

Comments on Issue #371*Paul Cardwell*

To "shut up" on radio, you only need to turn off your transmitter, not your receiver. Why would the nearest ship to the Titanic have turned off their passive receiver that would not have interfered with radio traffic and yet still have been able to hear distress signals?

Rather than say that Healing shortens your life by 5 days per point healed, I would say it ages you 5 days per point healed.

Myles Corcoran

My short-lived *Angel* campaign (which died due to player issues (a husband and wife who found they just cannot play PCs in the same game)) centered upon a Chandler-esque detective agency with a supernatural twist. Coming up with tight mysteries is exhausting work.

Lee Gold

The *normalize* birthing spell raises some interesting ethical questions and societal reactions to those exceptional (good or bad) individuals who were not subjected to it. In some ways, it is reminiscent of *Gattaca*.

If people grow less mentally mature as they age, the world loses experience and expertise. You lose professionals with 20+ years of experience. Scientific and technological innovation that takes decades of dedication might never occur.

Given the continued popularity of 1st Ed. AD&D and retro-games like *Castles & Crusades*, I think you are perfectly safe using your own D&D knowledge without having anyone check it for obsolescence.

Joshua Kronengold

I have suffered far too many (bad) GMs who create a world around their favored NPCs to try the technique myself.

Brian Misiaszek

Any retro-D&D game worth its salt would not allow clerics to use daggers and spears. All told, the game sounds dreadful.

Back in the day, I can remember pacing off how far & fast AD&D characters were supposed to move and was boggled by how slow it was. The rules assumed that the PCs would be being extra-cautious and searching for traps and such, but that notion fails as quickly as saying hit points represent one's parrying and defensive abilities.

I liked *The Secret King* and *Succession Gambit* (though my thought, before getting to this section, was that Jr. was a clone of Sr.). I disliked *Savage Offspring*. Alternatively, I would suggest a villainess whose "only good thing" was the birth of her son, much like Darla from *Angel*, and then to kill her off during or shortly after childbirth. But I still prefer the notion that Jr. had no mother.

Lisa Padol

The size of gnomish infants is probably a function of time to collect the resources and carve it. In the amount of time it takes to create a child, perhaps one could create an infant and raise it to a child. How would those two children differ? Given their association with Earth, I doubt gnomes would produce more children than they could support.

Quickie GenCon Report

When I signed up to run games at GenCon, my *Savage Worlds* campaign was still ongoing, so I submitted four adventures based upon those I had run for my group, figuring it would be easy to write them up in a more formal, convention-friendly format including colorful maps made in Dundjinni, boxed text, monster stats, and other notes to make my life easier. With months of preparation time, I never got around to doing any of this (except for designing new PCs and other bits & pieces) until the week before the convention. Despite taking the Monday and Tuesday off before the convention (leaving Wednesday for flying), I never did get everything completely finished and polished.

My four games ran from ten o'clock to two o'clock, and I played in games from two through six, meaning that I never had a chance to walk through the dealers room until after my final game on Sunday. However, Terri was able to scout ahead and get the new *Order of the Stick* comic and game on the first day (which involved standing in line for two-and-a-half hours).¹ The other games I was interested in, *Hollow Earth Expedition* and *Fairy's Tale*, I either convinced myself I did not need or that I would be happier with the PDF, respectively. Terri spent much of her time in the auction, and picked up a few miscellaneous games which will either go to Linda or stay in our house. She swears she will be clearing off the kitchen table so that we can start playing games together again, which I look forward to.

The games I ran went well, though only one was filled to capacity. I enjoyed myself and the players seemed to enjoy them. I also ran a game Sunday night for Hildreths & Friends, using the same characters, involving a prince who had been ensorcelled by a dryad, a naiad, and a naga (in succession). I have to say the adventure I made up in a half-day went as well as the ones I had more time to prepare.

I played in an official demo of the new edition of *RuneQuest*, but the GM did not know the new rules. This is twice I have been let down by poorly run, poorly represented, company-sponsored, ticketed events. I also played a True20 game set in their Nevermore fantasy setting (which was interesting enough to make me think about picking up the world book) and *Castle Falkenstein* (for which I had to make a character had a good time with it). Each night, Hildreths & Friends got together for a *Savage Worlds* room game.

With all my time spent running or playing rpgs, I did not attend any of the other events and did not miss them. I plan to be back in two years.

¹ I cashed in some serious brownie points, you betcha.