

Back to Basic X



A new quarterly Fanzine dedicated to a simpler time of RPGs—
covering the Basic and Expert editions of Dungeons & Dragons.

Amazing Support — A Letter from the Fanzine Creator

I've been both surprised and humbled by the interest and support of this little, "thrown together" fanzine! I never expected *Back to BasiX* to be of huge interest or success, mostly due to the niche following of classic gaming systems. However, at the time of the second issue creation, over 150 copies of the first issue have been delivered to readers! [Note: *There were 50 first print copies, 50 second print copies, and over 50 PDFs delivered.*]

With such interest, I can assure readers that many more issues will be made. I've heard from gamers, potential contributors, and indie publishers who want to advertise. I've been asked about subscriptions and crate services. I think what's important for everyone to know is that this is still a trial period for *Back to BasiX*; over the next few issues, I'm going to try out different ideas and topics. Many

things will work and some may not. When we have a size and solid topic list that are both interesting and repeatable, we'll start to talk about things like subscriptions and such. Until then, just hang on and enjoy the ride!

My goal is to get a fun little fanzine into the hands of people who love Basic and Expert role-playing. This is not about money or recognition, but about creating something that's fun for both you and me. Adding dozens of pages or changing it to a monthly release makes it a larger commitment than I want. If you want me to be excited to produce a fanzine, keeping this little book to 12-16ish pages, released quarterly, will do just that.

I hope you enjoy this, the second issue of *Back to BasiX*! Read on! - Thom Wilson

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Upcoming Issues:
#3 — December, 2017
#4 — March, 2018

Submission ideas? Send them to thom@throwigames.com!

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Publishing News

When you dig hard enough, whether it be through dozens of internet searches or through the beast that is RPGNow.com, you're bound to find new products for the B/X world. Sometimes, however, a reader points you in the direction of a new product that's interesting. **Timothy Brannan** (of Elf Lair Games) has an awesome new class addition for B/X—*The Witch*. If you like expanding your system but want to stay with the Basic and Expert feel, this supplement might be for you. You can find his work at RPGNow in PDF and soft cover.

(Picture and advertisement of *The Witch* provided by the author, Timothy Brannan)

Something Wicked this Way Comes...

The Witch

A sourcebook for Basic Edition fantasy games



Print and PDF at
<https://goo.gl/WPi2Es>



Product Spotlight

In the first issue of *Back to BasicX*, I highlighted the Moldvay edited Basic rules and provided my opinions of the content and how it was presented. While I love these rules, they were structured in a way that felt instructional for beginning players. At the time in which this book was sold, instruction is what many new players needed. However, when Frank Mentzer was tasked with creating a new version of the Basic ruleset, he took a slightly different approach to layout and structure that I feel many may have missed as they jumped over to AD&D. Some players may have felt that the Moldvay edition was “childish” and steered clear of the Basic set in favor of AD&D. Mentzer was able to use his recreated ruleset to pull brand new players

or existing gamers into a different version of D&D (maybe even getting players who were too intimidated by the Gygaxian tomes in the advanced version of the game).

While I will compare the two versions of the rulebooks, I'm not going to debate which is better. Each version has its benefits to both new and experienced players. Instead, I'll highlight the core differences of the sets, focusing on interesting differences or changes that I feel are worth checking out.

One of the main differences of both sets is that Mentzer's version comes in two books, one for the DM and one for the player. Some of the core rules are found in both books.

Splitting the rules between “roles” makes it easier for players and DMs to use their respective books at the same time. Previously, gamers using the Moldvay version would either have to have more than one rule book or share a lone copy.

Moldvay’s version starts immediately with character creation, spending little time on what the game entails. Mentzer instead chose to kick off the player’s guide with an example (solo) adventure, immersing the reader in the game and how it’s played. The revised red box rules detail character creation later in the book, around page 23.

Mentzer chose to put the spell descriptions within the class section of character creation. While Moldvay chose to have all spells together in its own section, Mentzer put Magic User spells in the MU class section, and Cleric spells in their section. The DM’s rule book in Mentzer’s version also lists higher level spells that aren’t in the Moldvay book (but instead, are within Zeb Cook’s Expert version). Mentzer gave the DM 3rd level MU and 2nd level Cleric spells to use.

A section of “additional rules” in the revised red box DM’s rulebook details new concepts on missile weapons, encumbrance and retainers, things that were hinted at in the Moldvay book but not covered to the extent of the revised rules. Additionally, portions of the additional rules are covered in the player’s book as well.

In the Mentzer edition, both the player and DM books provide an example of game play, each focused on the duty of the gamer’s role in the game; tips for running the game are provided in the DM adventure example, while the theme of collaboration and working together is the focus of the player’s adventure example.

Nearly every other aspect of the rules are the same between versions. Each set has a monster section (although a few are missing from Mentzer’s edition, specifically the Acolyte and Insect Swarm) and a treasure section. Mentzer’s set has many more tables for players, which I personally find to be more useful during game play.

The inside back cover of the player’s book in the Mentzer edition has advertisements for other TSR products: the Polyhedron, Dragon and Amazing magazines, and Star Frontiers are highlighted for players.

Both versions are extremely solid sets for new and experienced players. While Mentzer’s version tries to teach the new player the game with example adventures, Moldvay’s version walks through the steps of roleplaying in a methodical order. Each version works for players; it’s more of matter of what suits your needs and style.

Twelfth through Fourteenth Release of the Basic Rules, 1983-1989, edited by Frank Mentzer. From boxed set “Set 1: Basic Rules”, ISBN: 0-88038-338-0; 1988 version used in review, set #1011, \$12.00 list price.

Interview with a Legendary Gamer — Frank Mentzer

After my product spotlight of the Revised Basic Rules, it's only fitting that I interview the editor himself, Frank Mentzer! Frank was kind enough to take time out of his busy schedule to answer a few of my questions.

[Thom] What is the earliest role-playing game you remember playing (not including wargaming and board games)? Was it a published or non-published RPG?

[Frank] It was an unpublished homebrew finance game combined with some roleplaying, roughly 1964-65. Two fellow Boy Scouts named Jim Milman and Robert Fourer created this (self-titled) "M-F game". We each literally lived on our own cloud in the sky, were entrepreneurs (in keeping with the early 1960s), and created & sold things to each other.

[T] What is your earliest or fondest memory of a B/X character that you played? Any relevant details, including GM, adventure name (if you remember), other players, etc. I'm mainly looking at what you chose to play and why.

[F] I was introduced to the game by Don Paterson, with whom I played many card, board, and war games from 1975-1980. My first character was a wizard named Felonious, using the Holmes Blue Book (c. 1977) D&D rules. We played one-on-one, alternating as DM; there were very few players (Philadelphia PA suburbs). But I remember almost nothing of that first year's fumbling adventures, because in 1978 the AD&D

Players Handbook arrived. We converted to 1e immediately, taking this new book of classes & spells and the Monster Manual and mashing it all together with OD&D and Holmes. (The DM Guide wasn't out yet; we were on our own.) TSR wasn't producing many adventures, and although Judges' Guild had lots, their quality was spotty. We ended up creating our own by preference.

[T] Which of the BECMI rulesets are you the proudest of, with respect to the versions that you had a hand in developing and/or editing?

[F] That was a 4-year project, writing the five boxed sets, but the Companion set clearly stands out. Despite a decade of play, the D&D game had never really explained Campaigns. At Expert character levels (4-14) we focused on outdoor adventuring as a step up from dungeons, and kept Zeb's outstanding X1 module (Isle of Dread) from the previous Moldvay set. But in Companion I laid out the whole realm... dominions and resources, castle-building, mass battles, and more.

[T] Do you have any memorable highlights of early B/X play-testing at TSR? Perhaps a TPK or player inspired action that introduced a new rule? Something that perhaps inspired you to get back to the design phase?

[F] Tom Moldvay and I started work in the same office on January 20, 1980. He was immediately tasked to rewrite

the Holmes version, but I was a mere editor-in-training. I participated in some playtests (like A1 and Q1), but none for Tom's set. After a learning period, I won an award as best DM, and was almost immediately assigned to create the RPGA, which General Manager Mike Carr had proposed a year earlier. That was really my first creative job, and I quickly produced the "R" series of module adventures for our tournament use, plus several others.

[T] *Lastly, are there any rules in the BECMI rulesets that you would go back and revise or add today if you could?*

[F] Of course. A dozen small things, but it ties into one fundamental flaw. I worked on a

36-level basis, spreading the game out over 4 boxed sets (plus the Immortals set to put it all in multiversal context). But we found that even core hobbyists generally play from levels 1-10, sometimes reaching 15, but very rarely beyond that. The Thief class suffers greatly thereby, and I've already produced an alternative (available free on the internet somewhere) that introduces a lot more campaign-oriented skills, while boosting the basic skill set to maximum within 10 levels or so.

The chance will never come, of course, but I'd revise the whole thing into levels 1-5, 6-10, 11-15, and 16-20. Level 20 maximum seems fitting, and far more appropriate for actual use.

Mythicology

Each issue of *Back to BasiX* will feature one or more new monsters for you to use in your B/X adventures. Enjoy!

Mrunt

Shortened from their former name, "Mirrored Runt", the **Mrunt** is a small humanoid that is similar in size and shape of their distant cousin, the goblin. The biggest difference is in their skin and hair; their hide is glass-like, reflecting light and other elemental effects. Their exterior is their greatest defense—any spell cast at the creature may be reflected back at the caster. If the Mrunt passes a saving throw versus Spells, the spell automatically reflects back to the caster. The caster is entitled to a saving throw as well.

Armor Class:	4
Hit Dice:	1-1*
Move:	60' (20')
Attacks:	1 Claw
Damage:	1-4
No. Appearing:	2-8
Save As:	Fighter: 3
Morale:	6
Treasure Type:	Nil
Alignment:	Neutral

Their reflective skin and hair is as strong as thin steel, providing them with a bonus to their Armor Class.

Mrunts are found in small groups away from other humanoids. They are shunned by most creatures, including goblins. They prefer to run from conflict (instead of fighting) but can be extremely dangerous when cornered.

Venezoan

This free-swimming sea creature resembles a jellyfish except for its glowing, green exoskeleton. The **Venezoan** is extremely venomous—even the slightest touch will cause intense pain and suffering. Characters who come in contact with this creature must save versus Death Ray or Poison (at a penalty of -1) to avoid succumbing to unconsciousness.

These creatures are often found in shallow spots along the sea

Armor Class:	8
Hit Dice:	2*
Move:	60' (20')
Attacks:	1 Tentacle
Damage:	1-4
No. Appearing:	1-4
Save As:	Fighter: 2
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral

Venezoans will often surround a single prey, attacking until the victim falls unconscious. Unless they are attacked, they will ignore other creatures while they consume their victim.

The Magic Shop

Magical items come in various forms and with different rarities. Not every magic item will provide a benefit to combat—some will benefit the adventurers in simpler ways. In this issue, we highlight a couple of rare magical items that are extremely useful in different ways.

Lantern of Living Daylight

Resembling a normal lantern, this magical item is filled with captured sunlight that never ceases. When opened, the lantern shines twice the distance of a non-magical lantern, up to 60' in diameter. A specially constructed hood can be used to focus the light as a single beam instead, increasing the distance another 30' (90' total).

Any creature affected by natural sunlight is equally as affected by the lantern's natural rays. The sunlight within the lantern never ceases or expires.
Value: 5,000 gp.

The Never-hungry Bowl

What looks to be a simple wooden bowl and spoon is actually a powerful magical item. When one of the command words are spoken, the bowl magical fills with food enough to feed two people. Three command words are known to exist, each creating a different type of food; porridge, soup and a hearty stew can be requested with the respective command words.

The magical bowl can be used three times per day.
Value: 2,500 gp.

Cursed Coin

Appearing as a gold coin with a medusa head on one side, this cursed item magically transfers any other gold coins within one foot of it to a random location (DM's choice). It has no effect on other types of coins, although it is rumored that copper, silver, electrum and platinum versions also exist.
Value: 250 gp.

Each issue of *Back to BasiX* will have at least one simple dungeon crawl for you to use in your ongoing B/X campaigns. In this issue, we give you “**The Lost Cove**”.

The Lost Cove

by Thom Wilson. An adventure for 3-5 characters of 1st or 2nd level.

Background: From their sea vessel, the characters spy a hidden cave along the shore of a deserted isle. It seems tidal waters enter and exit the narrow cave mouth under the massive cliffs. It appears that even a small boat will not fit in through the cave mouth; the characters will have to swim in.

Detailed Background: Mrunts, shunned by the other humanoids of the island, have made their home in the underground cave under the cliffs. Using the sea and cave fungus for food, the Mrunts are perfectly happy living out their lives away from their enemies.

Unfortunately, Venezoans have begun to use the lagoon as their home, preventing the Mrunts from fishing, and gathering crabs and oysters from the sea. Additionally, strange noises have begun beyond the strange iron gates to the rear of their caves. Unable to eat or flee, the Mrunts are getting desperate.

Note that Mrunts and Venezoans are described in the Mythicolgy section of this issue (pages 5-6).

Cave Entrance

Even at high tide, the lagoon entrance is visible from the sea. The cave mouth is tall but narrow, preventing small vessels from entering the interior. During low tide, characters can wade into the lagoon beyond the entrance.

A1: Lagoon

Warm tidal waters ebb and flow, filling the lagoon at high tide and nearly draining it during low tide. Three **Venezoans** have made the lagoon their new home, catching trapped fish and crabs in the salt water (AC 9, HD 2*, hp 8 each, #AT 1, D 1-4 + poison, Save F1, ML12). Larger prey (like Mrunts or characters) are very appealing to the large jellyfish.

The creatures have consumed most of the plentiful resources in the lagoon. It will take several days for fish, crabs and other aquatic life in the pool to repopulate.

A2: Mrunt Cave

Several Mrunts, hungry and scared, are huddled in the back of this cave. Although they would prefer not to engage characters, if they are attacked, they will defend themselves (AC 4, HD 1-1*, hp 3 each, #AT 1, D 1-4, Save F3, ML6).

Interestingly, the Mrunts may offer information in exchange for clearing out the lagoon of Venezoans and ceasing the “scary” noises in the back of the cave system. They know of a secret cache of treasure beyond the

iron gate (area A5). If the characters initially act non-threatening, the Mrunts will ask them for help.

A3: Fungus Chamber

Mrunts normally supplement their diet with fungus from this cave but have recently turned to it as their only food source. Most of the cave mushrooms have been picked clean and haven't grown back. Only a handful of glowing fungus remains, mostly in hard to reach areas. Ingested fungus is toxic for those unused to them (save versus Death Ray or Poison or take 1d4 damage).

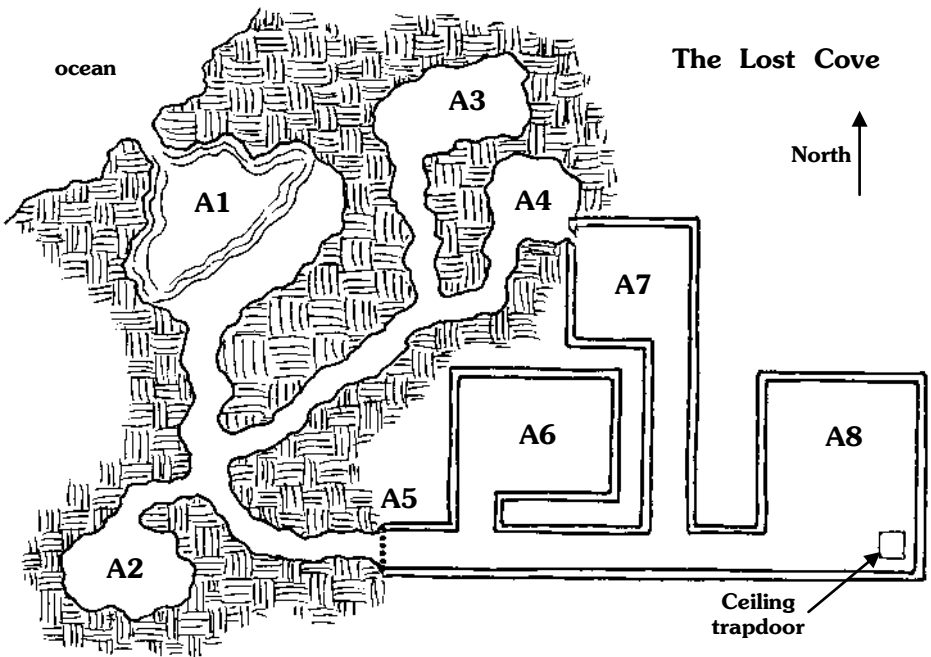
There is a 50% chance that one or two **Mrunts** may be here, searching for mushrooms. (AC 4, HD 1-1*, hp 3 each, #AT 1, D 1-4, Save F3, ML6)

A4: Mrunt Burial Mound

Several Mrunts have been buried here recently as their clan slowly dies of hunger and disease from rat bites. Two **Mrunts** stand vigilant over the burial site, protecting it from scavenging rats from beyond the iron gate. (AC 4, HD 1-1*, hp 3 each, #AT 1, D 1-4, Save F3, ML6)

There is a 1 in 6 chance that the characters may arrive to find the Mrunts battling six **Giant Rats**. (AC 7, HD 1-4 hp, hp 2 each, #AT 1, D 1-3 + disease, Save F1, ML8) The rats carry a special disease that saps Constitution by one point per day until a successful save.

Note that the giant rats can also use a small tunnel from area A7 to get to this burial chamber.



A5: Rusted Iron Gate

An ancient iron gate stands at the rear of the Mrunt's cave system, padlocked from the other side. The gate is rusty from the breeze of sea air blowing through the caves, but is still firmly in place. The bars of the gate are wide enough for small characters to fit through (e.g. Halflings). The giant rats from area A7 easily fit between the bars as well.

The rusty bars may be bent to allow entry; three consecutive and successful Strength checks (at half the character's Strength score) will bend the bars enough to allow characters to fit through. Each character may only try this feat once.

Note that the tunnel beyond the iron gate is manmade, unlike the rest of the cavern tunnels to this point.

A6: Tomb of the Cursed

Several dozen years ago, pirates sailing the waters near this island found a magical pearl once belonging to a powerful mermaid. When the captain of the pirate crew, "Rum-eye" discovered the pearl at the mermaid's underwater tomb, he dove down and stole it. With his act of theft, he unknowingly cursed himself and all whom he befriended. He and his crew came to this very isle where he had a secret lair to store his stolen loot. Within a few days, his entire crew succumbed to the "curse of the quick death", a magical affliction that disintegrates flesh if the character does not fully submerge themselves at least once per hour.

Rum-eye's crew died in this room, many of them in their hammocks. Any noise in this area will reawaken the dead pirates. Twelve pirate **skeletons** will arise and attack the characters (AC 7, HD 1, hp 4 each, #AT 1, D 1-6, Save F1, ML12). Each skeleton carries a rusty cutlass.

Several footlockers contain the pirate crew member's possessions. **145 sp** and **23 gp** can be found amidst the belongings.

A7: Rum-eye's Quarters

The pirate captain used this area as his personal quarters while resting in the pirate lair. Rum-eye was the last to die, fighting the curse as hard as possible. His bony hand still grasps the cursed pearl to his chest. The captain arises from his bunk when characters enter the room. Rum-eye is a tough **skeleton** warrior (AC 6, HD 2, hp 8 each, #AT 1, D 1-6+1, Save F2, ML12). In one hand, he holds the pearl, but in the other, wields a **+1 cutlass** (short sword). If he drops the pearl, he will skip his attack to regain it.



Art by Jack Badashski, © Jack Badashski, 2016

Three small chests are found amidst the debris in the room. A key around the skeleton's neck will open all of them.

Chest 1 contains **500 sp** and **100 gp**. Chest 2 contains 100 rubies, sapphires and emeralds, each worth 10 gp. Chest 3 contains the captain's journal of the pearl, including his search, discovery and findings about the curse.

Note that if the characters did not encounter the rats in area A4, they may find them here moving through the debris and refuse piles.

A8: Pirate Lair

Several wooden chairs and three tables are found in this large room once used by the pirates as they rested from their voyages. Empty wine bottles and discarded cards are scattered across the tables and floor. A wooden ladder leads up to a trap door in the ceiling. A sloping tunnel above the trap door leads to the surface of the island, exiting out between a narrow crack in a huge boulder.

From the surface, the crack in the boulder leading down to the pirate's lair is well hidden, much like a secret door.

Spellbound

There are so few spells in B/X, but so much to talk about! In each issue of *Back to Basic*, we'll review an existing spell or create a new one for your consideration... or both!

Purify Food and... What?

Unless the DM made you roll for Clerical spells (not following the rulebook, of course), did you ever pick the *Purify Food and Water* spell? Okay, first let's talk about your options here. As a cleric, you don't even get a spell until second level. With your lone spell, do you take this one? I mean, really. You have eight spells to choose from and you pick this one? I bet most haven't, unless they needed it during a particular encounter, and even then, you had to pray in advance to get it! Who has that kind of foresight to know what they'll need in the upcoming day. Every player I've ever known has picked either *Cure Light Wounds* or *Protection from*

Evil. Oh, there's the occasional *Detect Magic* or *Detect Evil*, but most take the healing spell, man. Your fighters are getting beat up and healing potions are hard to come by. That healing spell can save the group.

That being said, there are times to take *Purify Food and Water*. Maybe when the group is starving or thirsty and there's nothing but rotting meat and sewer water around. But even then, a *Cure Light Wounds* spell might still be better.

More on Cleric Spells...

While we're on the topic of Clerics and their spells, let's talk about optional (or standard) rules. On page B15 of the Moldvay edition, it states, "...the cleric has the choice of any spells of the same level...". How many DMs follow that rule? I know several that didn't.

This means that *all eight* of the first level spells were available to the second level cleric, praying to receive one of their choice. My first DM made me roll for my spell (I mean, there are numbers next to them for a reason, right? Roll that d8!). I don't think I "picked" *Purify Food and Water*, though. I believe I may have received *Resist Cold*. Super useful.

Another DM allowed me to gain an additional first level spell if I had a 15 or better Wisdom, usable at first level! An interesting variant to the B/X rule, for certain.

One creative DM made me pick spells that only aligned to my deity! How's that for role-playing within a campaign?

In the next issue of *Back to BasiX*, we'll take a look at the more complicated spells *ESP* and *Phantasmal Force*. Both of these spells have less finite rules around their use, forcing players to get creative with their spell casting. Spells like these require an imaginative approach to magic, not something every starting player can quite do.

Do you have a spell you'd like to discuss? Let me know!

Crimson Abbey of the Broken God — Part 2

In Part 1 of the Crimson Abbey of the Broken God, our characters found the secret door leading into the ruins. The group now enters the dungeon, seeking adventure... Check out page 14 to see how the comic characters fare in their delve. This section is for you, the DM or player, to play along with the comic. For background details on this adventure, see the first issue. Enjoy!

Inside the Secret Door:

The interior of the tunnel inside the secret exit (this was used by monks to leave the abbey unnoticed) is dusty and filled with cobwebs. A quick search will reveal that no feet have touched the dusty floor for many years.

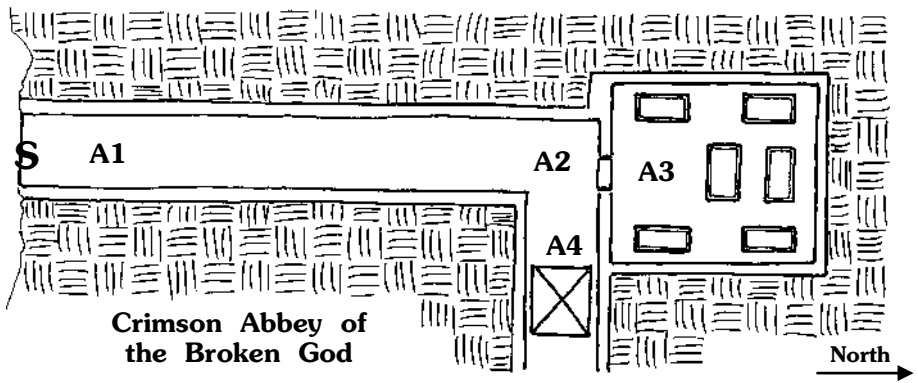
Sconces line the walls, alternating between left and right sides, each found at 20 foot intervals. Although fairly dry, there is enough oil in them to stay lit for a few hours.

The hallway is one hundred feet long before it comes to a wide, thick wooden door at a 90 degree turn in the passage. The door is reinforced with bronze and steel fittings.

Area 2: Wooden Door

A well-made, highly reinforced door stands at the corner of this hallway. Although it appears sturdy and beckons to strong characters desiring a chance to smash it down, the door is unlocked and easily opened. A Detect Magic spell will reveal a strong enchantment on the door. The door opens into the room beyond.

Once the door begins to open, it accelerates, slamming against the interior wall unless a combined strength of 18 (one or more characters) slows down its swing. If the door slams against the wall, the undead occupants in the room beyond will awaken...



**Crimson Abbey of
the Broken God**

Area 3: Corrupted Crypt

Six marble slabs are the final resting spots for a group of corrupted monks. Stripped of flesh, the bony remains of the monks are covered in small bits of crimson cloth at their waist and wrists. On their skulls, each wears a golden headband with a single small ruby at its center. When the skeletal monks rise (either from the noise of the door or by a character touching the slab or skeleton), the ruby in the headband will slowly pulse.

Six Skeletons: (AC 7, HD 1, hp 4 each, #AT 1, D 1-4, Save F1, ML12). Each attacks with their bony fists.

Each uncut ruby is a shard from the large gemstone discovered within the old tunnels below the abbey. It is said that the monk's troubles began after finding the massive uncut gem. The ruby is worth 500 gp.

If the headband is somehow removed while the skeleton is animated, it will cease to attack, falling to the ground wherever it is currently. It takes only thirty seconds for the skeleton's bones to disintegrate, leaving behind a pile of dust.

If any of the characters place the headband on their own heads, they must immediately save versus Rods, Staves or Spells (and continue to do so each time the headband is put on or each consecutive day worn). If they fail their saving throw, they will immediately fall under the influence of the evil and sentient ruby found far below the abbey. Notes on gem and its evil effects will be covered in a future issue, but for game-play until then, character's alignments will slowly shift to Chaotic and their thoughts will be of evil deeds.

Area 4: Floor Trap

After turning the corner in the hallway, characters may discover a pit trap in the floor. The trap is activated with less than 5 pounds of pressure, but due to its age is twice as easy to spot by Thieves (double % on Thief Abilities chart, page B8 [Moldvay] and Dwarves (1-4 on a d6). The ten foot wide trap drops characters into a 20' deep pit onto a pile of discarded straw and old clothing. Characters rolling under their Dexterity take no damage, otherwise take 1d4. A small door is found at the bottom... to be continued in the next issue!

Want Ads / For Sale

Wanted: Any condition copies of B2 Keep on the Borderlands, and Moldvay Basic and Expert Rulebooks. throwi@gmail.com

B/X Blog: Check out Ancient Vaults & Eldritch Secrets at <https://ancientvaults.wordpress.com>

Coming Soon: DerbyMouse Games, for hand-crafted character and monster miniatures. Made from simple materials, either pre-painted or unpainted! Check out the back cover for sample minis!

For Sale: *The Witch* by Elf Lair Games.

Something Wicked this Way Comes...

The Witch

A sourcebook for Basic Edition fantasy games

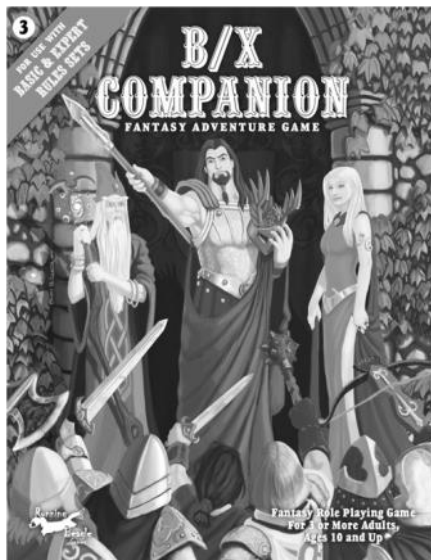


Print and PDF at
<https://goo.gl/WP12Es>



Back Issues of *Back to BasiX*: Contact Thom Wilson at Throwi-Games to request back issues: thom@throwigames.com

For Sale: *B/X Companion* by Running Beagle Games.



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Special thanks to Matt Ray for the use of his wonderful cover illustration, Isa de Mendonca Silva for her logo work, and Travis Hanson for continuing to draw my *Dungeon Delvers* story!

Additionally, a very special thanks to Frank Mentzer for his interview question answers!



Back to BasiX

B/X Fanzine

What's in this issue?

Product Spotlight	Publishing News
A Dungeon Crawl	New B/X Monster
New Magical Items	Spell Casting Article
Comic Strip	Interview



Hand-crafted B/X character, monster miniatures and
dungeon furniture from **DerbyMouse Games**.
Coming soon!

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