

# Roll **d∞**

Multi-Platform Game Supplement

## Volume #2: Lost Treasure

### COMPOST HEAP

Self-Standing  
Card Game

Four  
Treasure-  
Hunting  
Prestige  
Classes

Digital Dice  
Electronic  
Game Boards

Cthulhu Live 3E  
Magic of the  
Old West

Cooper's  
Corrected  
Summon  
Monster IV



The Lost Interview with  
D&D's Gary Gygax

The Prop Room  
Treasure on  
the Cheap

City Builder  
The Byzantine  
Bank

Mysterious  
Relics  
Temple Objects  
& Furnishings

Multimedia  
Character  
Caricatures

Plus, miniatures,  
monsters, spells,  
stats, 'Basic'  
system rules,  
and much  
more!



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# Editorial

## Lost Treasure

Treasure of various sorts is, by all accounts, one of the most iconic elements in fantasy and sci-fi gaming, art, and literature, and the acquisition of it is a motivating factor for most adventuring parties and the object of many games.

All of the items in this edition of d∞ tie in somehow with the concept of treasure, especially that which has been hidden or retrieved. A number of the items in this issue fall into the category of rediscovered treasure themselves, in that they were items of value that remained hidden and unused for some time and have only now been brought to light.

∞ Foremost among the items of this sort that appear here is an interview with *Dungeons & Dragons* creator Gary Gygax from 2000 that is appearing here for the first time ever. A series of circumstances led to this taped interview not being published or even transcribed until just before the release of this publication, and it contains a number of fascinating things about the creative author and the things that influenced him, in his own words, that are not commonly known.

∞ It is sometimes said that one person's trash is another's treasure, and the self-standing card game *Compost Heap* exemplifies this by simulating in an amusing way how kitchen scraps and other refuse can be turned into something useful. While we are not yet prepared to go on the record as saying so, this may be, in fact, the first time a complete, 50-card game has been included among the normal contents of a periodic game publication.

∞ "The Byzantine Bank" is one of more than 50 specific places created as examples of various establishments likely to be frequented by adventurers more than three years ago for *Gary Gygax's Essential Places*, a book being developed for Troll Lord Games. That project never came to fruition, in part because of the demise of the series' namesake, and these terrific write-ups have been waiting since then for a good use. It can either serve as a stand-alone item or a tie-in to Skirmisher Publishing LLC's popular *City Builder*.

∞ Character Caricatures presents a dozen portraits of treasure-seeking personalities from a variety of genres and periods that players and game masters alike can use to illustrate their characters.

∞ "Materials of Ancient Empires" examines two-dozen exotic substances, the products of lost technology or forgotten magic, that can be incorporated into any role-playing game.

∞ Golems, frequently the guardians of treasure and sometimes objects of value in and of themselves, are the subject of one of the "Basic" system articles in this volume, and several interesting new types are presented. This article also has several Cardstock Character™ miniatures that tie in with it and appear on the inside back cover.

∞ "Six Alchemist Spells" looks at how treasure of various sorts can be created through the transformation of less-valuable materials of various sorts.

∞ And we have not neglected the characters that hunt that treasure! This volume also includes two articles with fortune-seeking prestige classes, including the Steampunk Archaeologist, Gimmicker, Tomb Robber, and Tunnel Rat.

∞ "Mysterious Relics," a 4th Edition *Dungeons & Dragons* feature, examines a dozen ancient holy items associated with the classical Olympian deities, along with the furnishings and other items associated with temples and other holy sites. Like most of the items that appear in this publication, we have developed the stat'ed material in this article so that it could immediately be used as-is with a particular rules system, in this case the latest incarnation of D&D. The explanatory text and three sidebars can be used for almost any fantasy role-playing game, however, and the rules themselves can be easily adapted or extrapolated from and used in other games altogether.

∞ "Treasure on the Cheap" shows the continued commitment of this publication to both live-action role-playing games (LARPs) and to using fun props even in conjunction with table-top games. The latest addition to our Prop Room department, it is full of great tips for quickly, easily, and inexpensively presenting wealth in your games.

∞ Treasure can come in the form of arcane knowledge as well as coins, and "Magic of the Old West" includes sample spells from some of the many magical traditions that were practiced throughout the newly-settled parts of the Americas over the past few centuries. Its contents are stat'ed for Skirmisher Publishing LLC's *Cthulhu Live* horror LARP but can easily be adapted for use with Chaosium's *Call of Cthulhu* (for which the aforementioned game is a licensed live-action version) or other games, even those from other genres or set during other periods.

And those are just some of the many great features that could fit in Volume #2 of d∞! There are also a number of items that tie in with this edition at the online supplement to the publication, at <http://roll-d-infinity.blogspot.com>. We very much hope you enjoy them all and that they will help to enhance your appreciation for the roll of treasure in your own games.

Michael O. Varhola, Editor-in-Chief, d∞