Chapter VI.)
