

Inspired by
old School D&D zines
and APAs from
the 70s

WIZARD 2 FUNK

*** Art**
*** Monsters**

*** Rants**
*** Cool**
Stuff in
Every
Issue!

*** There's a**
Dungeon
inside!



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Round II Tony!

“The Dungeons of Neraz, Level 1” by Dice Bro

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Interview with former TSR employee Allen Hammack thank you,
Allen!

An OD&D Campaign Report (from 2019)

Underworld Classifieds by Todd Weber Thanks Todd!

Open Game License Version 1.0a

OD&D character sheet

Art:

Cover page Wizard illustration by Thaddeus Moore

Sorcerer illustration at bottom of Introduction page by
Robin Irwin

Dough Golem and Reverse Centaur illustrations by
Thaddeus Moore

Helmeted warrior at end of “4 Easy Pieces” by Thaddeus
Moore

Wizard at end of the OD&D Campaign Report by Thaddeus
Moore

Classifieds illustration and writing by Todd Weber

Back Page Dragon illustration by Robin Irwin

Introduction, wait...Forward? or whatever...

The Great thing about Original D&D is that you can create your own game! Your own monsters, your own hit dice, your own weapons, your own freaking anything you ever wanted in a game. You can take stuff from other games and put that stuff in your game. You can create your own maps, grids, tables, etc. If you want, you can invent your stuff on the fly. it's so dang cool.

I, the DiceBro, want to personaalyy thank you every single one for purchasing this little piece of fantastical role play game history. Treat what you are holding in your hands as a little jewel, a treasure if you will. This may sound crazy but the Dice Deity has placed his blessing on this very issue! As long as this physical copy exists (not pdf you cheap bastardz) **you will be able to rub it with a die and it will grant you a +3 bonus.** Be sure and tell this to your ref, or don't: just add three points to every roll, they won't notice. You have the power!!! And it's not cheating because the Dice Bro created this INVIOABLE RULE. If your refs call you out on it, then show them this issue and tell 'em that the Dice Bro, High Priest of the Dice Deity, commands it.

That's what I'm talking about man.

Yours TRULY,

The Dice Bro



"I Disbelieve!"

An eloquent and irrefutable argument by the Dice Bro.

First: Level Limits

It seems that Level Limits in OD&D have been complained about and ignored since the early days when the white box wyrmed its way into the marketplace. Well I'm here to say that I agree with Gygax on this one! This may be the firest time youall here me say yes to Gygax, but geeez: fancy pants elves should be unlimited?? Dwarves, Elfs and Halflings running around like superheros in a marvel comic book??? That's crazy man. I mean I appreciate the Lord of the Rings books and movies. But the movies, geez, nobody ever stopped for a rest. It was like those dwarves and hobbits never slept. And they were super physically fit. The goblins and orcs never had a chance against em. Look, dwarves are MINERS. They got bad backs and use picks and shovels. Hobbits are lazy and plump. Elfs are too ancient to care. That's why Elfs, Dwarfs and Halflings in OD&D aren't supposed to be high level superheroes. And the elves, awe comm on folks. Tolkein elves stink. They think they are soooooo much better than everyone else. Most of em didn't even speak our language in the LOTR and Hobbit movies. they were just too good looking and smart for the humans in the audience. Fancy pants elves: just look at their overly complicated calligraphy...if they got time to write like that then they got no time to learn to fight. Yet they were always coming in to whoop ass and save everyone's bacon at the last second. Booring! Now the backstabbing untrustworthy elves from 3 Hearts and 3 Lions by Poul Anderson. They were terrible fighters. Those were much better than Tolkein's elves. But I digress. Back to Level Limits. This Od&d game is SUPPOSED to be about humans, who are mainly magic users and fighters. I'll save my rant about Clerics for later. Those other species are a side order. They don't wanna live with the humans. Dwarves want to mine. Hobbits want to recline. Elves want to do whatever it is that elves do, calligraphy I guess. So I say stick with the level limits. Say no to level creep. Retire your Hobbit, yes I said HOBBIT, at 4th level and be Proudfoot about it. Then move on to a real player character that can work his or her way up to Wizard...like I did.

The Dice Bro

NEW MONSTERS

These monsters created by contributor TM are done up for 2 different rule systems (The Dicebro is generous). BECMI and OeD&D.

Dough Golem

A cheap and relatively easy golem for a wizard to create, requiring primarily flour and water. The Dough Golem will attempt to engulf attackers inside its soft body, suffocating them. If attacked with fire it may be transformed into a bread golem making it delicious with jam and butter.

AC 7, HD 4 (18 HP), ATT 2 x Fist (1D8), THACO 17, MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 12, AL Neutral, XP 100, NA 1 (1), TT: None

(O&D stats are: AC7,HD4, 12 hp, D1d6,MV12")

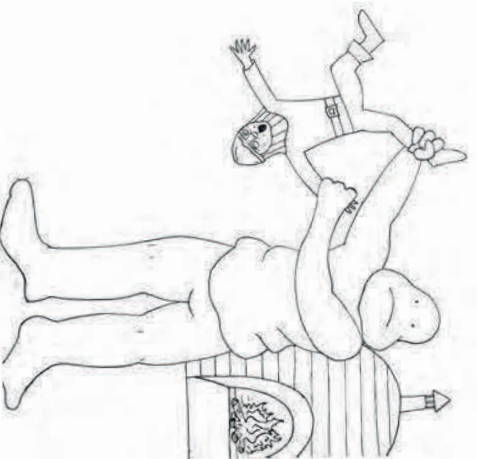
Engulf: On a successful attack the target must save V. Death or be engulfed in the sweet sticky dough body of the golem. Suffocating in 1D6 rounds unless cut free or by freeing themselves on a successful str check. Up to 3 man sized creatures may be engulfed simultaneously.

Water based attacks deal + 2 dmg to the dough golem.

Can only be harmed by magical attacks.

Immune to: Gas, Charm, Hold, Sleep Spells.

Fire Damage: The golem regains HP equal to any fire damaged received. On absorbing twice its base HP it becomes a Bread golem (AC 5), loses its engulf ability and increases in size by 1.5 times.



Reverse Centaur

An unnatural and sorcererous abomination that combined the body of an ogre from the shoulders down and the body of a horse from behind the front hooves up. 10-12 ft tall. Typically naked or wearing furs or scraps of scavenged cloth. AC 6, HD 4+1 (19 HP), Att 2 x hooves (1d6), 2 x hands (1d2) or may wield weapons and/or shield, THACO 15, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Chaotic, XP 200, NA 1d4, TT C + 2000 gp
Note Per Rules Cyclopedia p. 110: "Multiple Attacks with two weapons combat" "The second attack is at a penalty of -4 to hit (but not to damage)."

(OD&d stats are: AC6,HD4+1,d1d6+2,MV9", Treasure:
Type C+2000gp)



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"Four Easy Pieces" by Tony Elam
Introduction to Round II

Upon giving the pieces of the wand to Leim, Leim lets out a demonic laugh. Before your eyes the vision of Leim changes, a human dressed in cold black robes now stand before you and says: "The power is now mine!" and disappears.

Our intrepid band, stunned, and not knowing what to do (as usual) start to argue about being taken, cheated again. Then behind them appears the real Leim, tall, distinguished looking with a flowing cape and easily seen to be very angry. Shouting at the party "Fools, are you so naive and incompetent that you are taken in by a mere trickster. Now you have given my wand to a most foul individual who desires power at any cost. But you will pay for your folly. You complain of being cheated..... Since you have unwittingly stolen my wand you will now return it to me or suffer my wraith! Go once more through the cones and you will be at the stronghold of Garth the Illusionist. Upon getting the wand you will return and be paid, Fail and you will Die!!!"

As one of the "heroes" asks (stupidly at this point) "what kind of pay?" To which Leim answers: "100 gp to each man returning, the weapons and magic I originally loaned you, a horse, provisions and the time needed to leave my domain before I end your lives, foolish ones! Now Go!"

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Notes to the GM for round II play:

1. Players HTK should be reset to maximum.
2. Players choosing spells must do so before existing the cones at the castle keep. These spells must last the entire round. Spell replacement and HTK regeneration by passage of time is not recommended for play balance.
3. The cones (gate) will take the players to the castle keep (level 0). The cones will not function until the wand is obtained from level three - The Bugbear's Temple. Once the wand is obtained passing through the cones will return the players to Leim's Tower and the adventure will end.

The following shows the levels for round II:

Castle Keep
(level 0)

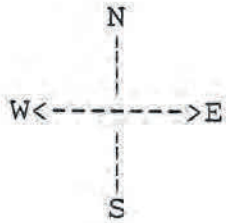
The Maze
(level 1)

Garth's Place
(level 2)

Bugbear's Temple
(level 3)

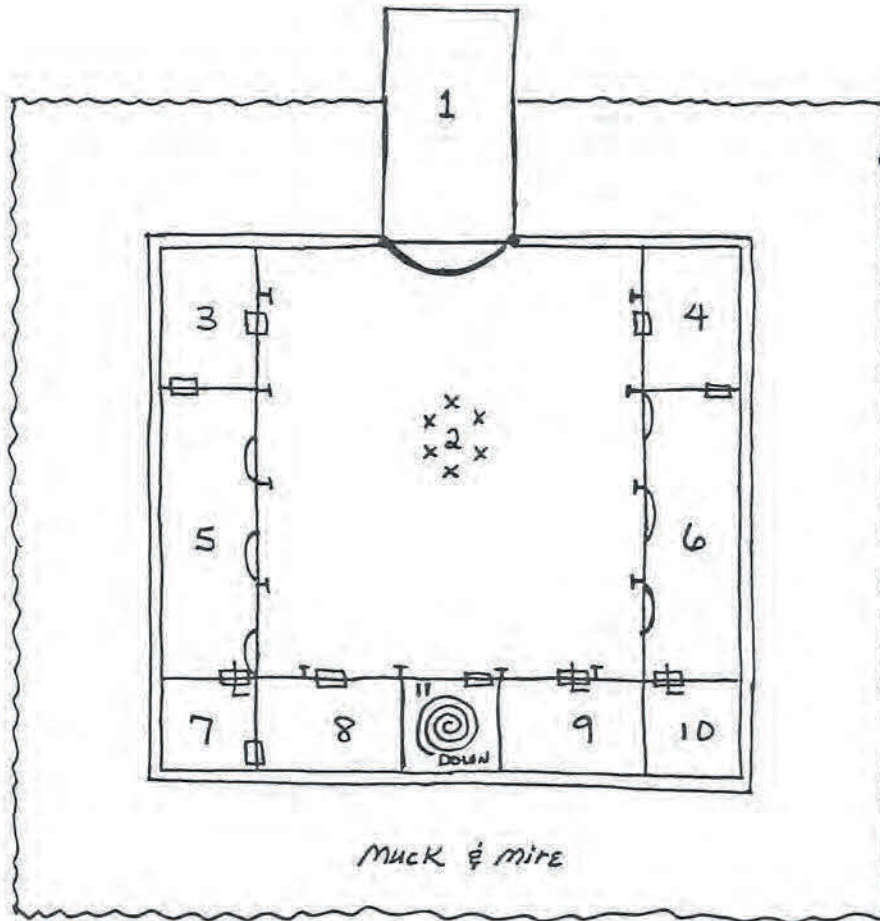
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The Castle Keep (Level 0)



OO
CONES

5' x 5'



Legend:

-  door
-  torch
-  circular stairs
-  guard
-  Archway
- L - Locked

Castle Keep Description

1. GM: The time is dusk, as the sun is setting. The drawbridge is 15' wide. The middle 5' is trapped, there is a 20% chance to break through doing 1d4 damage, and a 10% chance to fall through to the muck and mire below. The GM should have fun if someone falls through the bridge as the players should be quiet while advancing on the keep, however the noise will not attract any attention (see 2 below). Of course the players do not know this. A rope is all that's needed to retrieve the fallen player, although they will be covered with foul smelling mud which dries ever so slowly, doing a -4 to their appeal until cleaned off with soap and water.

2. Players: As you advance through to the Keep's courtyard you can not help but notice 6 bugbears which seem to be frozen in place. They were obviously gambling since they are all huddled around a pile of copper and silver coins. A pair of dice showing snake eyes lie on the ground at their feet. The courtyard itself is covered with piles of cow and horse droppings. Torches surround the walls every 10' but none are yet lit. There are three doors on the south wall, one each on the east and west walls. Also open covered areas are found on the east and west walls.

GM: If the dice are disturbed (picked up or moved to where the snake eyes are no longer showing) all bugbears will activate. Otherwise, the bugbears will remain frozen and can

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be killed or search at the players convenience. The dice are obviously magical and react with various results when rolled as given in the following chart:

Rolls	Results
2	Paralyze each being (20' radius)
3	Each being takes 1d6 damage (20' radius)
4	Teleport all beings (20' radius) and dice to level 1d4-1 main stairs
5	Zaps only roller to zero HTK
6	Curses primary weapon of roller by -1 to hit
7	Nothing happens
8	Enhances primary weapon of roller by +1 to hit
9	Heals roller to maximum HTK
10	Teleport only roller and dice to level 1d4-1 main stairs
11	Heals all beings within a 20'radius 1d6
12	Roller sees vision of the location of the Wand

Note: players with negative htk can not be saved/cured via dice.

Stats for the Bugbears:

AC(5), to hit ac(0) - 16, 1 attack (2d4) damage, move - 9",
Int - Low, HTK: 7, 18, 15, 13, 11, 16.

Treasure: Each bugbear has 1d6 silver pieces, 1d10 copper pieces. The pile on the ground contains 14 copper and 6 silver pieces. Bugbear #2 (18 HTK) has three magic gems of explosion. If the gem is thrown when it hits it causes an explosion which does the following damage:

distance away - damage (successful ST takes 1/2 damage):

0 to 10 feet - 5d6; 11 to 20 feet - 4d6; 21 to 30 feet - 3d6;

31 to 40 feet - 2d6; 41 to 50 feet - 1d6.

3. GM: This is a storage room. It contains food, supplies, water, wine, etc. Several cask, boxes, and shelves are in this area. Players may stock up on food supplies, however all should be described as substandard to normal human supplies.

4. GM: This is a storage room. It contains hay and feed sacks for livestock, several large water barrels and large sacks of rice, wheat and corn.

5. GM: This covered area is where the bugbears guards are housed. There are 6 cots, 6 chest; each chest contains a variety of clothing and blankets, all old and smelling of bugbear. In chest #3, there is a dagger with a gold handle. This dagger is worth 35gp. All other items of value are carried by the bugbears.

6. GM: This covered area is a stable. Several stalls contain six horses and four cows.

7. GM: This is another storage room. It contains non-food items: iron spikes, rope, candles, torches, 10' poles, pouches, belts, boots, packs, blankets, tinder boxes, lodestones, but no weapons or items of magic.

The door is locked but can be picked or broken open. The players may resupply themselves with any reasonable supply requests.

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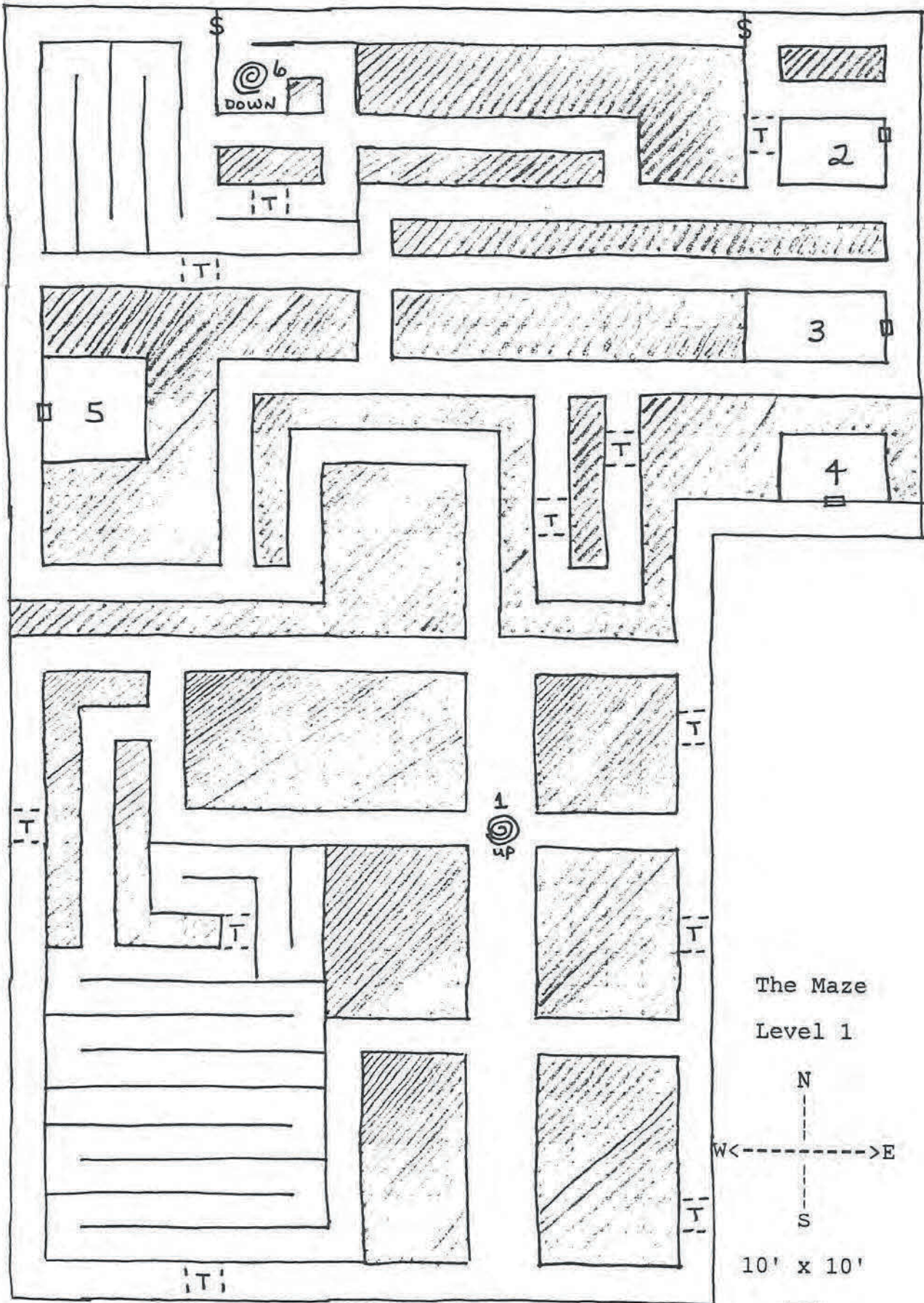
The room contains a roper with the following characteristics:
AC(4), to hit ac(0) - 16, 1 attack (1d8) damage, move - 6",
Int - Low, HTK: 12 note: if the roper hits with a 19 or 20
it entangles and does not have to hit next round to do
damage. This creature is well hidden with the pile of ropes.

8. GM: This is a kitchen area containing: a large table
with four chairs, a fireplace with chimney, oven and cooking
grill. There is a large pot of some kind of meat stew over
the fire (meat is human).

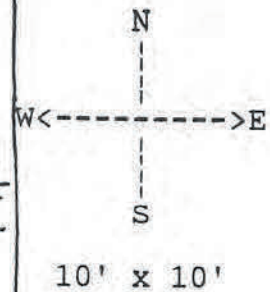
9. GM: This is another storage room. This room is also
locked but can easily be picked or broken open. It contains
3 dozen arrows, 12 spears, 4 swords, 5 shields, 6 10' pikes,
3 long bows, 4 short bows, 8 daggers, 7 spiked clubs, 3
staffs and assorted leather armor for large humanoids. None
of the items are magical. Players can resupply the weapons
as needed. None of the weapons are of exceptional quality.

10. GM: This is a locked cell/storage room for the human
prisoners used for food and sacrifices. Only one human is
alive and he is about to die. The room is full of human
waste and dead bodies. When talked to the one living will
warn the players of the maze below and give them the
following riddle before dying: To find your goal, ignore the
doors that bar; Remember the pole and follow the star.

11. GM: A large spiral staircase (metal) which descends
approximately 100'. Note: this leads to stair 1 of the Maze.



The Maze
Level 1



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The Maze Descriptions

1. Players: As you reach the apparent bottom of the spiral stairs you see that you are at an intersection of a underground complex. Only your torch light allows you to see as the complex is extremely quiet and dark. Your continued inspection of the immediate area reveals a handle protruding from the wall. Written in common beside the handle on the stone wall are the words: "Pull down for alarm".

Further inspection reveals nothing. The corridors extend in all four directions as far as your torch light can reach.

GM: If the players figure out the riddle from the human prisoner in level 0 above, remembering that the pole and star both refer to north, and always take the north corridor at intersections, they will find the spiral stairs (6) without encountering any enemies or traps. If they deviate from this direction various traps and bugbear rooms will be encountered. The handle is just what it says, an alarm which rings in each of the bugbear rooms (2-5). If the players pull the handle all bugbears will leave their rooms. Bugbears in room 4 will advance to the spiral stairs (1) and will proceed upstairs, bugbears in room 5 will advance and guard spiral stairs (6), bugbears in room 3 will advance to backup room 4 bugbears at the spiral stairs (1) but will take up a defense position there, room 2 bugbears will patrol the Maze in search of intruders and check stairs (1 and 6) in their patrols.

2-5. GM: Each room contains the following:

5 bugbears (1 leader and 4 guards) with the following stats:

AC(5), to hit ac(0) - 16, 1 attack (2d4) damage, move - 9",

Int - Low, HTK: Leaders 16, Guards 12, 10, 13, 11

Treasure: Each bugbear has 1d6 silver pieces, 1d10 copper pieces (double for leaders).

The rooms are full of cots, assorted bugbear clothing etc., nothing of value to the players. If the alarm has not been sounded there is a 50% that the occupants of each room will be asleep.

6. GM: Metal spiral stairs leading down to Level 2 - Garth's Place stairs (1). These stairs descend approximately 100' deeper.

TRAPS for level 1 (The Maze):

GM: each time the players pass through a 'T' on the map you should roll 1d6 to find the type of trap activated:

(1,2) - Pit Trap - floor vanishes under the 1d4th person across. Damage from fall is 1d6, also 10% chance to impale on spike for 1d8 additional damage.

(3,4) - Arrow Trap - 1d4 indicates which individual steps on pressure plate, setting off the arrow trap. 2 bolts from walls (1 each side) doing 1d4 damage each are shot at the player (75% chance to hit).

(5,6) - Ceiling Trap - 1d4 indicates which individual steps on a pressure plate, setting off the ceiling trap. Rocks, pebbles to bowling ball size, fall from the ceiling doing 1d8 damage to individual and all others within 10' radius.

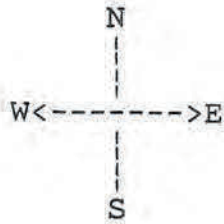
Notes to the Games Master: This can be a very easy level for the players if they solve the riddle and realize that pole and star give them the clue to travel north where ever possible. If the players pull the alarm handle this could be a killer. If they randomly explore the maze, it will be variable from easy to a killer dependent upon their luck. The games master must use his own judgement and help the players if you see fit. This can be done in a variety of ways but here is a couple of suggestions:

1. if the players pull the alarm only activate the bugbears in one room at a time or just those in room 4.
2. if the players are randomly searching the maze and getting no where let them find a sleeping bugbear in a corridor which can be convinced to tell or show them the way down (stairs-6).

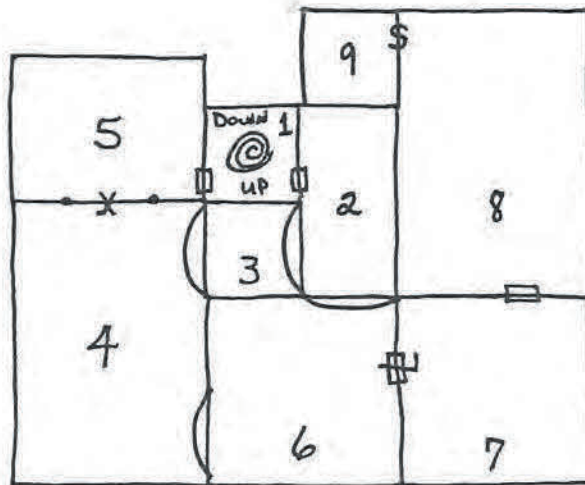
(Note: remember, these are only suggestions. If the group is playing poorly, they deserve what they get.)

Fun Adventures I

Garth's Place (Level 2)



5' x 5'



Legend:

-  door
-  swinging door
-  locked door
-  secret door
-  circular stairs
-  arch doorway

Garth's Place Description

1. GM: Metal spiral stairs leading up to level 1 - The Maze, and continue down to level 3 - The Bugbear Temple. The stairs continue to descend approximately 100' to level 3. Doors are present on both the east and west walls.

2. GM: This hallway has two archway openings. The east wall has a large mural painted on it depicting a large hole in the earth with a large insect climbing out. Many smaller creatures, possibly bears, seem to be worshipping the larger creature.

3. GM: This ten by ten entrance room for the dining area serves as a coat/armor room. There are several pegs and empty shelves on the south and north walls. Another archway opens the the west (dining room).

4. Players: This large room (approximately 20' by 30') contains a large, long polished wood table. Only one large chair sits at the south end of the table. Shining silver dinner ware is placed on the south end of the table. A large silver center piece adorns the table, appearing to be full of black flowers. Candelabras stand in the northwest and southwest corners of the room. Also, a large candelabra hangs from the ceiling in the rooms center. Swinging doors are present on the north wall, while another archway is present on the east wall, south end.

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GM: The black flowers (6 of them) are illusions. They are really small black viper snakes. If they are picked up the individual will be bitten but he will think he was pricked by a thorn. If the player attempts to disbelieve and makes a savings throw, he will see the flowers for what they really are - small black snakes. Each snake has the following: AC(6), to hit ac(0) - 19, 1 attack (1d4) damage, move - 7", Int - none, HTK: 2, 1, 3, 2, 3, 1; with each hit a player becomes more sluggish, the player must subtract 1 from die rolls to hit in combat, must add 1 to armor class, and must subtract 1" in movement per turn. This last for one hour per bite.

All silver items (centerpiece, dinnerware, silverware, and candelabras are worth 400 gp.)

5. Players: This room is obviously a kitchen. A large open circular fireplace is in the center of the room. A large hole in the center of the ceiling allows smoke to exit the room. Coals are smoldering in the fireplace. Cabinets line the east and west walls, swinging doors are on the south wall, a normal door also is present on the east wall. The north wall houses a large chopping block, covered with what appears to be blood.

GM: The cabinets on the east wall contain pots, pans, platters and cutlery. The cabinets on the west wall contain a variety of food staples.

6. Players: This 20 by 20 foot area has an archway on the north wall and west wall, as well as a door on the east wall. The room contains a large black stone desk in the southeast corner, it appears to be covered with parchment papers. The northwest corner contains a large clear case containing several items. Many pillows are scattered about the floor and several human heads are mounted on plaques on the walls.

GM: This is the Trophy/Audience room. The glass and crystal case contain many strange objects: skulls, glowing stones, and weapons - sword, dagger, bow. These are all illusions. The case can not be opened. If broken an alarm will sound and the objects in the case will disappear being replaced by Garth's pet - an illudog whose characteristics are:

AC(6), to hit ac(0) - 18, 1 attack (1d6) damage, move - 8", Int - med, Align - evil, HTK: 11. The Illudog can also do two of the following once per day:

- A. change form to any one of the following: cat, rat, bat, rabbit, goat, monkey, child, deer, skunk or fox. Actually an illudog can change into any mammal which it has killed.
- B. teleport itself instantly up to 50 foot distance, must be able to see where its going.
- C. turn invisible (becomes visible only when it wants to or takes an offensive action).
- D. create any illusion as a phantasmal force spell.
- E. heal itself (1d6).
- F. create darkness as darkness spell.

The glass case is the dog's house. Garth finds it serves two purposes. It serves as a dog house, keeping the dog out of his bed and has proven to be a good alarm mechanism since thieves will naturally attempt to break in to acquire the illusionary objects.

The papers on the desk are of no value. However, the papers do cover a valuable item which Garth forgot to put up after his last examination. It is an arrow of law. This arrow will not miss when it is shot at an evil creature and automatically kills. This arrow is hidden well under the apparently blank parchment papers which had been used to wrapped the arrow for transportation. Garth's servants, the bugbears, had acquired it from some now dead travelers.

NOTE: The normal door on the east wall is locked. It must be picked or receive 12 point of damage to be opened.

7. Players: This 20 by 20 foot area has book shelves on all walls from floor to ceiling. Thick, woven red carpets cover the floor. Four overstuffed pillows and a brazier on a tripod are in the center of the room. There is a door on the west wall and another on the north wall. Literally hundreds of books are present.

GM: This is Garth's study. The books cover a variety of topics most having to do with bugbears, local history, illusion and animals. Most, however, are written in evil and can not be read by the players. None of the books written in common are of value to the players. If they choose to spend allot of time in this room have Garth appear from his bedroom

ready for combat. If Garth is destroyed and they continue to waste time let a party of bugbears show up to help the players move on (see description of room 2-5, The Maze for stats on bugbear party).

8. Players: This large room is obviously Garth's bedroom. A large black canopy bed is in the center of the room. There is a large chest in the northeast corner and several closed cabinets on the west wall (south end). A large full length mirror is on the west wall (north end). Deep black drapes line all other sections of the wall areas.

GM: If the players have been quiet, they have not broken the display case in room 6, did not spend allot of time searching the study, room 7, and did not break the lock to the door into room # 7; then Garth will be asleep in the bed.

Otherwise, Garth will be awake and prepared for the players.

Garth: (Actually 1/2 human, 1/2 bugbear)

align - Chaotic Evil, Skill level - 6, Skill - Illusionist

HTK: 20 AC: 6 To hit ac(0): 18

+1 ring of protection, +1 dagger (1d4+1 damage)

ring of appearance (human).

spells: phantasmal force, change self, detect illusion, detect invisibility, blur, invisibility, detect magic, fear

If Garth is prepared he will cast the spells in this order:

Fear - all players who miss their saving throw run in fear for 6 rounds. Each player has a 75% chance to drop what they are holding if they miss the saving throw and run.

Phantasmal force - sets the room on fire - players not making saving throw to disbelieve will take 1d6 damage per round that they stay in the room. If Garth is disturbed the spell will fade.

Blur - players must attack at -4 on to hit die rolls.

Invisibility - Garth will attempt to make it into his secret room to acquire one of his magical weapons (see 9 below). The other spells would be used as appropriate. Garth will fight hand to hand only as a last resort. If Garth is not prepared, (he's still in bed asleep), when awoken he will attempt to get to his secret room. If threatened with death he will tell the players that the wand is down in the bugbear's temple and that it will be used in an upcoming ceremony. Garth will turn invisible as soon as he gets a chance to get away.

Under the bed is a gold chamber pot (used), worth 150 gp when cleaned.

The mirror is a secret door, it can only be detected as a secret door if the mirror is broken or if the players see Garth open it to get away. The players can only detect and open the secret door if the mirror is broken.

9. GM: This 10 by 10 foot room is Garth's secret hiding place and treasure room. When searched, the players will find the following:

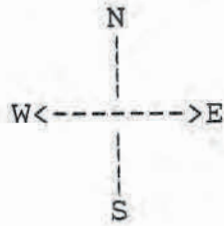
354 sp, 592 gp, 17 gems worth 1750 gp, a variety of miscellaneous treasures (goblets, crown, jewelry) worth approximately 4500 gp.

2 healing potions, 1 potion of extra healing, 1 potion of teleportation, 1 potion of invisibility, rope of climbing and scrolls with the following spells: detect traps, detect magic, detect illusion, unseen servant, spider climb, wall of fog and cause fear.

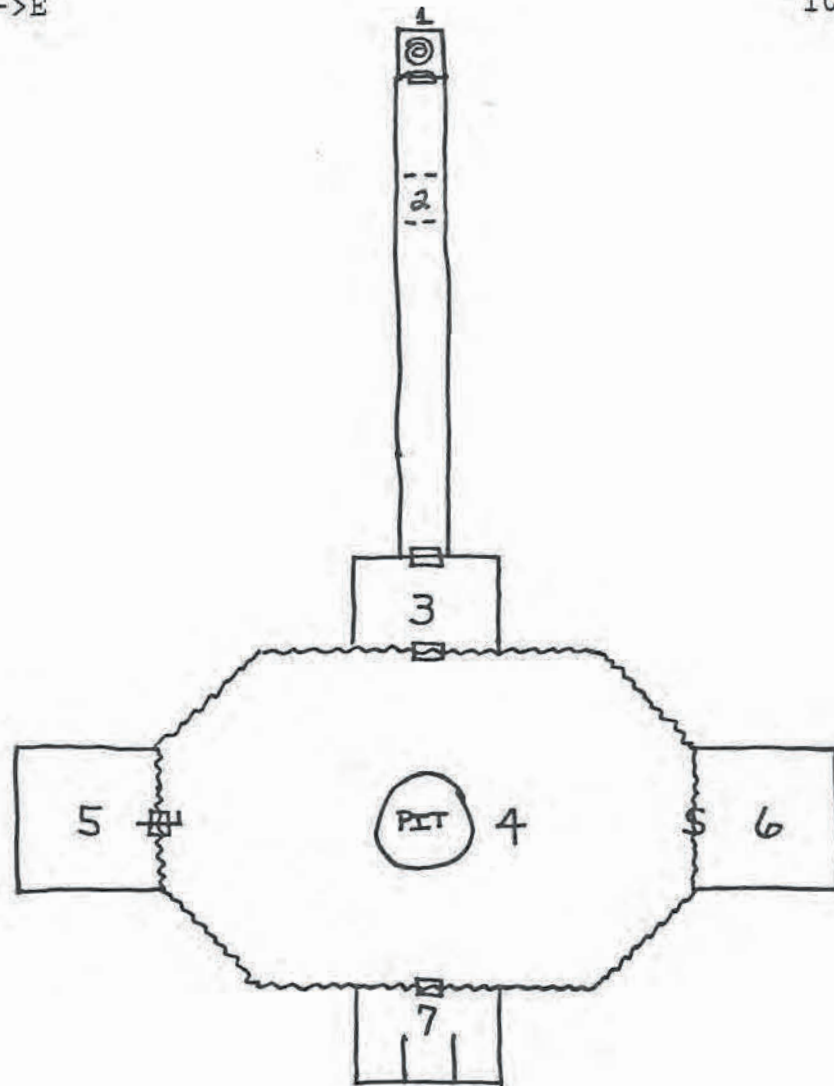
Also present are two wands: magic missiles (4 charges) 3d4 damage each charge and a wand of paralyzation (3 charges). A very good looking dagger is also present, however it is cursed -1 to hit, 1d2 damage and once used by a player, it will magically appear in the players hand during any combat situation. It can only be removed from the player by his death, if it is stolen or magically via a remove curse. The dagger also has an annoying habit of only talking in delicate situations where it will talk to loud and argue against its cursed owner.

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Bugbear's Temple (Level 3)



10' x 10'



Legend:

- door
- locked door
- secret door
- circular stairs

Bugbear's Temple Description

1. GM: Metal spiral stairs leading up to level 2 - Garth's Place. There is a door on the south wall.
2. GM: This long ten foot wide corridor is trapped with a pressure plate alarm. When a player steps on the area marked by (2) on the map, an alarm sounds in the reception room (3). The alarm can be easily turned off by pressing a stone on the east wall. This can be easily detected if looked for.

3. Players: Blood red walls are lit by low torches. A bugbear acolyte sits upon pillows in the center of the room. He is dressed in a black robe and wears a human skull on his head. There are doors on the north and south walls.

GM: This bugbear is charged with preventing intruders from reaching the worship chamber unannounced. If the players have tripped the alarm (2 above), this bugbear will watch the intruders advance toward this room. Once he has determined them to be enemies, he will lock the north door and let the master and other acolytes know that intruders are present. The south door will then be locked. Once the players break through or pick the lock on the north door the bugbear will cast the "cause fear" spell. He will then sit down and tell the players if they continue they will all die. He will take no further action against the players. He will continue to warn them to stop....STOP! If the players break the south door down or pick it's lock, he will then physically attack the players.

Name: Grr'Nak Skill: 1 Align: Chaotic Evil

AC: 5 HTK: 14 To hit ac(0): 16 Int: Avg Move: 9"

1 attack 2d4 damage

If the alarm has not be tripped the acolyte will not have either door locked, nor will he be prepared to cast the spell. He will be mediating and slow to respond to the players intrusion. Once aroused the bugbear will attempt to get to the south door to warn the master.

4. Players: This is obviously a large unlit chamber. From your torch light you can see that the near walls are decorated with decaying heads and skulls. No movement can be seen but an unusual odor is present in the air. Your torch light does barely expose what appears to be large opening in the floor to the south. This opening's edge appears to be stained with a dark red liquid which could be blood.

GM: As the players explore the area describe the following: locked door on the west wall, door on the south wall, decaying heads and skulls (humanoid) lining all walls. The large pit (20 foot diameter) in the center with blood stains on it's edges. Also as the players approach the center pit the torches will burn brighter. If a torch is placed into the pit, all within 10 feet of the pit will take 1d8 damage from the resulting explosion. No bugbears are present. There is a secret door on the east wall. This can be detect automatically if searched for by the players. If the acolyte escaped from room 3, he will have warned the master and other two acolytes. They will all appear from

their respective quarters in 1d4 rounds after the players enter the worship chamber and initiate combat. The master and escaped acolyte will advance from the master's chamber (room 5) while the other two acolytes will advance from the south door (room 7). If the bugbear in room 3 did not escape assume that the other bugbears are in their rooms meditating and the players may take their time searching and exploring the worship chamber.

If the bugbears are involved in combat in this worship chamber they will attempt to force the players into the center pit, since a player will fall to his death and if he carries a torch, an explosion will occur. They will also attempt to protect the east wall, retreating through the secret door when they start to loose.

5. Players: The walls of this chamber are lined with tapestries depicting the bugbear deity Hruggek breaking the bodies of humans. A large pile of black silks are in the southwest corner. A number of small chest are scattered around the room.

GM: If the master has not be alarmed, he will be asleep in the large pile of black sleeping silks. The chest contain personal items of the master, robes and other clothing, nothing of value to the players.

Name: M'Grr'Gar Skill level: 5 Int: above average

Move: 9" AC: 5 HTK: 20 To hit ac(0): 16

1 attack 2d4 damage

spells: cause blindness, hold person, silence, curse and command

If taken by surprise, he will not endanger his own life and will cooperate with the players until he sees a reasonable chance to escape.

6. Players: This is another dark room which when lit by your torch reveals an extremely large mace hanging on the east wall over a low altar draped with black and red silks. On the altar is the completed wand of power for which you have searched.

GM: If the master has been fighting and retreats into this room, he will obtain the large mace and use it when the players advance into this room. This mace gives the master a To hit ac(0) - 14 and does 1d20 damage. The wand of power was to be used in an upcoming ceremony to summon the bugbear insect god - Chic-lit-it from the bottom of the pit.

7. Players: Bare walls are present in this chamber. Three small stalls (10 by 10 foot) are on the south wall. Each stall contains a small chest and a bed of nails. Two beds are currently empty, one contains a sleeping bugbear. Another bugbear is sitting in meditation in the northwest corner, sharing at you.

GM: If the acolytes have not be warned, as the master, they will be unprepared for the intrusion and will be caught off guard. If they have been warned they should have advanced to meet the players in the worship chamber (see 4 above).

Minor Acolyte (sitting):

Name: Grr'Pec Skill level: 1 Int: avg Move: 8"

AC: 5 HTK: 14 To hit ac(0): 17 Spell - Cure light wounds
1 attack 2d4 damage

Major Acolyte (sleeping):

Name: Grr'Gek Skill level: 3 Int: avg Move: 9"

AC: 5 HTK: 16 To hit ac(0): 16 1 attack 2d4 damage
spells: cause light wounds, darkness

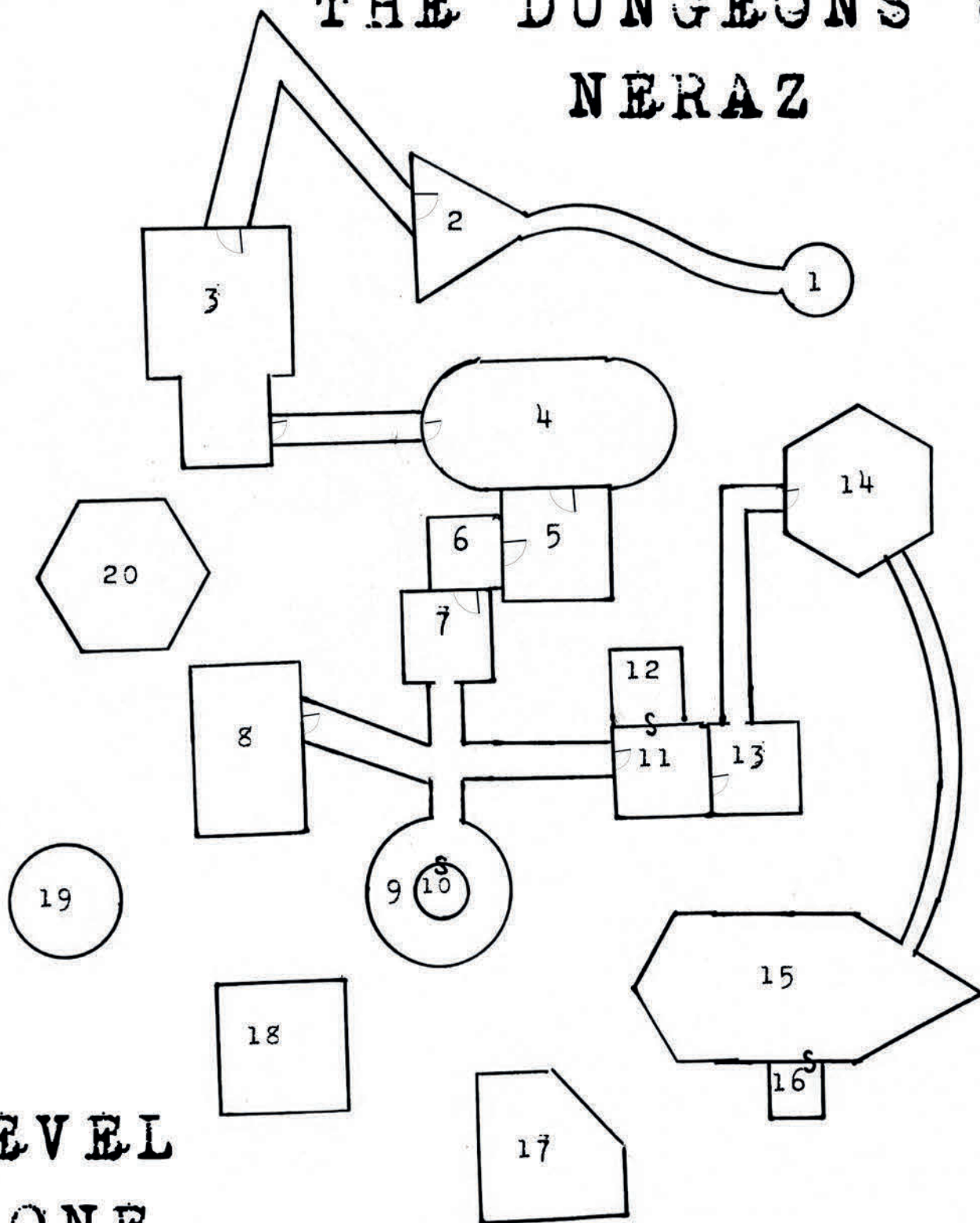
Unlike the Master however, these two will fight to the death
even if surprised and at a disadvantage. They will not
cooperate in anyway.



the end.

IBM 0981 130557

THE DUNGEONS OF NERAZ



LEVEL
ONE

Intro: The Oddball Wizard "Neraz" has constructed many underground dungeons where he stores his treasures. The party has found one.

1.-2. Empty

3. 1d3 ghouls(AC 6, HD2, Dam: 1d6, Special: paralyzing touch, MV 9") eating a fallen adventurer. 90 gp. Gem worth 100 gp.

4. unlocked chest with 1100 sp and 30 gp.

5. 2d4 kobolds (AC 7, HD .5, Dam: 1d3, MV 6") torturing puppies. 50 gp. An arm bracelet worth 700 gp. Armor +1 and shield +1.

6. 300 sp and 50 gp scattered on the cracked stone floor.

7.-8. Empty (for now!)

9. 1d6 smelly bandits (AC7,HD1,Dam:1d6,MV 12"). No treasure.

10.-11. Empty.

12. 1d2 two-headed wolf(s) (AC 7, HD3, Dam: 1d6, MV 12") chasing its/their tail(s). if party is loud, then will bust through secret door and attack. No treasure.

13. Ghost asks riddles (10 are included in this fanzine!). Solve and be fully healed!

14.Trap:phantasm of a silver wand with a sapphire tip on a golden table. Anyone walking in the room has a 2 in 6 (one time only) chance of falling into a spiked pit (Dam: 1d6+1). Touching the wand or table makes the whole illusion vanish with a pop.

15. Empty. Not so secret door (left open by a conjurer in 17) located in south wall.

16.Trap: 5 tiny doors in this room. 4 (marked E,R,Z,A)electrocute the opener (Dam: 1d6).One door(marked "N") will teleport the party to room 17.

17. 1d2 conjurers(AC 9,lvl3,Dam:1d6,MV 12",Spells:[1]Charm Person, Levitate, Light,[2] Sleep, Continual Light)attempting to summon a demon (and failing miserably). Scroll teleporting to 18.

18. A statue of a gnome peeing into pool. Trap: anyone who touches statue must save vs death or wither away into a pile of dust. Jump into pool and teleport to 19.

19. The Walls have 20 mirrors. One of them does not reflect living things. Step in to Teleport to 20.

20. 1d2 conjurers(AC9,lvl3,Dam:1d6,MV 12",Spells:[1]sleep, invisibility [2] Charm Person, sleep) doing calisthenics. Treasure: 700 sp, 40 gp, jewel worth 8000gp, Lawful Sword +2. Ring with 2 wishes. (no exits in this room: must use a wish to escape).

10 Riddles:

1) I am rarely touched but often held, and if you are smart you will use me well. A. A tongue.

2) what must take a bow before it can speak? A. a violin.

3) What is it that no man ever saw, which never was, but always will be? A. Tomorrow.

4) What do you see once in a year, twice in a week, but only twice in forever? A. the letter "e".

5) A shimmering field that reaches far, yet it has no tracks, and is crossed without paths...what am I? A. an ocean.

6) I can only live where there is light, but I die if the light shines on me... What am I? A. a shadow.

7) An elf rode out of town on Saturday, he stayed at an Inn and rode back to town the next day on Saturday...How is this possible? A. the horse is named "Saturday".

8) You have me today, tomorrow you'll have more. A. Memories.

9) I can be cracked, I can be told, I can be made, I can be played. What am I? A. A joke

10)What is so fragile that even saying its name can break it? A. silence

1. How did you get hired by TSR?

I had written letters to TSR and articles to The Dragon magazine. I also did well at convention tournaments, memorably amusing DM Tim Kask at Origins I and winning Best Mage at the AD&D Open at GenCon IX. A group of us drove up from Alabama to play in the first Winter Fantasy Con, where I got to play in Greyhawk with Gary DMing. While finishing my Masters' degree in chemistry I answered a small box help wanted ad in Dragon for an editor, and promptly forgot about it. Several months later at GenCon XI, Gary Gygax was standing in a food line and called, "Hey, Allen!" and waved me over. "When can you start?" So then I had less than a month to find a place to live, go back and move my stuff up to the Frozen North.

2. What is a favored memory you have from being employed at TSR?

Rubber band fights with artist Dave Sutherland. Arguing with Tim Jones over who got to use our shared typewriter that day. Writing most of a convention tournament with Harold Johnson on napkins at a KFC. Getting assigned to edit and develop Top Secret with Merle Rasmussen, and the World of Greyhawk with Gary. Working with the other editors in a page-by-page editing session for the first DMG. Friday night FITS (Fight in the Skies) and mah-jongg at Will & Schar Niebling's house.

3. What is the story of the first assassin player character in D&D?

The assassin class was added in the Blackmoor supplement (aka Book 5), so I don't know who the first assassin was. However, a character I played named Lassiviren was probably the first assassin character named in a TSR publication, because he was included in the Rogues' Gallery booklet which detailed famous PCs of TSR designers and other legendary early players. In those days we rolled

3d6 in order and played whatever came out. I rolled a very poor Con and 1 hit point, knew he was doomed to an early death, and named him Lassiviren the Anemic. He was named ironically after the then-current Olympic track star accused of “packing” his blood externally (hyperoxygenating) and then re-infusing it back into his system to gain endurance—it was a joke.

Lassiviren was a fighter, whom I played extremely cautiously, perhaps skillfully, aware that a single dart would end his life. I got him to 2nd level and eagerly rolled my new hit die—another 1! Rinse and repeat, and my 3rd level hit die was another 1. Yes—3 hit points for a 3rd level character!

Sometime along the progression the Blackmoor supplement came out, and because I had retaliated against another PC by using a crossbow trap with the bolt soaked in a crippling poison aimed to kneecap him, my DM told me I was visited by a couple of enforcers named Vito and Louie who made me an offer I couldn’t refuse—join the Assassin’s Guild or else! So, even though my stats fell short of some minimum requirements, I was grandfathered in. I embraced the role, only rarely targeting other PC’s (except when I became a tool of the DM’s plot).

4. Why do you love Boot Hill?

I watched a lot of Western tv shows and movies growing up, so the tropes and plots were easily accessible. Boot Hill was really a miniatures skirmish game with just enough roleplaying coating to barely qualify, so it was different (and I LIKED miniatures games!). I thought the combat system of just using percentage dice was elegant—it’s much simpler mentally to assign a percentage chance of success than to transpose it through d20, calculate THAC0, etc., etc. The chance of instant death for ANY character freed you to take wilder chances and stunts. Forget *carpe diem*—in Boot Hill, it’s *carpe minutum*!

5. What are some of your favorite books?

I could write a chapter on this—so many! Tolkien, of course. Howard, Leiber, Carter, Norton, Vance, McCaffrey. On the SF side, Heinlein, Spider Robinson, Clarke, Asimov, Alan Nourse. I also enjoyed the Doc Savage Bantam adventures,

and the first non-picture book I got was a Tom Swift, Jr., so I got hooked on SF very early.

If you know Tolkien, Howard's Conan & Red Sonja, Leiber's Fafhrd & the Grey Mouser, and the entirety of Robert Heinlein, you'll know a lot about me and my campaigns (and personality!).

6. Who are some of your favorite visual artists?

Oh, man, you're going to get me in trouble—I'm friends with so many! I'm such a poor artist that I'm in awe of their talents. Classically, I'm a fan of Rembrandt for the realism, colors, and light, and van Gogh for the emotional eloquence. Pre-TSR, the only serious art I had were X-Men covers of Steranko, and a very limited Frazetta print of John Carter of Mars. During my TSR era (1978-1983) so many amazing talents, including (but not limited to, sorry if I miss any!): Dave Sutherland, Dave Trampier, Tom Wham, Darlene, Jeff Dee, Erol Otus, Jeff Easley, Larry Elmore, Jim Roslof, Clyde Caldwell, "Diesel" LaForce, Jim Holloway, Tim Truman, Greg and Tim Hildebrandt, Bill Willingham, J.D. Webster, Kelly Freas, and "Elrohir" (Glenn and Kenneth Rahman). Post-TSR, loads of talented artists I met at conventions, including Ruth Thompson. Hung in my house I have oil paintings by Elmore and Darlene, my Frazetta, and a Tolkien pencil sketch by Greg Hildebrandt, so I guess they get a special shout-out! 😊

7. Please name some of your favorite musicians.

Heart—Their lyrics are poetry set to music, and Ann Wilson's voice is magic. One of their early songs, *Dream of the Archer*, is *such* a D&D song! Their version of *Stairway to Heaven* at the Kennedy Center honors for Led Zeppelin gives me shivers every time.

ABBA—I take heat for this, but their music makes me happy and I love the harmonies.

Austin Lounge Lizards—Off the rails here with this very funny, very intelligent group that lampoons politicians, stupidity, and all music genres. When I heard the singer in *Creature from the Black Saloon* say, “Waitress, waitress, bring me some Kafka—he sounds like your kind on man!”, I was hooked.

Gillian Welch, Emmylou Harris, and Alison Krauss together are magic. Listen to them give the definitive performance of *Down To The River To Pray* (From "O Brother, Where Art Thou" Soundtrack).

John Tams singing *Over the Hills and Far Away*, from the *Sharpe's Rifles* series.

And many of the same groups everybody enjoys: The Beatles, Simon & Garfunkel, etc.

8. Please list some of your favorite movies.

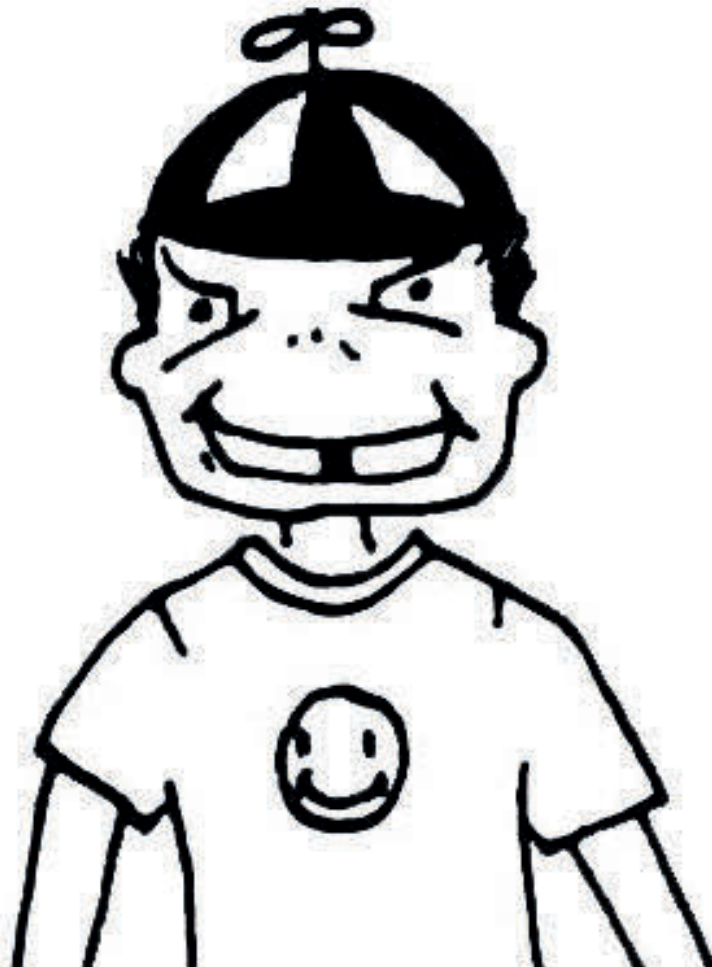
Wow, again, so many! All the Tolkien movies, including Bakshi's. *Star Wars 4, 5, 8*, and *Rogue One*. *Zulu*. *Patton*. *El Dorado*. *Casablanca*. *Remo Williams*. *Excalibur*. Almost all of the Bond films, especially *Goldfinger*, *On Her Majesty's Secret Service*, and *Goldeneye*. The Harry Potter series. Even-numbered Star Trek films. 😊 *2001*. *Galaxy Quest*. *The Seven Samurai/The Magnificent 7*. Marvel superhero movies, especially *Guardians of the Galaxy*. *Mad Max: Beyond Thunderdome*. Many musicals, including *West Side Story*. Finally, *Mamma Mia!* can make me laugh when the world makes me sad.

9. If you could travel anywhere in the multiverse-time continuum, and be guaranteed to survive with all your faculties intact, then where would you go?

Good conditional proviso there, and changes my answer! I could “cheat” by picking Heinlein’s The Number of the Beast/The Pursuit of the Pankera universe, where they had a multiverse-spanning car/plane/spaceship, and then visit them all! So: Middle-Earth, especially Lothlorien, Rivendell, and Hobbiton. A Star Trek ship, but only as a Lt. Commander or higher (the Redshirt effect). Some adventures in Doctor Who’s TARDIS. Harry Dresden’s world. Be one of Doc Savage’s crew for a while. Barsoom. Camelot. Sherlock Holmes. Be a Dragonrider of Pern. 😊

10. What creative and fun stuff do you want to do in the future?

I’m within a couple of years of retiring from my mundane job and hope to travel to a few spots in the world I haven’t visited yet. Creatively, there are a few projects I’ve been working on for publishers who kindly told me I could take my time, so as I get the time and energy, I’ll get those written. Keep checking, and you’ll eventually see new products from me!



Sunday Night OD&D Player Activity Record: 2019									
						Referee: Robin I.			
Player:	#1 Oct 12	#2 Oct 19	#3 Oct 27	#4 Nov 16	#5 Dec 2	#6 Dec 8	#7 Dec 15	#8 Dec 22	#9 Dec 29
Todd W.	a		c		? ?	f		H.	
Rain M.	a								
Brooke B.									
John W.	a								
Jan C.									
Thaddeus M.	a						g		
Trevor H.									
Plethon				d					
Chris M.			c			f		H.	I.
Tricia K.		b							
Dawn T.		b							
nico									
Nicole S.									
Cin		b							
Joshua L.									
Chuck W.		b							
Evan				d		f			
David C.				d		f		H.	I.
RAZ									
Farooq A.					e	f	g		
Sean W.					?	f			
Dick M.								H.	
Haddy								H.	
Ricky									

A. Ruins of Bloodfall were explored. Idol of Zod located and taken to the Wizard of Fung Tower. Missing Records for this one.

B. A Fortress in the Valley of Gort was entered. Lots of dead gnomes. Records are missing.

C. Mystery of Fort Pox was solved. No other records.

D. The Woag, level 1. Joval (C1), Alan (F1), Mumbli (Dwarf F1), Burt (F1), Fard (Hobbit F1), Steive and Vince entered Level 1 of The Woaghe. Explored and fought Giant Spiders and Ghouls. Mumbli and Joval were killed by Giant Spiders. Encountered 3 friendly fighter types. Joined forces to return in safety to Bumville. XP: Alan and Burt: 550. Fard, Steive and Vince: 200.

E. The Woag, Level 1. Bilgrin the dwarf (deceased), Raihan the fighting man (deceased), Falgrin the magic user (earned 750 xp), Alan the fighting man (earned 750 xp), Clara Fox the fighting woman (replaced Bilgrin), Okaber the fighting man (replaced Raihan). They found exploding bubbles, fought giant toads (two died), fed giant hogs, and avoided a room filled with spiders. They found a locked treasure chest that, when moved around, sounds like there's a lot of coin inside. While attempting to move the chest out of the dungeon, the party was interrupted by some kind of pissed-off magic (sc)uzzer. Notes are lost as to who played, other than Farooq. You know who ya'll are!!!

F. The Woag, Level 1. Party of 5: Tanner (Acolyte), Burt (Veteran), Falgrin (Medium), Clara (Veteran), Steive (Acolyte), Alan (Veteran). Killed giant spiders. Battled with the Magic User but he disappeared and fled the fight. Alan was slain by a giant spider bite. Alan was replaced by Steive the Acolyte.

G. The Underworld , Level unknown. It was a short game. 2 players...but we managed to pull it off. Okabar (human cleric) and Abraham (human cleric of Cuthbert) subdued some filthy heathen barbarians who had been goofing off on a clean-up crew at the end of the Baron's tournament. The group encountered a preteen boy, named "Malachai", with god-like powers and a bad attitude. Malachai, in a fit of anger, teleported the group to the underworld where they fought very large poisonous snakes. Okabar perished. Abraham found silver and gems, thus enabling him to level up! After the battle, the survivors were teleported back to Bumville.

H. Skull Fortress of Gort, Level 1. Expedition of 6 led by Clara (Veteran): Falgrin the Medium, Steive the Acolyte, Tanner the Acolyte, Udixia the Veteran, Schiene the Veteran. 4 perished. Killed a flying monstrosity with glowing eyes. The party took the eyes. Found a room of statues and a secret door. Killed a giant preying mantis. Orlathe the Medium and Mauz the Elf joined the group after the preying mantis killed 2. Defeated a lesser demon. Found a small hoard of GP in a stone bowl. Potion of healing. Oil of Slipperiness (heh). Skull dagger +1. Left behind a cursed green mace that killed Brother Tanner by electrocution.

I. Skull Fortress of Gort, Level 1. Clara (veteran) and Stieve (acolyte) hired a some men-at-arms. They solved the riddle of the statues at the front door (skull mouth). Hoard of gold coins, gems and another vial of "Oil of

Slipperiness" located under a statue. Encounters: goblins, an unIntroduced adventurer/fighter of at least 2d level, giant lizards, a "ghoul"? affixed to a dungeon door, a statue of a cyclops with a missing eye (a gem? Did the unIntroduced guy have it?), and one of the men-at-arms vanished in plain view in a "white room". XP 475 per pc.

All of these were 2 hour sessions played on roll20 and discord.



Wizard Funk

Classifieds

Help Wanted

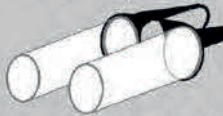
BarWench needed no prior experience necessary, must have nordic accent. Finding giant rat nests in the cellar a plus. Enquire at The Vulgar Vulture

Cleric needed, bring your own potions

Female Barbarians wanted must be ~~at least 18 years old~~ leather a ~~bonus~~ bonus contact Gene at the Bloody Nose Tavern and Bath House

Looking for Wizards. Must be certified by the (WRU WizardsRealm Union) with at least two years experience.

SEE THROUGH WALLS!!!
I CAN SEE STRAIGHT THROUGH THAT WALL, WHAT??



Ask for it by name!!!
D Ray Specs, the best specs you can buy!!!!

Yes now you can with...
D Ray Specs, the best wall-looking-through specs in the business

Lost and Found

LOST! One sword by the name of THAXON! Will KILL to get back. Please contact DeathScar theBarbarian with info at killandbekilled@slaughtertheweak.die

For Sale

One half ate humanoid skull, its down by the bridge, I cant finish the rest...stuffed. Come on down and I'll help you out. Troll under bridge

+3 Gauntlet of Slapping! smite your foe before the challenge begins
 30000 GP OBO contact bugsabun@smitethee

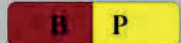
Personals

I am Delthrustus, Minor Demon from the 631st plane, the plane of eternal boredom, looking for other minor demons to , I dunno. If this sounds fun, just clairvoy me at deltrus891@abyss.inf

I am Selfee, MyFace! I need a humble servant to paint my face in every expression I wish for all to see! contact me @me.me

Giant black widow spider looking for mate must be subvervient and fertile, I lure you to the Terror Wood of Fear We could get coffee and talk.

DO NOT GO TO ANOTHER SKELETON PARTY
 without this **BONE PILLS !!**



they won't see you coming... or going
bonerpills.cough

PETS

Looking for beast of prey 4 or 2 legs a must must be able to kill or at least attack on demand and when eventually dies must be delicious, some sort of poultry, NO BATS!
 #facemaskamust#gullibleass

for sale 1 blue slime, 1 copper... or is it 2 slime? 2 copper, 4 or 8 or 16 or 32... OMG I'm gonna be RICH! 512 blue slime, oh no... I'm being consumed by blue slime. Tell my neighbors I'm sorry.

THEY ARE CUTE AND ADORABLE!!!
so hey hey !BABY GIANT CRABS!!!!!!

MOM! I want Giant Baby Crabs!

ok



WARNING! Baby Giant Crabs are actually baby giant crabs. Do not flush into the sewer. Adult crabs are not the responsibility of crabco inc.

Services

I am an apprentice cleric eager to find adventure, not at all afraid of danger, text me at snowflakemeltdown@clueless.

Don't listen to that first cleric, he's a balless wanker im the cleric with the real balls you need you wankers

Obviously that last wanker cleric has no balls unlike me Balzy McBall sack! Your ballsiest cleric in times of need, sure # Sybilhasaposse

THE VULGAR VULTURE

is Proud to present

THE MISTY MINSTRELS

voted #1 cover band in all the the lands, Drek, Wingy and Sniv bring you timeless classics such as Hearth and Heart, Hark Thy Hearth, Hearth for My Heart, Hear Me O' Hearth, Heavens Only a Hearth Away and many more!!!



WARNING! You will leave Misty

Teen Elf looking for action. Hi I am Herkisa, I just turned 100 and I am ready to try out this bow I got for my birthday, so my parents said it'd be cute to go out and kill some giant rats and stuff and they're like always saying I talk to much but I totally don't see it, whatever, I'm like into killing stuff. Like whatever, I told my friend I was going to post this and she was like no way don't do it and laughed so hard goat milk sprayed out of her nose and I'm like it's a good thing that wasn't goat yogurt because I was eating a frogo

and I was like EWW thats goat milk that like came out a goat with nips and she started spewing more goat milk and I was sipping on my frogo, frozen goat milk slurpee, If you didn't know, so like, whatever, I can totally kick ass with my elven bow if you want. I'm cool either way, I can ask my friend's dad if its cool if she comes along, she is my BFF BTW so were like super tight and just don't tell any jokes around or she'll spew crap out of her nose,

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Dice-Bro's
Planet of Adventure!

OFFICIAL CHARACTER SHEET

Name:	EXP:	Player:
Class:	Alignment:	Race:
Strength: __	Intelligence: __	Wisdom: __
Constitution: __	Dexterity: __	Charisma: __
Hit Die Bonus:	Missile Bonus:	Unusual Hirelings:
Survival:	Armor Class:	Loyalty Base:

Level: 1 2 3 4 5 6 7 8 9 10 11 12 To Hit Bonus: __

Hit Dice:	Hits to Kill:	FUNK:
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Equipment

Treasure

Spells/Prayers



Be on the Lookout for
Wizard Funk 3!