John Eric Holmes reading & panel discussion
North Texas RPG Con – 4 June 2016
Fiction —
chronological

- “Beachhead on the Moon”, Blue Book Magazine, February 1951, under the pseudonym Sidney Leland
- "Warrior-For-Hire", ALARUMS & EXCURSIONS #11, May 1976
- "Were-shark", by Eric and Chris Holmes, ALARUMS & EXCURSIONS #13, July 1976
- "The Adventure of the Giant Chameleon", by Eric and Chris Holmes, ALARUMS & EXCURSIONS #14, August 1976
- MAHARS OF PELLUCIDAR, ACE books, 1976
- "The Adventure of the Lost City: Part One, ALARUMS & EXCURSIONS #17, November 1976
- "The Adventure of the Lost City: Part Two, ALARUMS & EXCURSIONS #19, January 1977
- RED AXE OF PELLUCIDAR, unpublished novel, written 1977 or earlier
- MORDRED, ACE books, January 15 1980
- THE MAZE OF PERIL, published by SPACE AND TIME, November 1986
- "Trollshead", THE DRAGON #31, November 1979
- "The Sorcerer's Jewel", DRAGON #46, February 1981
- "In the Bag", DRAGON #58, February 1982
- “Witch Doctor”, unpublished short story
- "The Cenote", DOPPELGANGER #8, 1987
- "Martian Twilight", Running Dinosaur Press, 1991

Unfinished:

- SWORDESMEN OF PELLUCIDAR, sequel to RED AXE OF PELLUCIDAR
- DANTON DORING, posthumous collaboration with John Coleman Burroughs, 24 chapters written as of 1993
- CONAN ON THE RIVER OF DOOM, novel, JEH wrote 2/3rd on contract with L. Sprague de Camp
Non–Fiction &
Games –
Chronological

- Dungeons and Dragons Basic Set, boxed game, rulebook editor, 1st through 7th printings, TSR, 1977-1979
- "Lovecraftian Mythos in D&D", THE DRAGON #12, February 1978.
- "A Rebuttal to "The Cthulhu Mythos Revisited", THE DRAGON #16, July 1978
- Tournaments at Gen Con XI (1978):
  o D&D for beginners - judge
  o D&D on Barsoom - judge
  o "Fantasy Literature, Fantasy Art, & Fantasy Gaming" – GoH slide lecture
- "Lost Civilizations: Fantasy Supplement for Source of the Nile", THE DRAGON #24, April 1979
- Tournaments at Gen Con XII (1979):
  o D&D for beginners - judge
- "D&D on Barsoom - judge
- "THE PSYCHOPATHOLOGY OF WARGAMERS: Shrinks and Simulations...", SPACE GAMER #26, Jan/Feb 1980
- "CTHULHU MYTHOS", DEITIES & DEMIGODS, 1980
- "Confessions of a Dungeon Master", PSYCHOLOGY TODAY, November 1980
- "Basic D&D Points of View", DRAGON #52, August 1981
- Tournaments at Gen Con XIV (1981):
  o "D&D in Pellucidar"
  o “Terror Comes to Dry Gulch”
- Fantasy Role-Playing Games, Hippocrene Books (NY, NY), 1981
- "Science Fiction and Fantasy Games", article, LOCUS #251, December
- "Dungeons & Dragons: Dangerous For Your Health?", BEYOND, Winter 1982
- "DeKoven's Different Designs", GAMEPLAY #6, July 1983
# Hobbit Boinger

**4th level**

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
<th>Item Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strength</td>
<td>12</td>
<td>Chainmail &amp; Helmet</td>
</tr>
<tr>
<td>Intelligence</td>
<td>10</td>
<td>Broad Sword</td>
</tr>
<tr>
<td>Wisdom</td>
<td>9</td>
<td>Daggers - S</td>
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<tr>
<td>Constitution</td>
<td>14</td>
<td>Dagger + 1</td>
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<tr>
<td>Dexterity</td>
<td>10</td>
<td>Spear</td>
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<tr>
<td>Agility</td>
<td>16 +1</td>
<td>Boots of Traveling &amp; Leaping</td>
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<tr>
<td>Size</td>
<td>8</td>
<td>Ring of Regeneration</td>
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<tr>
<td>Charisma</td>
<td>16</td>
<td>Siegfried the Parrot Hawk</td>
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<tr>
<td>Hits</td>
<td>4, 10</td>
<td>Speaks 6 words.</td>
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<tr>
<td>Gold</td>
<td>120</td>
<td></td>
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Re-creation from memory.
Elf Xereth

Strength - 14
Intelligence - 14
Wisdom - 10
Constitution - 16 + 1 to each hit die
Dexterity - 13 + 1 to hit
Agility - 12
Size - 12
Charisma - 6

Hits - 8 - 8 - 18
Gold - 7 + 60 - 100 + 60 + 1 - 10
Experience - 32,302 + 10
Spell points - 10 + 2,124
Spells: Sleep, Ventrilliquism, Super Sleep, Charisma, Acid Dam, Phantasmal Force

Weapons
- Wide Bladed Fantasy
- Short Sword
- Dagger
- Mace
- Hand Axe
- Spear
- Bows & Arrows
- Composite Bow
- +2 Handbow

Armour
- Chainmail + Helmet
- Shield

Miscellaneous
- Garlic
- 17 Rations
- 2 Flasks of Oil
- Steel Mirror
- Cross
- Wolf's Bane
- Vial of Holy Water
- Mega Phone

+2 Morning Star

By Magic
11 - 2