



It's Summer! Do you know where your next game is?

If you have questions, suggestions,
or comments, drop us an e-mail:
officialoldwarlock@gmail.com.

Thanks for subscribing, and
Keep Your Sword Arm Free!

*The Old Warlock is: Jim, Alex, Zachary, and Frank,
along with several hundred people from around
the world who, for some unfathomable reason,
seem to like what we do.*



*Our friend Mark D. sent us this absolutely cool bumper
sticker from Quasqueton, Iowa.*

Alexander and Jim took it to Hawaii for a photo op.

Don't know where the town name comes from?

Don't know Zelligar and Rogahn ?

Check out more of this issue!

In this issue:

- Major journey in the Way Back Machine!
- What We've Been Up To.
- New information about our next Kickstarter
Expedition To The Forest Of Moon (now 2026).
- What Would a Dwarf Do?
- Zelligar and Rogahn (You need to know!)
- And whatever else we feel like throwing into this
issue!



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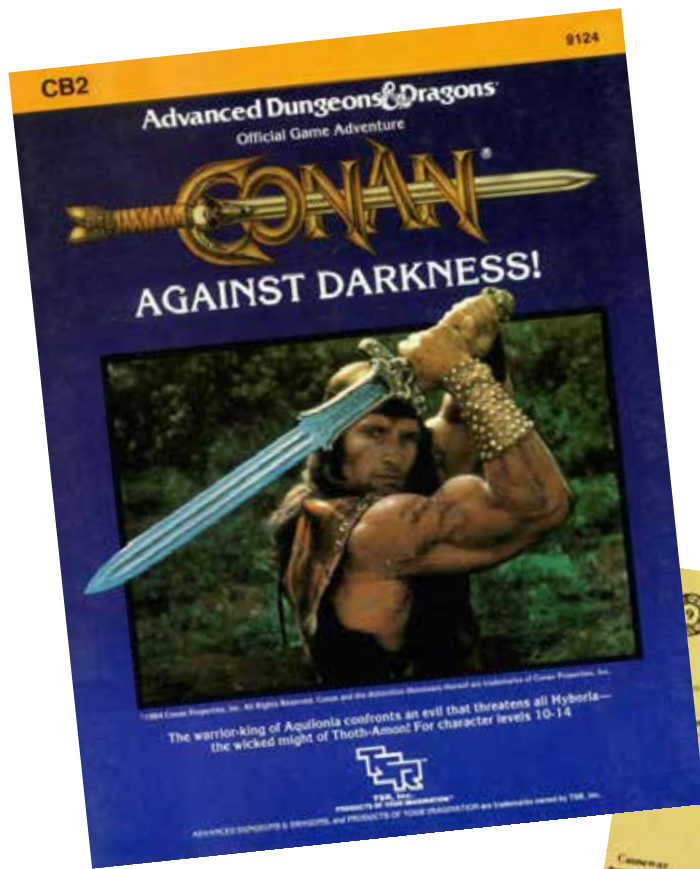
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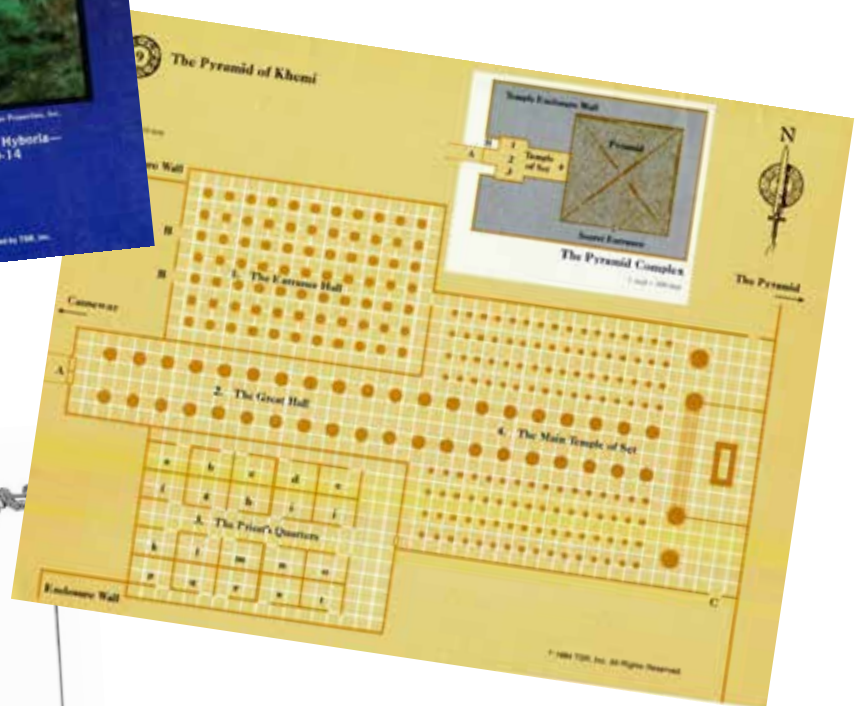
<https://tinyurl.com/nuyupbay>



Conan The Barbarian in D&D!

It's 1984.

The best Conan movie ever (not to mention best D&D soundtrack ever) was released just two years earlier and TSR was keen to capitalize on its popularity. They released *Conan Against Darkness* pitting the hero against Thoth-Amon and the vampire Akiavasha.



Also released that year was *Conan Unchained*. The module saw Conan in a pirate-ish setting with the rescue of a princess thrown in.

Fun time to be playing D&D!

Now this is a coloring book!

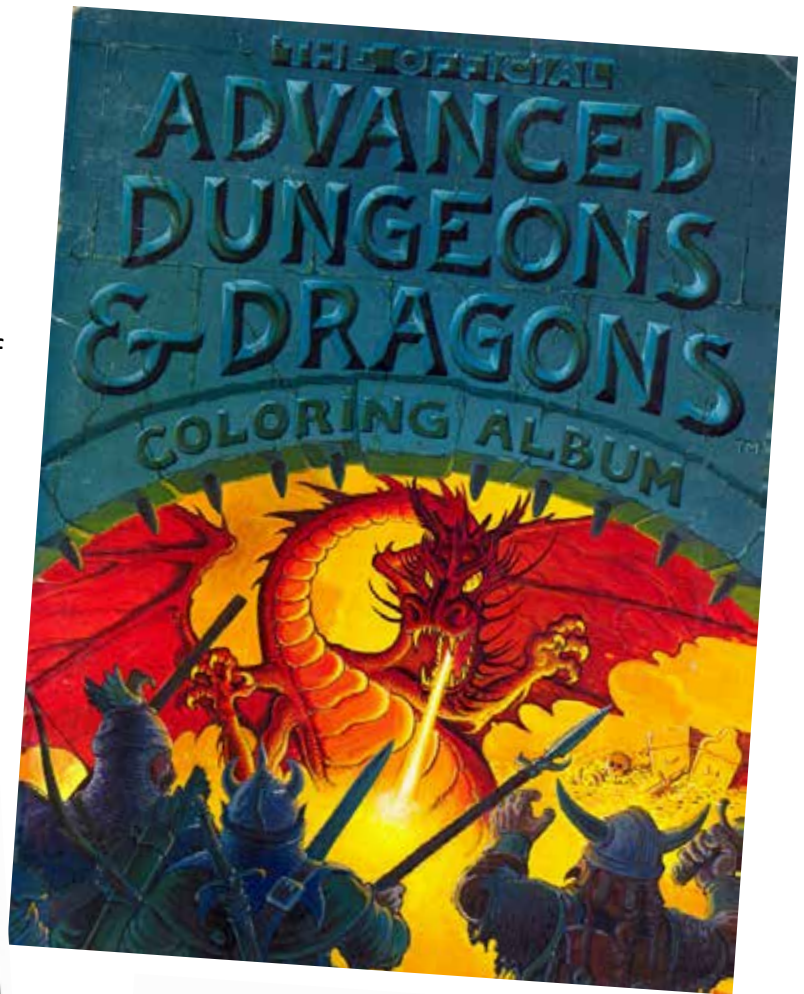
(sorry - Album)

It's 1979. Anyone remember this?

It was published by Troubador Press.

The artist was a guy named Greg Irons, the text was by Gary Gygax, and it's one of those really cool now hard-to-find products from the very late 70's.

Jim's girlfriend at the time bought this for him for Christmas. Surprisingly, there are still a few pages left to finish!



continues...

What we've been up to -

Alexander will soon be living 1177 miles away from Old Warlock home base. He still joins our game sessions as a floating head at the end of the table once a month, and he will continue to appear in The Old Warlock YouTube videos, just not sitting at the table *as per usual*.

In D&D gaming, Jim's campaign detour to undead-Dane-filled 8th century England is coming to a close. Player Character deaths have been surprisingly minimal but the finale is taking place this summer so there's still time for player mistakes (heh, heh). Wish them luck.



Jim has been test-running his revised, Old West dystopian game. It's been around for decades but is finally getting codified. The first play through with two of the 70's Crew and Alexander went well. Second play through went equally well. There are some changes ongoing, but we may actually try to publish the game in 2027.



Jim has been playing a fair bit of the Nordic Horror, Freeleague Publishing game, Vaesen run by GameMaster Drew. The game is a lot of fun and he may be introducing some of his regular group to it. If you're not familiar with Vaesen, check it out. Think simpler Call of Cthulhu set in 19th century Sweden. [Our video about the game is here.](https://freeleaguepublishing.com/shop/vaesen-2/)

<https://freeleaguepublishing.com/shop/vaesen-2/>

Gaming Conventions

We have been unable to attend any gaming conventions so far this year! Jim has committed to Tacticon in Denver, Colorado, USA at the end of the summer. If you run into him there, he'll ask you to sign The Old Warlock autograph book.



Night Dryads

One of twenty listed inhabitants that dwell in The Forest of Moon.

In the fetid, low-lying swamps of the forest can be found the Night Dryads. Legends I uncovered state that these once-beautiful creatures were cursed by a jealous god in an age long past to be tied forever to the stunted trees and scrub lying near the wood's marshes. Over the centuries the Night Dryads have taken on many aspects of the swamps they inhabit and, in their true form, they no longer resemble their kin in any way.

Night Dryads shun even the dim light that makes its way to the swamps at mid-day, and they rarely venture from the trees in which they dwell until night is at its darkest.

Our Celber guide told us sad tales of the Dryads' bitter and angry existence. It seems their world has become one of plotting and planning with much of their energies put toward expanding the decay to which they are tied. They plot against each other out of spite and will try to trick outsiders into harming their sister Night Dryads. They will only join forces to kill creatures they know to worship a deity - any deity.

It should be noted that some believe the Forest of Moon itself can turn living beings into Night Dryads when angered.

- Mildicon, 1st Chronicler



80% Draft

NIGHT DRYADS
Anger and hatred



Our next Kickstarter

Expedition to the Forest of Moon

On Kickstarter at some point - hopefully later in 2026

For updates: click [here](#) and follow the project!

What is Expedition to the Forest of Moon?

Expedition to the Forest of Moon is now planned as a hardback book! It will be OSR and ShadowDark compatible. The story reflected in *Expedition to the Forest of Moon* concerns discoveries by the *Wandering Elephant Expedition Company*. When the wealthy seek lost artifacts, treasure hoards, or knowledge, they often hire specialized businesses to do the dirty work. The *Wandering Elephant Expedition Company* is considered by many to be the premier exploration and retrieval operation that undertakes such tasks. On a recent expedition, The Elephants were sent to the distant Forest of Moon to recover an artifact known as the Dust of Syllotanis. It was reputed to lie in an ancient crypt known only as the Tomb of the Raven. The retrieval company keeps meticulous records of its expeditions, and the search for the Dust of Syllotanis was no exception. The upcoming book will describe many of the unique beings encountered in the Forest of Moon, and provide a full dungeon to be explored - The Tomb of the Raven.

The Forest of Moon and the creatures that inhabit it exist in Jim's 45+ year campaign.

We will be discussing more of the history and background of the forest in upcoming podcasts, videos, and newsletters.

What Would A Dwarf Do?

Solving Problems from a Dwarven Point of View - Guest Column by Rox

Dear WWADD,

Our party has a long journey ahead. We could go overland but it would take 3x longer than if we went by sea. How can we get the dwarf in our party to go by ship?

Rox responds:

Whoa whoa WHOA! Convince the Dwarf to get on the boat! Laddy let me explain some things to you. Do you know what the Land has the Sea doesn't? It has landmarks, rivers and towns!

The Sea doesn't have LANDmarks. LAND-MARKS, there are no SEA-MARKS. How do you find your way at sea? Sure navigation by the stars... Do you realize that means during the day you are LOST! Then when there are storms you can't see the stars, and on the sea there are ALWAYS STORMS! Sure, maybe there are some islands in the sea to help navigate. BUT you have to check to make sure that island isn't on the back of a turtle, a GIANT turtle that swims around the ocean. A turtle that can swallow your ship WHOLE. There are no elephants with mountains on their backs wandering around the land!

Then there are no rivers at sea. RIVERS of FRESH WATER! THAT means you have to carry every drink of water, and every morsel of food with you! That is what they call cargo. All the stuff they carry on the boat that isn't the crew is cargo. When the going gets tough remember YOU aren't crew, YOU are CARGO! Think about it a minute, YOU ARE CARGO!

Finally, there are no towns in the sea. You know what are in towns? Taverns! You know what Taverns have? BEER! And where there is Beer there are Dwarves! Enough said on that point.

It is three times as far? THREE times as many Landmarks, Rivers and Towns.

Oh, Laddie convinces the dwarf to get on the boat?! How do we convince you how misguided you are and that you need to stay on the land???

Keep your Axe swinging!

Have a question for Rox? E-mail it to officialoldwarlock@gmail.com

Rox (John) is a decades-long player in Jim's campaign. He brings a "unique perspective" to the playing of dwarvish characters.

Also, thanks to Roxa for helping Rox with this edition's WWADD!

Want to advertise in The Sword Arm?
Contact us: officialoldwarlock@gmail.com

Rates are pretty darned good, if we do say so ourselves.

Our thanks to these supporters of *The Sword Arm* and
The Old Warlock YouTube channel!



Master of Mazes podcast.
You can give them a listen [here](#)!



[Solitary GM YouTube Channel](#)

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We wouldn't be doing this without your help. To join our Patreon, click [here](#).



Having a rough day?
Meet us at Alebuck's!

Okay, what's this Quasqueton, Zelligar, Rogahn thing?

In the late 1970s, TSR published the first Dungeons and Dragons Basic Set. Included with it was "Module B1 In Search of the Unknown." The Players' Background Sheet from the module (below) will give you information about who Zelligar and Rogahn are. Their fortress, what you were meant to explore, is named Quasqueton - listed only as "Q" in the background sheet. The name Quasqueton was borrowed from Quasqueton, Iowa by the module's writer Mike Carr.

Recently, the [Quasqueton Area Historical Society](#) has decided to [lean into the town's association with Dungeons and Dragons](#) and they made this wonderful bumper sticker that is available (last we heard) at their museum. Our friend, Mark D., sent us two of the stickers after he found them on a trip to Quasqueton. If you're in the area of Quasqueton, stop by their museum and pick up a sticker. Tell them The Old Warlock sent you. (Thanks again, Mark!)



PLAYERS' BACKGROUND SHEET

Here is the standard background setting for all players to read prior to their first adventure:

Rogahn the Fearless and Zelligar the Unknown are legendary names. Even you, a young fledgling in a town far from the great cities of your world, know of their reputation—even though their tale begins long before you were born. The elders and the sages speak both names with respect, even awe, in a distant admiration for the memories of the two legendary figures . . .

You have heard parts of the story before, but never enough to know all of it, or even what is true and what is only legend or speculation. But it is a great and fascinating beginning in your own quest to learn more.

Rogahn the Fearless earned his name as a great warrior, and his reputation spread far and wide across the land. Zelligar the Unknown, equally renowned, earned his respected status and power as a foremost practitioner of the mystical arts of magic and sorcery.

hills, and decisively turned back the invasion. Rogahn slew a horde of barbarians single-handedly and Zelligar's powerful magic put their army to flight. It was a great victory, and a grateful populace rewarded the pair and their consorts with considerable treasure. After that, the two heroes returned to their mystical hideaway, and rumor has it that the spoils of victory were spent to further its construction, although some of it may yet be hidden somewhere.

The most exciting portions of the legend are the most recent. Some years ago, perhaps in the decade before you were born, Rogahn and Zelligar apparently decided upon a joint foray into the lands of the hated barbarians. Taking most of their henchmen and associates along with them in a great armed band, the two personages, it seems, disappeared into the forbidding alien lands to the north on a great adventure which some say may have been asked by the very gods themselves.



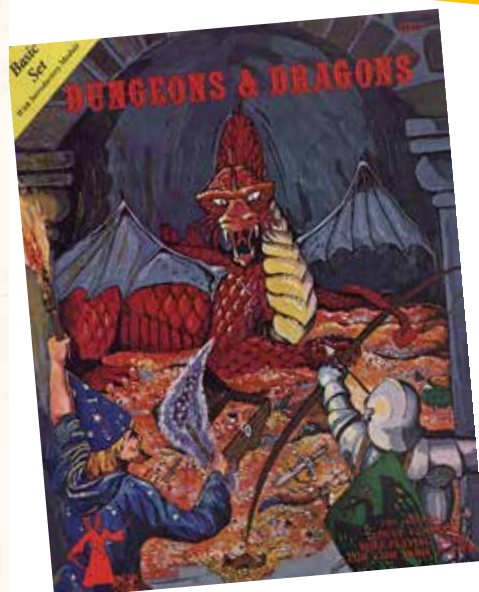
No one knows what occurrence or coincidence brought these two men together, but tales tell of their meeting and forming a strong bond of friendship, a union that would last for the ages. As this occurred, legend has it, the two men virtually disappeared from the view of civilization. Stories occasionally surfaced about a rumored hideaway being built deep in the wilderness, far from the nearest settlement, away from traveled routes, and high upon a craggy hill—but no one seemed to know any more than that, or where this supposed hideaway really was located. If indeed it was, no one knows for sure, but some say their motive was to pursue the common goals of personal greed and some kind of vague (or chaotic) evil. In any case, they jointly led a hermit life with but a few occasional forays into the outside world to add to their own reputations.

Many years passed, until one day a great barbarian invasion came from the lands to the north, threatening to engulf the entire land with the savage excesses of the unchecked alien horde. Just when things seemed the darkest, Rogahn the Fearless and Zelligar the Unknown made their unexpected yet most welcome reappearance. Joining their powerful forces, they and their band of loyal henchmen met the barbarian army in a great battle at a narrow pass in the

Word just reaching civilization tells of some great battle in the barbarian lands where the legendary Rogahn and Zelligar have met their demise. This rumored clash must have occurred some years ago, and there are few details—and no substantiation of the story. The only thing certain is that, if all this is true, Rogahn and Zelligar have been gone far too long . . . If only one had the knowledge and wherewithal to find their hideaway, he would have great things to explore!

Now, just recently, came the most promising bit of information—a crude map purporting to show the way to the hideaway of the two men, a place apparently called "Q". You or one of your acquaintances has this map, and if it is accurate, it could perhaps lead you to the mystical place that was their home and sanctuary. Who knows what riches of wealth and magic might be there for the taking??? Yes, the risk is great, but the challenge cannot be ignored. Gathering a few of your fellows, you share the secret and embark on an adventure in search of the unknown.

Note: Individual players may know of additional information in the form of rumors or legends as given to them by the Dungeon Master.



From the “you never know what will show up in the Inbox” department -

A song

<https://www.youtube.com/shorts/Bd835lyfJ6c>

Thanks Greg K.!

Wrapping up this edition -

We hope you're getting a lot of game play in this 2026. We've been working to get Expedition To The Forest Of Moon completed by the end of the year and will be sending out review PDFs fairly soon so the actual Kickstarter can't be too far behind, can it?

In 2026, look for some more guests on our podcasts, maybe an online game or two, our appearance on some other creators' podcasts, and, of course, a lot of directionless banter in our YouTube videos. We are almost to 5,000 subscribers on YouTube (after only a bajillion years). Do us a favor and make some fake accounts, subscribe to us with those accounts, and help us push past that number. We hear doing such things is good for your Karma.

If you get the chance, please follow our next Kickstarter project, *Expedition to the Forest of Moon*. Click [here](#) to go to the project landing page. You can also support what we do on Patreon [here](#).

Thanks All! Keep your sword arms free!

P.S. Look for some more user-generated content in upcoming issues. Note: submissions we receive are not guaranteed to be used in the newsletter. Any submission used in the newsletter is done without expectation by the submitter of any type of remuneration. Any submission is subject to editing by Old Warlock staff. By the act of submitting material, you agree to these terms. We're here to provide an escape from the “real” world and will not publish material that is slanderous, political, mean-spirited, uses bad language, is generally offensive (by our definition), or has sexual content. In essence, we are old school G-rated.

We are always open to considering suggestions from readers. The suggestions do, of course, need to be doable on our end (this takes more time than you might think). If you have an idea, feel free to send it on to: officialoldwarlock@gmail.com. Note that as with user-generated content submissions, ideas must be submitted to The Old Warlock without any expectation of remuneration. The act of submitting ideas to The Old Warlock signifies that you agree to these terms.



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