

**Dicebro Games Presents:**  
**WIZARD FUNK**

**AN AMATEUR MAGAZINE FOR ORIGINAL FANTASY RPG ENTHUSIASTS**

**Issue 1**

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**1 dollar**



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Thank you for your purchase of the First EVER issue of WIZARD FUNK! I start this issue by noting that there once was a game published by T.S.R. Hobbies Inc., P.O. Box 156, Lake Geneva, WI 53147. Don't bother writing them because they haven't been in business for many years now. Back then they produced a box with three little booklets constituting the first published Fantasy Adventure role play game ever. There's a lot of history about unpublished roleplaying style games before this event happened. And I'm not gonna go into it. If you wanna research it on the internet, feel free. This is a magazine about gaming with those "rules". I really love that original ruleset and love collecting game stuff from that era. Please note that I'm probably going to mess up my history and grammar a lot so BEE PREPARED!

Next up... I'm not an experienced publisher of magazines. So don't judge me by this one. I know what I like and I don't aim to please anyone but myself. If you buy this from me, then thanks for your dollar and I hope you like it.

If you like Original System Rules and stuff like that, then this is the magazine for you. If there is another magazine out there with the same name, "Wizard Funk", then you need to change the name of yours cause my Wizard Funk is stronger than yours. Just kidding. I'm not gonna be one of "those" magazine publishers. You know what I mean? Huh? HUH?

My promise is that I'm going to include as much fantasy role play related material in these pages as I possibly can. Although I might be ranting now and again. I sometimes tend to ramble. I might add or write about stuff from other types of games, like outer space games and westerns maybe. I might even include some bad poetry. But rest fer sure, I'm gonna explode your frickin mind buddy.

I'm also going to be including a lot of artwork, aka illustrations and sketchbook content. The Featured Artist for this issue is Robin Irwin. By the way, if you like his art, then please contact him by sending an email to [robinirwinart@gmail.com](mailto:robinirwinart@gmail.com). Robin may be asked to contribute more art in the future. That depends on if I like him and if he pays me well. Snicker.

I, Dicebro, also have a kewl website that I'm going to slowly be working on at [www.dicebro.com](http://www.dicebro.com). Visit it any time you want. Not much there now. But someday it will be the CZAR BOMBA of old school gamer sites.

Sincerely,

Dicebro

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So I made it to GaryCon XI this year and it was a blast.

### I. Games and Observations:

#### A. Discos and Dragons

This was a game DM'd by Carl Heyl of Save or Die Podcast. In this game we created a first level character and romped around the old Avalon Hill Outdoor Survival gameboard looking for gold to eventually save a King. We traveled and fought off Bulettes (i.e.ran from them). We entered dungeons with walls constructed from painted dominoes (this works exceptionally well for on the fly gaming), fought goblins, and played with old timey painted metal figs. We also got schwag: a free old school twenty-sided die (numbers 1-10 only) and colored the numbers in with crayons while we played. Carl's DMing was nothing less than masterful. lots of people came to play during the game that lasted all day. My character was a chainmailed fighter named "Dirty Harry". Very Metal and Very 70s. Hope he survives the next adventure in the realm of "Discos and Dragons".

#### B. Talking with Bob Meyer

1. Bob Meyer was one of the original players in Dave Arneson's Blackmoor campaign. Blackmoor was Arneson's fantasy rpg that got started years before D&D was first published in '74. Bob is one of the friendliest and most intelligent people you will ever meet. He and I got to discuss some of the early days of role play games. He was friends with John M. Snider who authored TSR's first SciFi exploration game calld "Starprobe". Now Starprobe has an

interesting history all on its own. The game was published in the form of a little booklet in 1975. Bob Meyer explained to me how Snider struggled with the creation of a 3 dimensional star map. If any of you recall, later games like Traveller and Star Frontiers had 2 dimensional star maps. So not only was Star Probe first, it had a real 3 D map. And it was a gigantic map too. Another cool fact that I learned from Bob is that the Star system containing the planet of Blackmmoor is located somewhere on the Star Probe map. Maybe I can find it! Hee Hee. Also, Bob recalls that the planet of the original Blackmoor campaign had been quaranteened from the rest of the map because it had "magic." Totally radical.

## 2. Photo of Bob Meyer running "Blackmoor" at Gary Con XI



### C. Bill Barsh and Pacesetter Games

I had a great time running a couple of OD&D sessions located in "The Misty Isles". Perhaps I'll give a detailed session report in a future issue of Wizard Funk. "The Misty Isles" was originally published by Wee Warriors back in 1976 or 1977. It's a badass setting for any fantasy campaign. You should check it out. Bill Barsh of Pacesetter Games published a remake of it a few years ago.

It totally rocks. As a matter of fact, Pacesetter Games republished 3 of the Wee Warriors original "DM kits" a.k.a modules. These are an invaluable piece of Original Fantasy Role play History. You need to get a copy as soon as possible. But don't read them before you play any of my games, heh. Anyhoo, Bill was awesome. He gave free 20 percent off cards to all of my players. At the end of my second session, the players had a Die 20 "roll off". The winner got a free hard copy of Pacesetter's "Palace of the Vampire Queen"; a 20 dollar value for just playing in my session and rolling high. The winning roll was a nat 20. You couldn't do any better than that!

## II. New Magic Items:

- A. **Sword of Funk:** creates a smell in battle. 2 in 6 chance of making your enemy -2 to hit, and -2 morale check.
- B. **Hat of Super Sleep:** enhances the magic user spell "sleep". With the powers of the hat invoked, a sleep spell will affect up to 8 HD creatures (they still get a save vs spells)

## III. NEW MONSTERS

A. **Chromatic Wyverns:** these Wyverns have colors and they are the good-natured kind of the two legged dragonoid. They tend to align themselves Neutrally (i.e. they are basicly selfish), but can from a young age be trained to be aligned with Law. They are shy but can be tempted into service with large amounts of ice cream, candy, and honey. They can be ridden with the proper training. They can also be fierce in battle. Each of the Chromatic Wyvern stingers has a special effect based upon the color of the beast:

1. **Red:** Save vs Poison or Sleep for 1d6 rounds
2. **Blue:** Save or be affected by Fear for 1d6 rounds
3. **Green:** Save or be Blinded for 1d6 rounds
4. **Yellow:** Save or be subject to a suggestions for 1d6 rounds
5. **Purple:** Save or suffer from Psychedellic illusions for 1d6 rounds
6. **Orange:** Save or be charmed for 1d6 rounds

B. Zimbabwoo, Demon Lord of the 276<sup>th</sup> Plane of the Abyss: What kind of demon is Zimbabwoo? Heh, He's the kind of demon that will "pick you up with both hands, play your body like a freakin' accordion until your bones pop out, stick a straw down your throat and slurp up all your blood before casually chucking your cadaver into the bowels of the Abyss." Good Times! Below is a drawing of Chester the Dwarf



#### IV. SESSION REPORTS

From three years ago, an OD&D SESSION REPORT:

"You will need horses!"

It's been a few weeks of down time for the party in the town of Nula. It is the Year of the Leviathan, Month of the White Witch, Day of the Rat. XP from the last session is assigned. Lego levels up.

Barcl inspects the 9 sacks of coin taken from beneath the Bleak Tower. It is agreed that the coin will be placed in a "war chest" for the adventuring group. Barcl suggests that the group adopt a group name at some point in the future. The party decides against hunting the minions of Abramsamthala (a dragon) who are suspected of stealing Rhiannan's spell books, the hoard of gems, and the Head of Zantabulos.

Instead, Barcl, Lego and Auburn decide to return to the City of Celestia via the magic mirror portal below the Bleak Tower. Auburn (a cleric) wants to make new converts to his pantheon. He convinces a high priest of Lord Malray to give the group 2 healing potions for the journey. Rhiannan (a magic user) suffers from depression due to losing her spell books. Chester (a dwarf) is sleeping off a drunk and stays with Rhiannan in order to comfort her (when he sobers up).

Barcl (an elf), Lego (a fighting man), and Auburn step into the magic mirror and mistakenly transport to the desert about 6 miles north east of Celestia. It's about midnight according to the location of the world's 3 moons. They find the remnants of a sword fight...dead bodies everywhere. Barcl and Lego dress up in robes, sashes and turbans taken from the human bodies. Barcl disguises himself to hide his pointy ears. Auburn pretends to be a prisoner in case the group is questioned by the authorities. Barcl carefully wraps the portal mirror and places it in his portable hole. Then they loot the bodies and head toward the walls of Celestia.

At an outer wall (50 feet high) they meet Smargast the Barbarian. Smargast wants to "sneak over the wall with his magic rope and sack the biggest Tower of Set in the city." Lego and Auburn join him. Barcl's head begins to pound from his old retrophrenological "procedure", so he stays and guards the barbarian's warhorse named "Buford".

Smargast, Lego and Auburn climb over the wall and avoid detection of the night guards who patrol upon Celestia's rooftops while slithering horrors roam the streets. They fight 2 giant snakes and kill them. Auburn is bitten for 3 damage plus 3 poison damage. Smargast is bitten for 1 hp of damage. They make it to the largest tower of Set, a serpentine structure 200 feet tall with a

trapped front door. Lego correctly thinks there is a trap but can't be specific about where it is located on the door. Auburn accidentally sets off the trap by trying to hook the door's brass ring "handle" with a thrown hook attached to a rope. Poisonous gas escapes from slots near the door. Lego fails his save versus poison and falls to the ground unconscious. Auburn casts "delay poison", a second level cleric spell. They make it back to Barcl who lets Lego wear the wolf headed ring of neutralize poison. The sun is coming up. Smargast the Barbarian says "we must escape South into the Thunder Mountains...I can lead us to a place where you can purchase horses, because You will need horses!"

#### V. UNFINISHED MAP OF THE KNOWN REALMS:





## VII. Names in the Known Realms

**A. Male:** Anisomov, Edsell, Kampf, Kruger, Kunitz, Brinecat, Jurco, Kane, Dahlstrom, Forsling, Gustaf, Rutta, Snuggerud, Jost, Kerfoot, Torinato, Agozzino, Lendeskog, Kosma, Rantan, Barbario, Lindholm, Warsof, Grubaur, Varlamov, Halifax, Malmo, Rimusky, Orlock, Humperdink, Keurig, Gerber

**B. Female:** Kilgarra, Zosia, Neva, Zuly, Violina, Oceana, Empriss, Nixon, Pryce, Amillion, Delicia, Allegra, Pistol, Kale, Birdle, Canyon, Thinna, Moxia, Cotura, Yoggia, Sanita, Destra, Enva, Sierraleone, Rarita, Shada, Wrigley, Felina, Blip, Nivea, Zeeba, Crikket, Wyntra

**C. Intelligent Weapons:** Nabisco, Cisco, Lipitor, Nexium, Pavix, Seroquel, Tymlos, Orenacia, Rozerim, Zantax, Thule, Studebaker, Insulator, Benadrilla, Twitcher

**D. Public Houses:** Wayback Inn, Whyfor Inn, Jumpback Inn, Two Stools Tavern

**E. Churches & Schools:** Church of the Disguised Blessing, Djildan's Academy of Hard Knocks, Second Assembly of Spilt Milk, Temple of the Midnight Oil, Church of the Almighty Hossenfeffer, Church of the Stolen Thunder, Temple of the Silver Lining, University of the Curious Cat

**F. Guilds:** Devil's Advocates Mercenary Guild, Grain of Salt Merchant's Guild, The Purple Toads (Assassins), Sticky Finger Thieves' Guild.

**G. Places:** Gates of Purple Slumber; The Fabled Spice Lands of Jemima, The Dementia Induced Fields of Malachai, Monolith of the Speaking Terror, The Sky Spheres of Karsuul, The Well of Xor'ag, The Goad of Grump, Sacred Isle of iDeath, Village of Endrun

**H. Things:** The Godex of the Green Hells, The Golden Key of Varanamu, The Scroll of Bringing Forth (insert word here), The Ever Unfolding Black Box of Bakula, The Flying "Pearl" of Minnius, The Weeping Skull of Skelos.

**I. Intelligent Beings:** Fondoo: the Howling Djinn; Pazuzu: the Leaping Deamon; D'lamelish: the Emerald Lady; Ole Blacklungs: an

ancient and disagreeable dragon; Zimjok: a sentient door; Flesh Helmet: a maniacal barbarian; Abzumisimus: Mother of the Great Wyrms; Old King Drumpf: a petty potentate in the Argent Vale; Xjowiehr: a lime green fog of doom.

### VIII. Other News

Hey I've been collecting copies of one of the earliest Fanzines dedicated to our 40 something year hobby. Lee Gold is the creator of a long lived magazine called ALARUMS & EXCURSIONS. With the assistance of Dan Shimizu, she has been able to format them into PDFs. Dammit she is a GIANT in our little field of nerddom. So Mephistophilease the Wizard (featured on the front of this magazine) COMMANDS that you Send her 2 dollars a copy and she will provide you with PDFs of one of the best old school magazines in existence. If you yearn for the good ole days of gaming in hot, sweaty, cigarette smoke filled college dorms of the 70s, or you are just curious about what d&dgers were discussing back then, then you need to send your hard earned bucks to:

Lee Gold

3965 Alla Road

Los Angeles, CA 90066

(Hint: be sure and promise in writing to her that, on your Lawful honor, you will not distribute free copies of A&E out to your friends. Lee works very hard on this project and she deserves the best)

See also: <http://www.conchord.org/xeno/aande.html> for more specific information on how to obtain copies of this very important zine.

Well that's it. Thanks for your dollar and your time. I hope you enjoyed this mess of a creation. If I can sell a hundred copies of WIZARD FUNK, then I'll spend the time to create another issue. Thanks.

Signing off,

The Dice Bro