

# The Sorcerer's Scrolls

Issue #42

January/February 2009

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**Editor:** Nicholas T. Bergquist  
**Contributors:** John Diffley, Dan Lambert., Thomas Riccardi, Tori Bergquist  
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To contact the editor, please email me at [TSSeditor@gmail.com](mailto:TSSeditor@gmail.com) or write to: Zodiac Gods Publishing; 188 Monte Largo Drive NE #4, Albuquerque, NM 87123.

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# Editorial

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By Tori Bergquist

Well, it's been--what?--19 years or so since the last issue of The Sorcerer's Scrolls appeared. There are still a few old fans and cohorts from the old days out there, who have stayed in touch with me, or gotten back in touch as the internet made life so much easier. And then, along came lulu....

Back in the day, publishing a fanzine was a royal pain in the ass. You had to print, bind, and mail everything yourself. Quality control was usually a whimsical dream at best, and the software and printing facilities necessary to do it all in-house were practically nonexistent. Layout and design was a process that involved scotch tape, rulers, and a keen eye for proper alignment. Back then, writing, editing and publishing TSS or any fanzine at all was a labor of love, and no money was ever forthcoming. Besides TSS, I remember Ken St. Andre's TnT fanzine, as well as a number of cool British fanzines, where the medium seemed to have a lot of legs. Guys like Michael von Glahn (where are you!?!), Garen Ewing, Dave Bezios (of the Phoenix Barony), Dan Lambert, Tony Lee (who remains a vigilant and active game designer today! Check out the Chronicles of Ramlar for his recent work) and others definitely helped to make TSS and other 'zines possible.

Well, fast-forward to 2008: I realized that suddenly, thanks to internet, print on demand, and a generally aging but dedicated fan base, RPG fanzines were a definite reality once more. I recently released a couple books on lulu, including a new edition of the *Keepers of Lingusia* tailored for *Castles & Crusades* as well as OSRIC and other old-school retro games, along with *The Troll's Companion*, a compilation of miscellany for the original beer & pretzels RPG, *Tunnels & Trolls*. So far it's proven to be an easy, fun process and people are actually buying them, which tells me there's a market out there for game books that cater to the market as it used to be, not just the super-glossy high

production role playing games you can find on shelves today.

Fan-based publications online are now available all over the place. *Rpgnow*, *drivethrurpg*, *yourgamesnow*, and my favorite, *e23* over at Steve Jackson Games are rife with interesting content for gamers. A few people (Philip J. Reed, for example) even seem to be making money at it. *Indie Press Revolution* offers a fantastic medium for aspiring game designers to get out their small press products to the general gamer audience, producing some amazing gems, including some personal favorites of mine, like *Don't Rest Your Head* and *A/State*.

With all this stuff going on, I thought to myself: why the heck don't I resurrect TSS? It was a lot of fun to do back in the day. It only really "died" because I found college life a little too demanding, plus from about age 19 right on through to age 35 I had an alarming habit of making bad choices, doing things the hard way, and sticking with overly demanding job environments that were apparently secret programs run by vampires designed to suck the life from me. In fact I still seem to find jobs like that!

Well, it's been a long time, and to be fair, TSS never was formally "cancelled" back in the day. So I have decided to revive it. I'll be filling up the first new issue (issue #42) with my own material, but I would like to encourage anyone interested who wishes to contribute to do so. It's a chance to see print, and if by some lucky opportunity the 'zine grows legs I might even be able to offer pay for work. All content submitted will remain in your own copyright ownership, with rights of publication to the issue in question only; so once it's been published here, you are welcome to take your article or art elsewhere and do whatever you want with it. And of course you'll get free issues of the 'zine! Any aspiring author knows that every little bit