



It doesn't seem too early to call the first issue of Interregnum under the new six-week schedule a clear success. Even though several of the usual suspects didn't get a zine together for this issue (and you *were* missed, guys), Interregnum #11 is one of the longest issues yet. And this despite the fact that I did considerably less nagging reminding than usual. ☺

Nonetheless I'll continue to post reminders on the Net. After all, who knows? If this trend keeps up, we may soon break the 100-page barrier.

## Topic: Immortality

The topic for Interregnum #12 is *Immortality*. When I first started playing AD&D™, true immortality was the main goal of every PC; that, or godhood, which amounted to the same thing (since they were both absolutely unattainable). All of us dreamed of finding a wishing ring, grabbing it before anyone else could reach it and gaining eternal life. Had we ever actually *found* a ring of wishes, we probably would have all killed each other right away—unless we were tipped off first by a pile of bones, remnants of previous parties, in front of the ring. ☺

What are your experiences with Immortality?

Thanks to **Virgil Greene** for this topic idea.

## Samplers Galore

I have a large quantity of IR Samplers on hand. If anyone out there is going to a convention and is willing to take some along, please drop me a line! I'll send you Samplers and flyers, too. I'd particularly like to get the Samplers distributed at conventions with a large roleplaying element. GenCon and Origins would be particularly good.

Incidentally, it's easy to distribute the flyers and Samplers; all you have to do is drop them onto the "Free" table. They're almost always snapped up within hours.

## The Project IV

It seems to me that it's a good idea to keep awareness of Interregnum on the Internet high. One way to do that would be to announce the publication of each issue. Would that be excessive? Perhaps. But an announcement, along with a brief listing of the contents of the issue and contact information, might well bring in new readers and subscribers.

I'd like to get feedback from contributors on this. If everyone agrees that it's worth trying, one of the first things to do will be to decide how to list zines and their contents. I could whomp something up, of course; but perhaps some would prefer to write their own blurbs. It's something to think about, anyway.

Until next time,

—>Pete