

Dicebro Games Presents:

WIZARD FUNK

AN AMATEUR MAGAZINE FOR ORIGINAL FANTASY RPG ENTHUSIASTS

Issue 1

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2020 REISSUE

**With “Four Easy Pieces” Part One
By Tony Elam**

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 There's a lot of history about unpublished roleplaying style games before this event happened.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. Im 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. 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. 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 Karl 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. Karl'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 276th 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, Orenca, 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
Mephistophplease 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

IGD - INDEPENDENT GAME DESIGNERS
Fun Adventures I

Four Easy Pieces

Initial Design by Anthony Elam, Arthur Fitzpatrick and
Rick Hansen

Revised Design by Anthony Elam

Play testing: Rich Daugherty, Tom Vail, Bill Zigo, Darold
Bragg, Mike Kelly, Ken Marz, Jim Cochran, Ron Roe, Lynn
Oliver, Sheldon Roberts, Mike Crocetti, Randy Byzet and Cary
Ravitz.

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IBM 981 0130557

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Fun Adventures I

Purpose

Fun Adventures will be a series of "fun" tournament adventures. They will be challenging, puzzling, intriguing and fun. If the players role play their characters some laughs will occur. However, do not under estimate the complexity or challenges posed by this module. With or without the player characters given, it is a serious test for any group of second or third level characters.

Games Master Summary

Four Easy Pieces is the first of many possible miss adventures for an unlikely band of heroes. Leim is a wizard of great powers who has lost one of his prize possessions, a powerful wand. A curse has been placed upon him by a powerful witch who, after being dumped by Leim, stole his wand, broke it into four pieces and hid them. Her curse prevents Leim from obtaining the wand himself but does allow Leim to purchase the wand for no more than 1000 gp. The wand is worth much more; this would be apparent to any character with experience in the arcane arts. The wand amplifies any spell which is cast while being held by the caster. The curse prevents Leim from obtaining the wand but does not stop him from aiding in locating the wand. Therefore, Leim must find someone willing to obtain the artifact for less than 1000gp and dumb enough not to realize what they're giving up. Guess who Leim finds for the Quest? Enter our heroes!

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In the first round of the tournament, the wand has been broken into four pieces and hidden in some strange and dangerous locations. Liem has found our heroes, once again down on their luck, and offers them 100gp each to find his lost artifact. Our heroes, needing money, accept. Leim supplies the means of transporting the group to the locations of the pieces via a set of magical cones. These Cones will teleport the group to the Glass Peak, the Arena of Equal and Opposites, the Ghost Ship and the Toad Cavern.

Once the wand is retrieved, an evil illusionist, Garth, will intercept the players and appearing as Leim will take the wand and disappear. Leim, of course, demands that the party correct their error and once again retrieve the wand before payment. This continues the adventure as round II. Once again the magical Cones will teleport the unlucky players to the area of the wand which will involve the players in a Castle Keep, a Maze, Garth's Place and finally the Bugbear's Temple.

Campaign Modifications

A Games Master may incorporate this tournament into a campaign, using their player characters, in several ways:

1. Allow each round be a quest for the campaign's current players. The artifact does not have to be Leim's wand. It could be any powerful magical item, or four gems,

or four people!

2. Each encounter can be incorporated into existing campaigns during your players travels as the Games Master sees fit.

3. The first round may be used as a test for a group of players to decide who is worthy of the true adventure, round II, to locate and destroy the Bugbear's Temple.

Note: This module is balanced for a group of eight second to third level characters. If fewer than eight characters are used then higher skill level characters should be used. For example, if only four characters are used, they should be skill level four or five, containing a variety in both skill classes and races.

Character Descriptions

The following character descriptions are offered to maximize the "fun" of this module. The Games Master should study the character descriptions before passing them out to the players. However, summaries are contained for the Games Master in the Games Master Notes Section. Role Playing of these characters will be a challenge for some players. If they are played as described some laughable situations will develop both for the players and the Games Master. Enjoy and remember, it's all for fun.

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PLAYER'S NAME: _____

Name: Weerdream Race: Gnome Skill: Illusionist

Skill level: 2 Alignment: Chaotic Neutral

Hits to Kill (htk): 8 Armor Class (ac): 7

Basic Statistics:

Strength: 12 Intellect: 15 Insight: 12

Dexterity: 17 Stamina: 12 Appeal: 11

Weapons and Armor:

weapon	damage by size			to hit	ac 0
	small	medium	large		
dagger	1d4	1d4	1d3		20

+1 robe of protection

Spells/Special Abilities:

Choose two per pass through the Cones:

Phantasmal force, detect illusion, change self, wall of fog, audible glamor, color spray, darkness, hypnotism, dancing lights or light.

abilities: infravision, magic resistance (+3), detect slanting passages.

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, blanket and necessary spell components.

Character Description:

You have always had unusual dreams, many turning into nightmares. This is probably caused by your childhood punishments. Your father, an illusionist, often punished you with horrible illusions which, at your young age, was always believed. This probably contributed to your other current problem of many times believing your own illusions. These problems have obviously caused you to be perceived by your peers as somewhat unstable. Your many bad dreams tend to cause you to wake up screaming in the night or even, in extreme cases, sleep walking.

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PLAYER'S NAME: _____

Name: Talman Race: Dwarf Skill: Fighter

Skill level: 2 Alignment: Neutral

Hits to Kill (htk): 19 Armor Class (ac): 3

Basic Statistics:

Strength: 16 Intellect: 12 Insight: 13

Dexterity: 16 Stamina: 15 Appeal: 9

Weapons and Armor:

weapon	damage by size			to hit ac 0
	small	medium	large	
battle axe	1d8	1d8	1d8	20

chain mail

Spells/Special Abilities:

abilities: infravision, detection of slanting passages and +4 bonus on saves versus magic

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, flask of oil and a miniature painting of the wide open spaces of the great outdoors

Character Description:

You are a short dwarf, standing 2' 9" short. You hate short jokes. This has obviously got you into several violent discussions which has attributed to your skill in fighting. Initially you were going to be a priest but found that most people wouldn't listen to a short dwarf without first being beat senseless. You really have only one other problem. When you were very young, while exploring a cave there was a cave in. You were trapped for several months which has led to your fear of closed tight places. You are a short dwarf which suffers from claustrophobia.

MM 981 0130257

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Fun Adventures I

PLAYER'S NAME: _____

Name: Thackery Race: Human Skill: Cleric

Skill level: 3 Alignment: Neutral Good

Hits to Kill (htk): 20 Armor Class (ac): 2

Basic Statistics:

Strength: 13 Intellect: 14 Insight: 16

Dexterity: 10 Stamina: 11 Appeal: 14

Weapons and Armor:

weapon	damage by size			to hit	ac 0
	small	medium	large		
shillelagh +1	1d6+1	1d6+1	1d3+1		19

plate armor and large shield

Spells/Special Abilities:

Choose four per pass through the Cones: (you may repeat spells - example: 2 cures, 2 bless)
cure light wounds, bless, remove fear, command, protection from evil or light.

Choose two per pass through the Cones:
spiritual hammer, find traps, hold person or silence.

abilities: attempt to turn undead as third level cleric

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, blanket, spell components, five torches, a book of weight loss and a box of sugar candy.

Character Description:

You are a man, a big man, a really big man. You stand 5' 11" tall and weigh 320 pounds. This problem has occurred due to your only vice - you love to eat. You will eat a lot of just about anything, especially sweets. This is probably caused from your days of fasting while becoming a follower of your holy order of the "cleansed" sole. After so many days of fasting to obtain entry, you have never liked going over a few hours before stuffing your mouth. You also love to preach but find a hard time keeping people's attention due to your severe lisp. No one knows your real name of Zackery.

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PLAYER'S NAME: _____

Name: Airman Race: Human Skill: Monk

Skill level: 3 Alignment: Lawful Neutral

Hits to Kill (htk): 13 Armor Class (ac): 7

Basic Statistics:

Strength: 14 Intellect: 13 Insight: 13

Dexterity: 17 Stamina: 15 Appeal: 13

Weapons and Armor:

weapon	damage by size			to hit	ac
	small	medium	large		
+1 numchuks	1d6+1	1d6+1	1d4+1	19	
open hands	1d6	1d6	1d6	19	

baggy clothes with black belt

Spells/Special Abilities:

abilities: Open locks- 43%, find/remove traps- 30%, move silently- 32%, hide in shadows- 25%, hear noise- 15%, climb walls- 87%

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, five torches, blanket, two wine skins (one half consumed) and an invisibility potion (two doses).

Character Description:

You are a monk with excellent dexterity and abilities. However, even though your chances to climb successfully are excellent you hate to climb. This probably stems from your days as an infant when your father use to throw you in the air, many times failing to catch you. This has resulted in your fear of heights, or more realistically, your fear of falling. Now, to overcome your fear you have tended to drink heavily. This problem has continued to increase but has been accepted by your peers since you are such a happy and likable drunk.

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PLAYER'S NAME: _____

Name: Sir Moy Race: Human Skill: Fighter

Skill level: 3 Alignment: Neutral Good

Hits to Kill (htk): 28 Armor Class (ac): 3

Basic Statistics:

Strength: 18/53 Intellect: 12 Insight: 6

Dexterity: 16 Stamina: 15 Appeal: 17

Weapons and Armor:

weapon	damage by size			to hit ac 0
	small	medium	large	
+1 long sword	1d8+1	1d8+1	1d12+1	17
light crossbow (10 bolts)	1d4	1d4	1d4	18

scale armor and shield

Spells/Special Abilities:

Strength bonuses of +2 to hit and +3 damage

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, five torches, blanket, flask of oil and a mirror.

Character Description:

You are known to your friends as Sir Moy the Questioning because you normally question all your decisions. You have also proven to be very indecisive in critical situations. However, you still are an excellent fighter and have saved many of your comrades once your mind is made up. Your only vice is vanity. You constantly check your appearance with your mirror and must clean up after every engagement where you may have messed up your hair or clothing. However, your attractive appearance has helped with the women and you know it (that's the problem)!

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PLAYER'S NAME: _____

Name: Dimlore Race: Half-elf Skill: Magic User

Skill level: 2 Alignment: Neutral

Hits to Kill (htk): 7 Armor Class (ac): 7

Basic Statistics:

Strength: 10 Intellect: 16 Insight: 10

Dexterity: 16 Stamina: 12 Appeal: 12

Weapons and Armor:

weapon	damage by size			to hit ac 0
	small	medium	large	
dagger	1d4	1d4	1d3	20
darts (12 darts)	1d3	1d3	1d2	20

+1 robe of protection

Spells/Special Abilities:

Choose two per pass through the Cones:

Magic missile, spider climb, sleep, unseen servant, detect magic, friends, protection from evil, shield, identify or jump.

abilities: infravision and 50% chance of detection of secret doors.

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, blanket, spell components, a wand of magic missiles and a string on one finger.

Character Description:

You are considered a "flakey" character by your companions but you know better. Hey, everybody is a little forgetful from time to time. Even though you are known to forget your spells during some critical moments. You've had that string around your finger for two years now, but still can not remember why! It must be important, so you've left it on. If the others were as old as you they would forget things too. Now, how old am I?

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PLAYER'S NAME: _____

Name: Salthart Race: Human Skill: Fighter

Skill level: 2 Alignment: Neutral

Hits to Kill (htk): 15 Armor Class (ac): 5

Basic Statistics:

Strength: 17 Intellect: 11 Insight: 11

Dexterity: 15 Stamina: 15 Appeal: 14

Weapons and Armor:

weapon	damage by size			to hit	ac 0
	small	medium	large		
cutlass	1d6	1d6	1d6	20	
+2 trident	1d6+3	1d6+3	3d4+2	18	
throwing dagger (five)	1d4	1d4	1d3	20	

+1 studded leather armor

Spells/Special Abilities:

Knowledge of the sea.

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, five torches, blanket, flask of oil, a potion of extra healing (2 doses) and a sack of lemons to prevent scurvy.

Character Description:

You come from a seafaring family. However your happiest days have been spent with your companions, far inland, seeking adventure. This is mainly due to the fact that you hate the open seas. You've always gotten seasick. This is probably what has led to your inferiority complex. Your father was always disappointed with you, but then again how could anyone do well when they're always sick. Your friends call you "Salty" and you think that your doing better with your self confidence but your not really sure. You still have a love for fresh fruit.

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PLAYER'S NAME: _____

Name: Losway Race: Half-elf Skill: Ranger

Skill level: 2 Alignment: Neutral Good

Hits to Kill (htk): 21 Armor Class (ac): 6

Basic Statistics:

Strength: 15 Intellect: 15 Insight: 14

Dexterity: 11 Stamina: 14 Appeal: 8 w/ mask
4 w/o mask

Weapons and Armor:

weapon	damage by size			to hit ac 0
	small	medium	large	
long sword	1d8	1d8	1d12	20
long bow (12 arrows)	1d6	1d6	1d6	20

studded leather armor and shield

Spells/Special Abilities:

Infravision, 50% chance of detection of secret doors, sleep and charm resistant (+2 on saving throws)

Items Carried:

pack, water skin, 50' rope, peasant clothing, small hammer, 2 spikes, fish line, fish hooks, a sack, cheap knife, bandages, cooking gear, tinderbox, blanket, flask of oil, copper coin and a compass.

Character Description:

You are known to your friends as the Lone Ranger due to the fact that you wear a mask to conceal the many battle scars acquired through the years. You seem to have a bad habit of stopping peoples fist and swords with your face. All these blows to your head have not only made you ugly but has affected your sense of direction. You can no longer seem to find your way back from the outhouse, much less through some strange woodlands. That's why you carry a coin. You have been seen more than once tossing the coin to determine which way to go.

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Game Master Notes

Since this is a role playing tournament module. Role playing is therefore stressed. In order to aid the Games Master the following Summaries and Charts are offered. They, of course, may be altered to best suit the individual Games Master.

Player Character Personalities Summaries

Weerdream -

50% chance of believing his own illusions, -3 on all saving throws verses others illusions, 50% chance of having nightmares and screaming wildly (giving away position or attracting attention); 25% chance of sleep walking if nightmare occurs.

Talman -

Very touchy about short jokes, 80% chance to panic in close quarters (small closed areas) - this will decrease 10% per turn.

Thackery -

Loves to eat, talks with a lisp (10% chance to fumble spells), very over weight - moves slowly, has trouble fitting into tight places.

Airman -

70% chance to panic if heights are encountered which drops to 35% if under the influence of alcohol (wine). If

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drunk, minus 10% on special abilities.

Sir Moy -

Should not act decisively, questions all parties decisions, must take time to check appearance after combat or messy situations.

Dimlore -

50% chance to forget spells in dangerous situations, should be played as a "flakey" character who is very forgetful.

Salty -

Hates large bodies of water, 70% chance of seasickness, suffers from an inferiority complex, loves fruit.

Losway -

Very ugly without mask, only 10% chance to find and follow trails, should be very confused when deciding which branch of the trail to follow.

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Spells and Special Abilities:

Airman -

open locks 43% find/remove traps 30% move silently 32%
hear noise 15% hide in shadows 25% climb walls 87%

Weerdream -

two of the following per pass through the cones:

phantasmal force detect illusion change self wall of fog
audible glamer color spray darkness hypnotism
dancing lights light

Dimlore -

two of the following per pass through the cones:

magic missiles spider climb sleep unseen servant
detect magic identify jump friends
shield protection from evil

Thackery -

four of the following per pass through the cones:

cure light wounds bless remove fear command
light protection from evil

and two of the following per pass through the cones:

spiritual hammer find traps hold person silence

Note: a player may choose the same spell more than once
example: Thackery could choose two cures, bless, light and
two spiritual hammers. The Games Master should ask the
players which spells they are choosing each time they pass
back through the cones before they emerge into the next
encounter area.

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Skill Level	Character Name	Skill	Align	Race	Weapons and Damage	Move	THACO	AC	HTK
2	Weerdream S.T. - 15	ILL	CN	Gnome	Dagger (1d4, 1d3)	9	20	7	8
2	Talman S.T. - 15	FTR	N	Dwarf	Battle Axe (1d8)	8	20	3	19
3	Thackery S.T. - 16	CLR	NG	Hum	Shil (1d6+1, 1d3+1)	7	19	2	20
3	Airman S.T. - 17	MNK	LN	Hum	Numch (1d6+1, 1d4+1) Hands (1d6, 1d6) potions of invisibility 2 doses	16	19 19	7	13
3	Sir Moy S.T. - 17	FTR	NG	Hum	Swd (1d8+1, 1d12+1) L Xbow (1d4) 10 bolts	14	17 18	3	28
2	Dimlore S.T. - 15	MU	N	Helf	Dagger (1d4, 1d3) 12 Darts (1d3, 1d2) Wand of Magic Missiles 4 charges	14	20 20	7	7
2	Salty S.T. - 18	FTR	N	Hum	Cutlass (1d6) Trident (1d6+3, 3d4+2) throw dag (1d4, 1d3) Potions of x-healing 2 doses	13	20 18 20	5	15
2	Losway S.T. - 16	RGR	NG	Helf	Swd (1d8, 1d12) Bow (1d6) 12 arrows	14	20 20	6	21

Descriptions and explanations:

Skill: ILL - illusionist, MU - magic user, FTR - fighter,

RGR - ranger, CLR - cleric, MNK - monk

Align: N - neutral, L - lawful, C - chaotic, G - good

Race: Hum - human, Helf - half elf

Move: movement per round in tens of feet

THACO: to hit armor class zero

HTK: hits to kill, the number of damage taken before death

S.T.: saving throw number or above on 1d20

Introduction for Players to Round I

You all find yourselves pondering your current bad luck and poor financial standing over a meager meal of rat stew and watered down wine in the tavern of the Wandering Bear in the town of Lithway. Once again your luck has left you all and the band of heroes find yourselves without funds. No one understands the cause of your miss adventures, they just seem to happen.

While you drown your woes in cheap wine the door of the tavern opens and your band is approached by a tall, gray haired, dark robed and mysterious looking man. He introduces himself as Leim, and ignoring the state of the group, he ask if you are interested in a adventure to acquire great wealth. Your party, of course, shows interest and request more information. Leim tells you that he requires the services of a brave group of men to obtain an object which he has lost. He continues to tell you that if you return this object to him he will reward the group with 100 gp each and all the treasure found during the journey is yours to keep. Your group, without much thought (as usual), accepts. You are asked to accompany him back to his quarters for final instructions. Since there are many of you and only one of him, you agree to follow.

He takes you to the edge of town where a dark tower stands. He invites you in and you accompany him to the top. He seats you all around a large table in what appears to be a library. Leim then goes to a chest and produces two white

cones. He says the cones form a magical gate which will lead to the location of the object. He tells you that the objective of your quest is to recover the four pieces of his wand. He says, "Once the cones are placed upon the ground you may pass through them. They will act as a gate to take you to the first piece of the wand. Upon recovery of this piece, you may again pass through the gate which will lead you to the next piece. You will not be able to pass through the cones without obtaining the piece of the wand. When all four pieces have been recovered, the cones will send you back to my tower. Since these cones or gates are magical, those knowledgeable in the arcane arts will be allowed to change and recover spells but your wounds will not be healed via the passage. You must possess the new piece of the wand in order to activate the gate and all must quickly move though."

He then gives the party several items described on your sheets and instructs the party to position the cones upon the ground outside in his tower grounds.

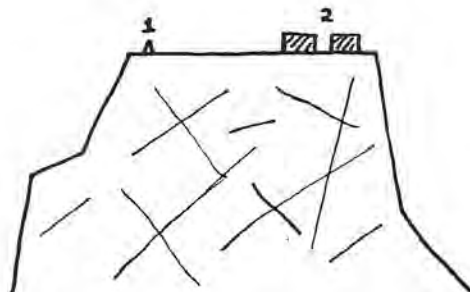
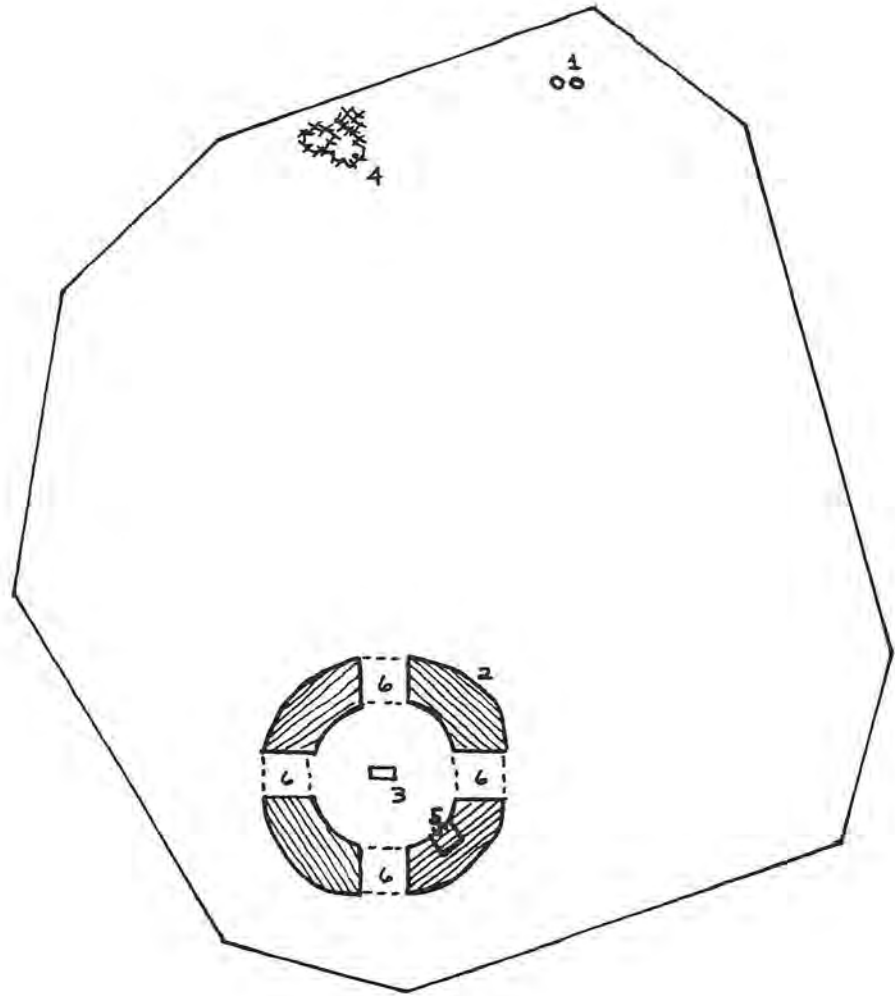
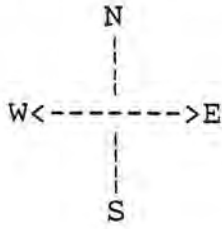
Additional Instructions for the Players (if the module is being used as a tournament)

1. Play your character - it is role playing. Your race, alignment, faults, etc.
2. Team work and cooperation is important.
3. Think before you act. Combat is not the only solution.
4. Remember your objective.
5. Survivors are not automatically winners.

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MAP GLASS MOUNTAIN PEAK

10' x 10'



Side View (not to scale)

Glass Mountain Peak

Key:

1. Gate
2. Solid Stone Walls
3. Crystal Alter
4. Three Large Nest w/ Eggs
5. Secret Room Containing Adherer
6. Pressure Plates

Special Notes: There is a 60% chance of bright sunshine. If an adventurer looks down, there is an 80% chance for temporary vision impairment due to reflection and glare of the sunlight. This causes a -2 on the to hit die rolls for the effected players, during this encounter.

Glass Mountain Peak Description

1. GM: The characters appear thru the gate facing south. Roll percentage chance of bright sunshine and remember to check for temporary vision impairment due to reflection (see above).

Players: As you appear from the cone, you see that you are high upon a glass mountain. You are standing on a clear plateau. To the south you see what appears to be a black circular structure. To the southwest, you see what appears to be piles of debris. The only sounds are that of the wind rushing across the clear glass peak.

GM: If the players look down through the glass peak and bright sunshine exist then the player has an 80% chance of temporary vision impairment for this encounter. There is no way the players can descend the glass mountain, as it's sides are very steep and slick. The plateau is also slick and the players must move carefully. Normal movement is allowed but running will result in the player falling down.

2. Players: Large circular smooth black stone walls appear before you. They are 10' thick and 15' high with four 10' gaps, one each at the north, south, east and west locations of the circle.

GM: When the players peer through any of the gaps describe the alter (see 3 below).

3. Players: In the center of the circular stone structure is a crystal alter which appears bare except for a small metallic rod approximately 3" long. The alter appears to be composed of some type of clear crystal, 3' wide, 6' long and 4' high.

GM: The small metallic rod is the first of the four pieces of the wand. The alter may not be moved.

4. Players: The piles of debris seem to form three large nest. No sound or movement comes from the debris as you approach.

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GM: Once the players come within 10' of the nest describe the sound of cats meowing. If the players continue to approach, once they are within 5' read the following:

"From each of the nest, a large cat like bird emerges and perches itself upon the nest edge. Each appears to be a cross between a bobcat and a hawk. They begin to hiss and spit." If the players back off, the Kittyhawks will stop their aggressive behavior. If the players continue to approach or attack the nest all kittyhawks will attack as described below:

There are two kittyhawks per nest, one male and one female. Each nest also contains one egg. A kittyhawk is a cross between a bobcat and a hawk. It has a furred body and head of a bobcat and wings and tail of a hawk. It's wing span is 3-4 feet. AC(4), to hit ac(0) - 20, alignment - Neutral, Attacks: bite 1d2, front claws 1d3 each, rear claws 1d2 each. They will climb for a dive if a 7 or greater is rolled on 2d6, a dive attack does double damage. HTK: 4,4,4,3,2,2.

5. GM: This secret room contains the Adherer which will attack when a pressure plate is stepped on (see 6 below). The Adherer will attack the player closest to him. One round after the plate is pressed, the secret door will open, on the next round the Adherer will appear and advance to attack. The Adherer appears to be humanoid with bandages or loose folds of dirty skin, it obviously resembles a mummy. AC(3), to hit ac(0) - 15, alignment - Lawful Evil, Attacks: 2 (1d3) with fist, HTK: 23. Note: the Adherer is immune to

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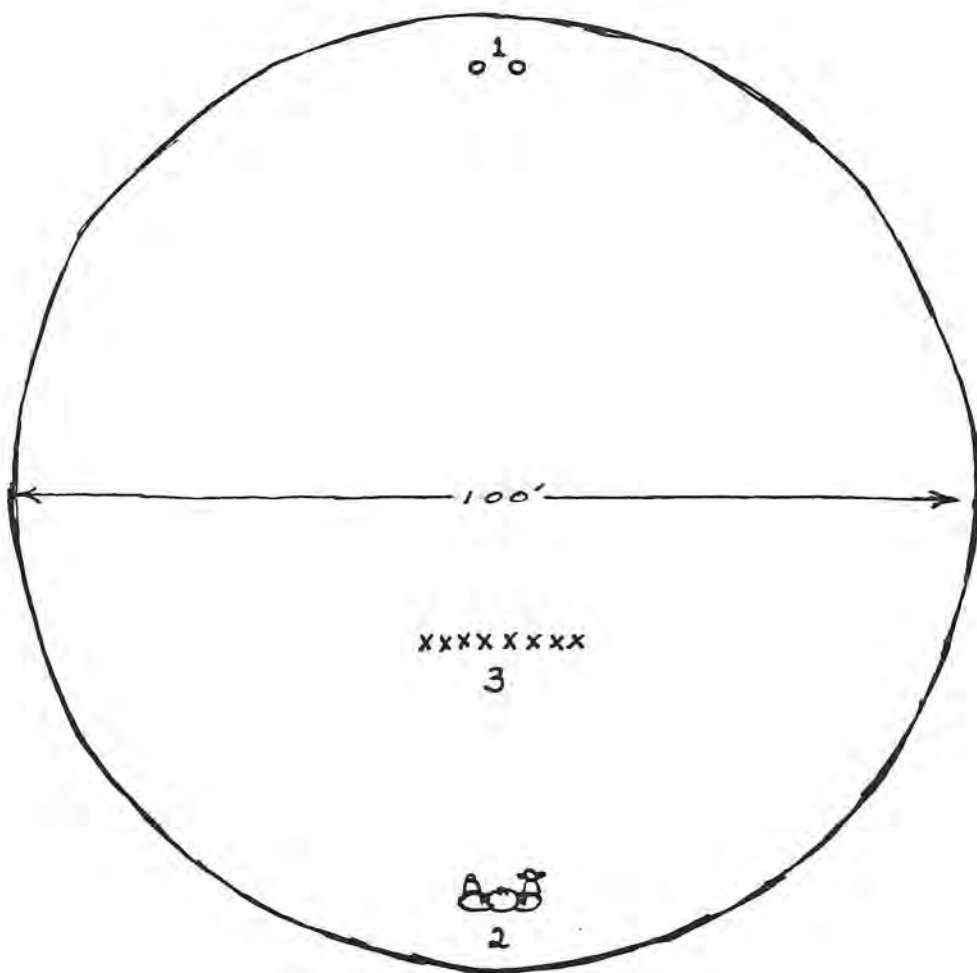
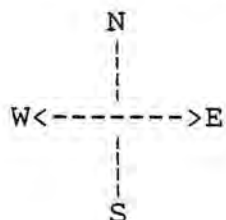
all first level spells but magic missile which does 3d6 damage. All edged weapons do half damage and weapons have a 75% chance to stick (adhere) to it's body. When the Adherer is killed the stuck weapons may be pulled free. Fire does 2d8 damage. The Adherer movement is 8".

6. GM: Pressure Plates - if stepped on will activate the Adherer described above (see 5). If searched for the plates may be detected as a trap or secret door (1 on 1d6).

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MAP ARENA OF EQUAL AND OPPOSITES

5' x 5'



Key:

- 1. Gate
- 2. Statue of a Deity
- 3. Duplicates of Surviving Characters

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The Arena Description

1. Players: You arrive through the gate and find yourself in a huge dome. Approximately 100' in diameter with a gradually increasing roof to a height of approximately 100' at it's center. The walls are silver and reflective. They appear smooth and unclimbable. At the opposite end of the dome you see a large statue of a humanoid. Between you and the statue you see yourselves. The ceiling of the dome becomes lit and many large faces appear to cover the dome looking down upon you. You hear: " Welcome to the Arena of equal and opposites. Here you will face your greatest enemy - yourself. You may achieve your goal in one of two ways: defeat yourselves or..... (the voices and faces fades)."

GM: The walls are unclimbable. The statue's hand contains the second piece of the wand (see 2 below). The opposites (see 3 below) stand between the party and their goal.

2. GM: The statue is approximately 20' tall. Held in it's out stretched hand approximately 10' from the ground is the second piece of the wand. The monk has an 87% chance of climbing the statue, the others have a 25% chance each round. Upon removing the metallic rod, from the hand, the duplicates will disappear and a voice will say: "Pass with peace my children, you are worthy of life for now". This is a statue of one of the founders of this advanced race of humanoids. It appears much like a normal man dressed in a fine robe except it's head is noticeably larger than normal.

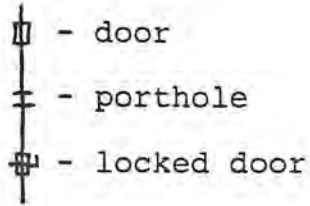
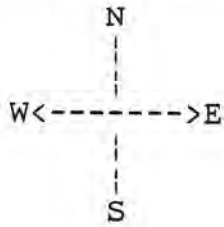
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3. GM: Exact duplicates of the players face them. The Opposites have the same HTK left, the same weapons and spells. The opposites will move to engage the players if they approach the statue. The opposites will always attempt to engage their double. Note: a player can only inflict damage on his double and vice versa - a double can only injure the character of which he is a double. The Opposites should use every means possible to stop the players from reaching the statue. If a player goes down (killed or unconscious) his double is frozen in place. Remember, characters can not hurt the double of another, but neither will they be attacked by any other double but their own. One character can block the attack of another character's double and will not take damage. As soon as the rod is retrieved from the statue the Opposites will disappear (see 2 above).

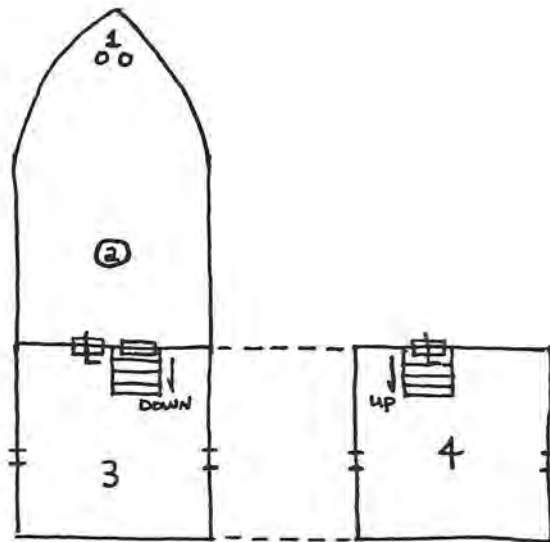
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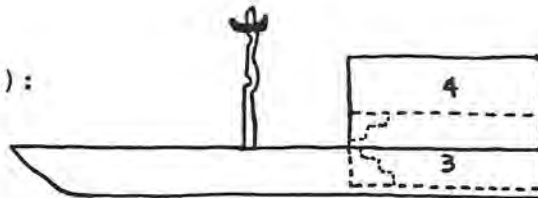
MAP GHOST SHIP



5' x 5'



Side View (not to scale):



Key:

1. Gate and Ship
2. Broken Mast
3. Cargo Hold
4. Captain's Cabin

Ghost Ship Description

1. Players: As your vision clears and the world materializes around you, a salty taste and swaying ground assault your senses. The sky is dark, it is night. As you gain your presence, you find yourself aboard a rotting old ship. It's mast is broken but standing without sail, yet the ship continues to move. The night sky is cloudy as the scattered full moon's light shines through from time to time. There is no wind. There is no land in site.

GM: The gate is to the north end of the ship. The players have no means of leaving the ship or changing it's course. There is no steering wheel. There is no movement or sound but the continuous creaking of the rotting, swaying timbers.

Note: there is a 10% chance per 5' area of a character falling through the deck, (20% for Thackery) 1d4 damage.

2. Players: A large cracked and broken mast with a crows nest on top stands before you. It appears to be 20' to the nest. The timber seems to be barely standing.

GM: If anyone attempts to climb the mast, there is a 50% chance it will collapse in the first 10' and 75% chance in the last ten feet. If it does collapse, the person climbing takes 1d8 damage. Roll to see where the mast falls but have the nest hit on board the ship. The nest contains a dead crow and a black gem worth 50gp.

3. Players: The door opens to a 5' wide stairway which leads down to a cargo hold. The hold is littered with broken kegs, boxes, ropes and bindings. A layer of thin dust covers everything, including several (10) skeletons. Each skeleton has a patch over one of it's eye sockets and each has a wooden leg. In the far (southeastern) corner is a large chest.

GM: The chest contains nothing but junk, rusted cutlasses, a moth eaten jolly roger flag, some spare wooden legs and patches and a treasure map which crumbles if touched. The skeletons will animate when the chest is opened. The skeletons will attempt to retrieve their cutlasses from the chest and then attack the party. However, this is not intended as a deadly encounter. The skeletons should cause confusion and run around jumping from deck to deck, swinging from the mast (if it still stands) and saying various pirate things like: Ahoy!, walk the plank, land ahoy!, Mutiny!, etc. AC(7), to hit ac(0) - 20, alignment - chaotic neutral, movement - 10", attacks - 1 (1d6 damage), HTK: 4, 4, 3, 3, 3, 3, 2, 2, 1, 3.

4. GM: The door is locked and must be picked or broken with force to open. This lock will take 12 damage.

Players: As the door creaks open there is a 5' wide stairway leading up to a dark cold room. The smell of rotting flesh and fruits fills the air. The room contains a bunk piled high with tattered blankets, a sea chest, small table and chair and assorted garbage which is scattered across the

floor.

GM: Under the pile of blankets is an undying corpse which attacks if the bunk or chest is touched.

Undying Corpse: AC(8), to hit ac(0) - 16, alignment - Chaotic Evil, movement 6", attacks - 1 (1d6), HTK - 10 repeating.

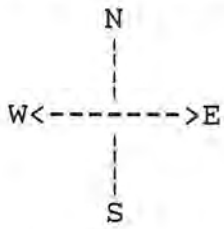
The Undying Corpse can only be hurt by magical weapons, clerics treat as wraith to turn, normal weapons appear to do damage and the corpse will fall as if dead. However, next round the corpse will rise again and attack. All players must make their saving throw or run in fear.

The third piece of the wand is found in the chest which is trapped with a stinking cloud gas trap. The chest is locked and will take 9 point of damage before it can be forced open. The key to the lock is in the Corpses pocket. If the chest is opened before the trap is removed, a stinking cloud will envelope the players in the cabin, causing 1d6 damage due to violent stomach cramps and coughing. Each player effected are immobilized for 1d4 rounds.

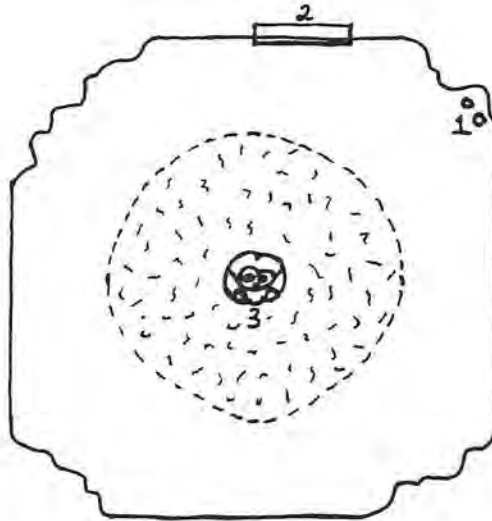
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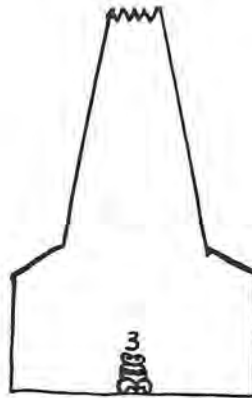
MAP TOAD CAVERN



5' x 5'



Side View (not to scale):



Key:

1. Gate
2. Stun Jelly
3. Statue of Toad

Toad Cavern Description

1. Players: As your vision clears and your new surroundings materialize, you are in complete darkness for approximately 60 seconds. Then gradually lightens to its dim murkiness. A foul smell emanates from the center of the dark cavern you now find yourselves in.

GM: If a player with infravision indicates he is looking around describe that a dim red glow emanates from a 10' x 10' area defined by #2 below.

2. GM: A stun jelly is embedded in the wall and contains the fourth piece of the wand. When the stun jelly is dead, it will turn into a thick liquid which flow away revealing the skeleton of a flying creature holding the fourth metallic rod section in its claw.

Stun jelly: AC(8), to hit ac(0) - 14, alignment - neutral, movement - 3", attacks - 1 (2d4 damage), HTK: 18.

The stun jelly will ebb, flow and slither toward its intended victims. It will attempt to drive the players toward the middle of the cavern. If the players are touched by the stun jelly then it can attempt to attack to cause damage. It will attempt to surround and envelope its victim. Only magical weapons are effective against this jelly.

3. Players: A shiny black goo lies upon the cavern floor and surrounds a large black stone statue of a toad. The goo stinks. The obscene, grotesque statue seems to radiate an evil which is amplified by the dim light which filters upon

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it from above.

GM: If the players listen without movement, they have a 50% chance of hearing the droppings hit the cavern floor. If the toad statue is touched the players in the center area will be attacked by the killwings. A killwing is a bat-like creature with no eyes and moth like antenna. They have a 3' wingspan. AC(6), to hit ac(0) - 19, alignment - Neutral, movement -25", attack 1 sonic 2d6 at 10', 1d6 at 20', 1d3 at 30'; 1 bite (1d3 damage plus 50% chance of catching rabies). HTK: 1, 2, 2, 3, 4, 4, 5, 6, 3, 7, 2, 5. Only two killwings will attack per round. If four are killed, the remaining will retreat upward to their nest. Note: The droppings on the floor will cause a 20% chance/round of slipping during combat. The statue is made of solid black stone. It is worthless and contains no secret compartments.

This ends round I of Four Easy Pieces. Upon obtaining the fourth piece of the wand and returning through the cones, the players find themselves once again outside of Leims tower. Leim is waiting and asks for the pieces. Once the party turns them over to Leim. Proceed to the Round II introduction.

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- Old School Wizards of Note -

ELWRONG, the Magic ScuzzER



- practices extreme antisocialism
- eats his cheerios with only 2% pastuerized blood of elven children
- never bathes

ASFAB the Scroll molester

- Wizard School Dropout, 2764 Shire Reckoning
- Only deals in the finest parchment from the Zorguul Islands
- Forgot his mother's birthday

