



Issue # 1

March 19th, 2001

The Letter from the Editor

Dear Reader,

This is the first of hopefully many online Dungeons and Dragons magazines made by gamers for gamers. We aim to make a quality product at least once a month. We also accept submissions for all those that are interested (Jigsaw36@aol.com) they do have to be PG rated for the younger readers we will do our best to get them in if we have time. Comments would be welcomed as well. All completely free of charge.

Yours Truly,
Ted Garland

DM Help

This is where you can ask questions to the wise DM, Ted Garland. Just send in a question and we'll try and answer it. I'm sorry if we can't get every one's question on but we will do our best.

This issue's subject *fighting fire with fire*. Every DM out there has likely encountered one of these cursed objects, a player who likes to waste time, doesn't care about the story at all and enjoys destroying your campaign world. Feel lucky fellow DM I have to deal with three at the same time. The only reason they all are still playing is because they are good roleplayers when they want to be, a paradox isn't it. My first urge was to get them to stop using brute force and surprisingly it worked very well. A rather interesting story, the PCs were negotiating with these high-level cleric of Elhonna (14th level) or at least they thought it was a cleric of Elhonna, in reality it was a cleric of Oldimarra. But they still don't know. While in the middle of negotiation the parties' monk, Hannibal comes up with the brilliant idea to try and sneak behind the cleric and stun him. Hannibal rolls a critical miss and falls flat on his face the cleric then casts implosion on him actually it was explosion which is the opposite of implosion. I forgot to mention this is when they were first level, so far it has worked better than anything I have ever done to get them to calm down and stop wasting campaign time. Of course I forgot to mention they were first level. This is not the best way to deal with everything; it sacrifices a lot of realism. I now prefer to use a less drastic approach, make the character hated by the general public because of their actions, against them and give very few rewards to the whole party which slows everything down a bit but makes them worry about losing anything.

The Adventurer

The Emporium of the Mundane and Magical

Hail traveler this is the great emporium of all that is great and all that is minuscule take a look a round see if you like anything. Mylarin – Famed merchant

This is the section where you will find new mundane and magical items. Enjoy.

Potion of Gaze Resistance

This potion gives the imbiber a +4 bonus to saves vs. gaze attacks that lasts for 1 hour.

Cost: 200 Gp (caster level: 2nd, cost to make: 80 Gp, spells required Shield)

Potion of Talons

It gives the imbiber long dagger like claws on their fingertips. (Dmg 1d6 +Str modifier, Critical 19-20/x2, Piercing / Slashing) it takes 1 action for the claws to form. They count as natural weapons and the wielder is considered proficient with the weapon. The claws are 10 inches long. They grant the wielder a +2 bonus to climb checks.

Cost: 350 Gp (Caster level: 3rd, cost to make: 150 Gp, spells required magic fang, 60 Exp.)



TT

The Spell I book

I've got the perfect spell that you will love, it just turns your hair pink for a couple of days that's all, you can live with that right, huh. Stulkner — Gnome Illusionist

This is where you can find newly uncovered ancient spells of both arcane and divine origin.

Psychic Purge (Abjuration)

Level: Sor/Wiz 2, Brd 3

Components: V, S, M

Casting Time: 1 full round

Range: 20 ft (+ 5 ft / level)

Targets: 1 / level

Duration: 1 day

Saving Throw: Will half

Spell Resistance: Yes

For those of you arcane spellcasters who find yourself fighting psionic foes, the battle just got a little easier. This spell removes 2d4 power points from the psionic. The effect lasts for one entire day. May it help those of us who face psionic terrors often.

Ask Tal aryn the El ven Ranger

Ask all of your questions about third edition lore and I will do my best to answer. E-mail me at (Basilisk310@aol.com) with all of your questions.

How do I fix a “Monty Haul” campaign that my little brother and his friends are running they switch DM’s almost every playing session and they know nothing about balance. I have done my best to fix a little when they let me be DM and a few of them want it to stop. They asked me to be DM for the next session and I want to fix the problem. Andrew W.

I suggest that you think of original ways to remove the unbalancing parts. (Example if the character has raised his abilities beyond that of even a dragon then you could use items that permanently drain ability scores but only enough to bring them to acceptable levels). I hope this helps. But remember it is not your campaign so you won’t get much fixed with what little time.

The Combat Strategist

This is where you the player will find out helpful hints on combating certain monsters.

How to fight dragons: The Simple Way

The best way to fight a dragon is with ranged weapons preferably Bows and crossbows, but sometimes melee combat can’t be avoided. In which cases equip yourself with polearms with reach and a tower shield. The reach would be helpful so that you don’t have to get in close, which can get messy. The tower shield offers cover a very nice thing to have when you stare down a dragon.

Remember, be sure to have some healing potions or a couple healing of spells at hand. Keep in mind the dragons abilities when you’re in the heat of battle (fear aura, breath weapon(s), special abilities, spell-like abilities, ect.)

Next Issue: Look forward to some new sections,

The Contender: where we design an NPC foe based on the most interesting submission you send about a foe for your PCs, tailored to fit their worst fears.

The Monsters Den: Original monsters for use in your campaign.

The Book of Feats and Skills: Original feats and skills for you use.

Fantasy Lands: A description of cities and nations in one of my campaign worlds.

Reviews: where we review 3rd edition material. A review of the Psionic Handbook.

NPC Corner: Where we describe a three Npcs’ for your use. Complete with statistics and descriptions.

The Jesters Court: 3rd Edition Jokes and Parodies.

Most Valued Allies: A list of the Best Dnd sites on the web

Coming Soon!

Mind Fire (Abjuration)

Level: Sor/Wiz 3, Brd 5

Components: V, S

Casting Time: 1 action

Range: 20 ft (+ 5 ft / level)

Targets: 1/ level

Duration: 1 round/ level

Saving Throw: Will half

Spell Resistance: No

This is the terror that all psionic fear the dreaded Mind Fire spell. Created by mages to combat the psionic threat. In response to any use of a psionic ability this spell causes the user of that ability to catch fire (2d6 fire damage per round) this lasts for a maximum of 10 rounds.

Frost Breath

Level: Drd 3

Components: V,S, DF

Casting Time: 1 action

Range: 10 ft / level

Targets: 10 ft cone

Duration: 3 rounds per / 2 levels

Saving Throw: Reflex half

Spell Resistance: Yes

This spell allows the druid using it to breath a cone of frost once every round. It deals 2d4 damage / level.

Fire and Brimstone

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 full round

Area: 30 ft + 5 ft/ level

Duration: 1 round/ level

Saving Throw: Reflex half

Spell Resistance: Yes

This spell causes fire to expelled from the ground with a nauseating sulfurous spell. The flames cause 1d4 points of damage per round and the victims inside are nauseated for 2d6 rounds.

Special Thanks to Andrew W. the first person to submit to
The Adventurer.

Unless otherwise noted this is the original work of Ted Garland (Jigsaw36@aol.com) and Gerald Weis (Basilisk310@aol.com).