

Foreword

The book you now hold in your hand represents new dimensions to an already fascinating game system. This is the third supplement to DUNGEONS & DRAGONS, and was produced as a result of an ever increasing demand for new material.

This book also represents a new trend in the fine art of Dungeon Mastering. As originally conceived, D&D was limited in scope only by the imagination and devotion of Dungeon Masters everywhere. The supplements have fulfilled the need for fresh ideas and additional stimulation. But somewhere along the line, D&D lost some of its flavor, and began to become predictable. This came about as a result of the proliferation of rule sets; while this was great for us as a company, it was tough on the DM. When all the players had all of the rules in front of them, it became next to impossible to beguile them into danger or mischief.

The new concept pioneered within these pages should go a long way towards putting back in some of the mystery, uncertainty and danger that make D&D the unparalleled challenge it was meant to be. Legend Lore once again becomes the invaluable spell it was meant to be. No more will some foolhardy adventurer run down into a dungeon, find something and immediately know how it works, or even what it does. By the same token, no longer will players be able to send some unfortunate hireling to an early demise by forcing him to experiment on his master's goodies.

The introduction of psionic combat is bound to enliven games grown stagnant. It opens up untold possibilities for both the players and the DM, and in so doing recognizes one of the favorite topics of science fiction and fantasy writers: the unknown powers of the mind.

As with the two previous supplements, the material herein contained follows the format of the original three booklets that comprise D&D. Corrections and additions are noted, so that it can all be integrated into the original with a minimum of bother.

As you will note on the title page, this supplement had many contributors. Such is the nature of the beast. D&D was meant to be a free-wheeling game, only loosely bound by the parameters of the rules. We feel that ELDRITCH WIZARDRY goes a long way toward fulfilling the original premise of danger, excitement, and uncertainty. May you always make your saving throw.

Timothy J. Kask

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