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This is the first newsletter for the fantasy Dungeons and Dragons Campaign 'REDUX'.\* The name 'REDUX' comes by allusion to REDUX Tower, a foreboding ruin in the mountains. It is expected that most adventuring will take place in and around this tower initially, as the bluff on which it sits is known to be honeycombed with numerous crypts and strange forbidden mazes. Much treasure is said to lie in those underground chambers. Much danger, too.

The present newsletter includes Characters Currently in the Campaign, Additional Equipment and Spell Lists, Accounts of Expeditions recently made, and Rumors and Gossip.

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Characters Currently in the Campaign:

Rank	Name	Player	Abilities	EP
M-1	Scarvigarvigrax .....	Wesley S. .....	12-16- 9- 6-10-10	697
F-1	Bilgob .....	Steve S. .....	14- 9-16-10- 8-12	692
F-1	Mouseshroom .....	Nathan H. .....	12-11- 8-10-16- 7	511
C-1	Paul Doff .....	Jacob L. .....	13- 6-15- 9-12-11	516

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M=Magic Users, F=Fighting-Men, C=Clerics, Abilities=STR-INT-WIS-CHA-CON-DEX, EP=Experience Points

Rules Clarification:

(For the most part we will be using the rules as written, † but from yimw to time clarifications will be made.)

Experience points both for monsters killed and treasure gained will be divided equally among the surviving members of the party at the end of the expedition (regardless of which character dealt the killing blows)

Additional Equipment:

The following equipment will be available to new characters in addition to the equipment listed in the rules. See your referee if you have any questions about these items.

Box matches	Ray-gun	Hand drill
Shoebox (with shoes)	Pet rock	Ball of yarn, lrg.
Jar of ants	Toboggan	Spool of thread, lrg.
Periscope	Telescope	Compass

\*That is, *fantasy* as in "fantasy baseball." For a short explanation and links visit: <<http://www.imaginaryhistory.org/redux/>>

† Men and Magic, the first booklet, is available at:  
<[https://drive.google.com/file/d/15td2YnuM9hIjZ0GQ99LoWgnJl\\_Z6eZ8f/](https://drive.google.com/file/d/15td2YnuM9hIjZ0GQ99LoWgnJl_Z6eZ8f/)>

### Additional Spells:

The following spells will be available to Magic-Users in addition to those listed in the rules.

Bubble Spray  
Create Milk  
Produce Rabbit  
Conjure Chairs  
Make Surface Slippery  
Engineer Political Catastrophe  
Identify Horror

Summon Adorable Creature  
Cause Ruckus  
Swap Minds  
Cover in Hair  
Remove Nose  
Create Foam  
Avoid Awkward Conversations

### Accounts of Expeditions: November 1021

A: REDUX, 1st Level. Medium Scarvigarvigrax and veteran Bilgob ventured into the first level seeking adventure and riches. In the crypts were set upon by 2 ANIMATED SKELETONS, which were dispatched after an exciting battle. A vessel hitherto undisturbed by grave robbers was discovered and 634 silver pieces were found.

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B: REDUX, 1st Level. Medium Scarvigarvigrax, veteran Bilgob, veteran Mouseshroom, and acolyte Paul Doff went again down into the crypts. Came upon 4 SKELETONS in an unexplored room and had sufficient martial merit to overcome the foes. Recovered 200 GP and a ruby. Long sloping passage of more recent construction discovered, which led to a room with seven entrances and exits. All manner of cryptic rubble and odd detritus from a thousand years' abandonment. Through one doorway was found the shattered remains of some gigantic and puzzling clock. Another led to the lair of what must be an incredibly large spider. (This was not ventured into.) A third led past several doors and intersections, behind one was heard muffled shoring. The party burst through the door and surprised a band of 3 sleeping BANDITS, whom they routed with well-timed 'Cause Ruckus' spell. The fleeing bandits left behind 527 gold pieces, 1203 silver pieces, a bronze statuette of a minor playwright, a mysterious green ring, and nothing else of value. The party continued down the passage passing several more doors until they found a larger hallway cris-crossed by clotheslines bearing long-disheveled laundry. Visibility was hindered greatly. Heard ahead were soft gurgling and spurting noises, and past the droopy linen was what looked like a massive shambling pile of whiteish goo. At this the party took great concern, thinking it best to retire while they were ahead. All told the expedition netted 1547 GP worth of treasure.

### Rumors and Gossip:

- \* Lord Gorvard has a love of exotic delicacies and will hire strangers to fetch strange ingredients and recipes.
- \* Mrs. Grousekeeper's prize tomatoes are especially large this year
- \* The goblins in the mid-western mountains call themselves SNAREHTUL and worship a fiendish god whose flesh they eat of weekly.
- \* The well water in the village of Ztith tastes unusually sweet and turns people mad--don't drink it!

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So far things have gone well in this campaign. If you would like to participate, contact the referee at [redux@imaginaryhistory.org](mailto:redux@imaginaryhistory.org). A second issue of this newsletter will be published once sufficient adventuring is done.

Map made during Expedition B:

