

Alarms & Journeys™

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The Magazine of fantasy,
science fiction role-playing
games

Dave Johnson Games

OSR



Alarms & Journeys™

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New Monsters for your enjoyment!

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EDITORIAL

Dave Johnson, **executive editor.**



Recently on Facebook in one of the groups, I talked about WotC's latest UA on the 5e Barbarian. WotC was adding magical attributes to the Barbarian. I said that this is not in keeping with original D&D/AD&D 1e, 2e canon. So here is my improved – but not exhaustive – take on this class. Enjoy As you can see, this is only version 0.6 So, you are encouraged to improve on it. Please share on

OSRIC Facebook page.

Barbarian for OSRIC™

By Dave Johnson version 0.6

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Barbarians live in some of the most inhospitable areas that others would find unbearable. For example, they live in dense jungles, barren plains, ice-cold mountainous regions, and insect-filled swamps. They live in small groups and therefore unaffected by wars, politics, and technology of the rest of the world. They are skilled hunters and fishermen. Barbarians are nomadic by nature and possess **above average strength and endurance.**

Above all else, Barbarians are survivors!... Eye of the Tiger baby!

Barbarians prefer simple armor. **Padded, Leather, Studded Leather, and Hide** are typically worn by all men and women. Barbarians **hate all other armor types** due to the restrictive nature. One **caveat to this “rule”** is the fact that **all Barbarians will use chainmail when given the opportunity. (NO OTHER ARMOR IS ALLOWED.)**

Barbarians hate magic and those who use it. Therefore all technology is also hated and distrusted.

Barbarians live in a world of hateful wizards, sedentary inn-keepers, devious and hedonistic thieves and distressed, maidens. Through brute strength, an absolute adherence to the tenets of stoic barbarianism, and sheer luck, barbarians often find themselves ahead of their antagonists.

A typical day a barbarian will encounter *skulking monsters, evil wizards, tavern wenches, and beautiful princesses.* Barbarians are reluctant to fight women and have a strong urge to save **“ladies in distress.”** When given the choice to save a damsel or get the gold... He will save the damsel.

Barbarians are loyal to those who are loyal to them. Astonishingly barbarians can speak many languages due to their nomadic life. They will dress to fit their current surroundings.

The barbaric code of conduct often marks barbarians as more **honorable** than the “sophisticated” people that they meet in civilized lands.

The Barbarian Horde:

At 9th level, a barbarian can summon a horde of like Barbarians. Primitive humans, nomads, and tribesmen are all considered barbarians also. The horde can number as high as its summoners experience-point total divided by 1000. A barbarian who is 10th level can call for a 275-member horde, and at 11th level, he or she can have a 500 member horde. The time it takes to summon the horde is determined by the number of barbarians within the local vicinity. A stated purpose must be declared by the summoner.

Combat Mania

During combat, Barbarians become so engrossed in the epic battle that they go temporarily “crazy” during combat. **During melee combat** level 0 to 1 Barbarians will become *maniacal* (**Roll a 3 or better on a 1d6 to indicate Maniacal period.**) for one round and gain **+1 To Hit bonus** and a **-1 AC adjustment** during the maniacal period.

Hit Dice:

Barbarians use **d12** to determine Hit Points. **1D12 Hp per level until the 9th level.**

Class Qualifications

Ability Requirements (Minimum ability scores)

Strength	12	
Dexterity	12	Armor-class bonus of +2 per point over DEX of 13,
Constitution	14	+2 Hit Point bonus per point of CON of 14 and over. (i.e. Con 14 = +2 hp, 15 = +4 hp.)
Wisdom	Must be greater than 10	
Intelligence	Must be greater than 13	
Charisma	Must be greater than 15	

Prime Requisites:

Strength & Constitution

Secondary Requisites:

Intelligence & Dexterity

Races Allowed:

Humans, Half-Orcs, Half-Ogres

Elves cannot be Barbarians... Ever!

Alignment:

Only non-lawful alignments allowed!

Movement

150 feet per round for humans, 120 feet for Half-Ogre and Half-Orc.

- Move Silently
- Climbing
- Leaping and springing

Language skills:

Barbarian's cannot read or write (unless they take the time to learn.) The time it takes to learn to read and write is about a year. Barbarians can speak many languages besides fluent **Common, the racial language of Orc, and Ogre.**

NOTE: It is believed that the half-Orc and Ogre race's were created within this small society of humanoids.

Experience points and hit dice per level: Barbarian (Fighter subclass)

Level	XP Needed	Hit Dice (D12)	THACO	Weapon-proficiency/ secondary skill
1	0	1	20	Spear, knife, and hand axe
2	2,250	2	19	1 st level Thief
3	4,500	3	18	Compound bow, Short sword
4	9,000	4	17	3 rd level thief
5	18,000	5	16	
6	36,000	6	15	Add one weapon-proficiency.
7	75,600	7	14	
8	150,000	8	13	
9	300,000	9	12	Add one weapon-proficiency.
10	600,000	9+2	11	
11	900,000	9+4	10	
12	1,200,000	9+6	9	Add one weapon-proficiency.
13	1,500,000	9+8	8	
14	1,800,000	9+10	7	
15	2,100,000	9+12	6	
16	2,400,000	9+14	5	Add one weapon-proficiency.
17	2,700,000	9+16	4	
18	3,000,000	9+18	3	
19	3,300,000	9+20	2	Add one weapon-proficiency.
20	3,600,000	9+22	1	

These primary abilities are possessed by all barbarians:

- Hide in surroundings (natural)
- Surprise
- Leadership (This gives them a +2 to Charisma)
- Back protection

- Healing (1 hp per day normally, 2 hp per day if resting.)

Barbarian characters are inherently proficient with the spear, knife, and hand ax at 1st level. The justification is because they are trained from early childhood with these weapons. The spear is about 5.5 to 6 feet long. Longer spears are also used from time to time for special purposes such as a lance.

By level three the PC is proficient with compound bow and short sword. After this level, the choice is very limited for further proficiencies. The barbarian double specialize with a weapon as a fighter or ranger can. Secondary abilities are not appropriate.

Inherent abilities acquired by lessons learned during childhood:

- Climb cliffs and trees
- Perform long-distance signaling
- Literal Visual Perception (as described below.)
- Build snares
- All barbarians know how to track.
- Barbarians are not given to first aid, so they do not render aid at all.

NOTE: All barbarians are also skilled thief. This is reflected by a secondary skill set of the Thief. When a barbarian is second level... He is a first level thief.

See the Thief class in OSRIC/AD&D 1e rule books for more information.

Literal Visual Perception as an ability.



Certain humans and other humanoids will on occasion be born with this ability. When a player character is created a d% is rolled; if it is 15% or less then this person can see all things as they actually are. This person is not fooled by illusions, magical darkness, invisible creature or objects. This ability is NOT the same as "True Seeing" the spell. This form of sight does not penetrate solid objects. It does not give the ability to see through objects like an X-

Ray. It does not cancel concealment. You cannot see through a crystal ball or in conjunction with *clairaudience/clairvoyance*.

Once a person has **Literal Visual Perception** ability they cannot lose it unless they go blind.

NOTE: These people cannot see illusions. So they will be the only one who can't see what the others see! Also, they must be playing attention to what is going on.

NOTE: The human/orc/ogre hybrid has this unique ability to see thing as they are and not be fooled by illusions.

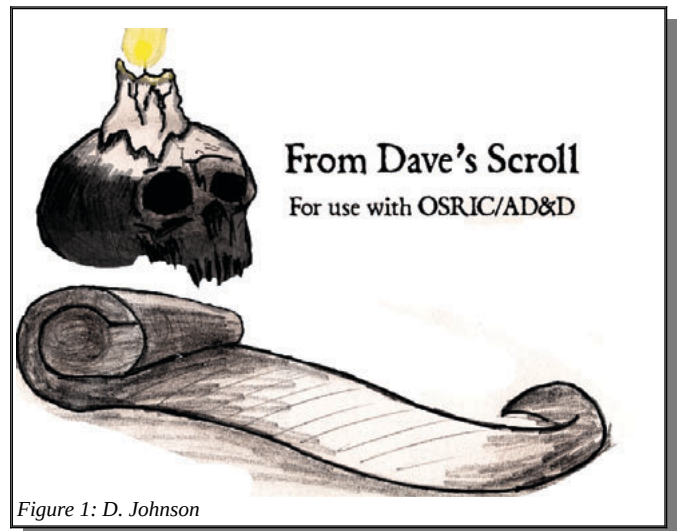


Figure 1: D. Johnson

Featured Article

Law and Disorder (part 1)

by Todd Cannon



In the numerous discussions I have been privy to regarding roleplaying games, no small number of them have been about the nature of alignments. In fact, I would go so far as to state that some of the most heated arguments revolve around this surprisingly sensitive topic.

The main points of contention that I have seen are the natures of Law and Chaos. There seems to be a fair amount of confusion about what they signify and how they should be applied in game terms.

What is Law? Is it meant to be actual legislation of the realm? Is it a personal philosophy that governs a character's individual decisions and habits? Might it also be a literal cosmic force? While the answers to each of these questions can vary from one campaign to the next, I believe that it is a combination of these three things.

A Lawful person is likely to obey laws that have been written by the governing body of the land he or she finds himself or herself in. A Chaotic person may be the consummate "free spirit" and therefore value personal freedom above concerns of government or discipline.

However, Lawful should not be confused with law-abiding in every case. Conversely, Chaotic should not be immediately associated with rebellion. A Lawful individual might have his or her own personal set of morals that supersede the law of the land. A Chaotic person may find themselves at odds with rebellious actions they feel are opposed to their world view.

What is to be done in a case such as this? Should the Lawful character betray his or her personal beliefs to follow laws that he or she finds detestable? Should a Chaotic person break laws he or she finds agreeable for the sake of Chaos? Which law should be followed or disregarded? Can any middle ground be found that does not compromise the character's alignment? The main difference here is that a Lawful person will tend to make objective decisions while a Chaotic person will likely make subjective choices.

Does breaking a disagreeable law mean that the character in question is suddenly chaotic? I don't think so. In my view, being lawful means the character subscribes to the philosophy that order is more desirable than chaos. Discipline is preferable to disorganization. This does not mean that he will blindly follow just any method for bringing law and order to the world.

The concept of Law and Chaos as literal forces has its roots mostly in the works of **Poul Anderson**, and by adoption, Michael Moorcock. It is the work of Moorcock, in fact, that is most commonly associated with this cosmic struggle between the forces of Law and Chaos.

The idea of Law as a cosmic force is not necessarily synonymous with positivity. In Moorcock's "To Rescue Tanelorn", for example, a plane of pure Law is described as a barren wasteland, containing nothing. Taken to its logical extreme, Law becomes as destructive as Chaos. Considering this, it is certainly plausible that a character could be Lawful in alignment yet scorn mundane "laws" as meaningless in the face of bringing pure order to the world. A Lawful person can be a bringer of justice or a destroyer bent on eliminating anything Chaotic.

Pure Chaos, as a cosmic force, is as destructive as absolute Law. Chaos can bring beauty and pleasure to the world in varying degrees, but if allowed to dominate a reality, it will obliterate all meaning life has to offer. In the works of Moorcock, pure Chaos stuff is portrayed as swirling, multicolored matter that has the ability to twist all things that it comes in to contact with, including living flesh. Mortals have a hard time seeing and understanding pure Chaos because it is alien to them and generally felt to be the antithesis of existence. But as the same time, some Chaos is seen as desirable because out of Chaos, we get art, poetry, and other types of abstract thinking.

As cosmic forces, both Law and Chaos in their pure forms will eventually lead to entropy. As moral points of view, they each have plenty of room for different modes of behavior in player characters. A happy-go-lucky pirate that has a loose code for interacting with other pirates is engaging in some Lawful behavior, but at his core, he is a Chaotic person. A stoic town guard, on the other hand, might be a strict enforcer of the laws of the land but also may have a love for games of chance.

How these concepts are applied to a game depends on numerous factors. Are they cosmic forces in your campaign? How strict do you wish to be when adjudicating Lawful or Chaotic actions of player characters? Does alignment, in general, have a large impact on your game at all? There are no wrong answers but there are many points to consider when making such decisions. At the end of the day, it is up to the GM to decide how it all fits together.



Here is the interview with Joseph Bingaman of J Halk Games, Columbus, Ohio. He is the creative mind behind “Dungeon Module S54 – *Velour Palace of the Disco Emperor!*”



A&J – Hi Joseph! I’m glad you can be apart of this issue! Do you think you have a keen mind for adventure?

Joseph – “I like to think I’m creative-minded. My mind is constantly thinking of ideas in a creative sense. It can be frustrating because it will just have ideas pop up at the worst times, like at work or just as I’m falling asleep. So, I guess I do, but that’s up to other’s interpretation of “keen mind”. What one may see as keen, others may find ridiculous.”

Don't be fooled by his puckish grin, Joseph has a keen mind for adventure!

A&J – What attributes do you think that you have in common with Gary Gygax in terms of adventure writing?

Joseph – Dedication to making an adventure fun and memorable. Granted, our motto is “Deadly By Design”, but that’s because I’ve discovered the chance of character death leaves a lasting impression. I’m not saying “go get a TPK” (I’ve only had one, and it was our oldest child’s first d20 roll ever), but the thought of danger lasts longer than an easy walk with a Monty Haul in a dungeon. Gary’s adventures always had an inherit risk to them. You knew there was a chance you could die just playing Tomb of Horrors or Barrier Peaks, but you knew there would be a memorable moment. I strive to do the same thing, with, say, a disco ball that is actually a beholder.



A&J – Q1. How did you get involved in gaming and what is your story?

J. B. – A1. I got started in gaming in around 1987. My mother saw me reading my Marvel Comics and looking at the TSR ads. That Christmas, I got the Forgotten Realms box set (The Old Grey Box). My uncles deny it, but that wasn’t my first exposure. I saw the orange spine DMG, MM, and PHB in the early 80s at my grandmother’s, which had to be theirs. I also religiously watched the cartoon. In the early days, I had really NO CLUE how it was run, so I winged it (I was 8 years old). When we moved to Michigan in 1989, the town we moved to had a hobby shop that didn’t have 2nd edition yet, so I procured the core books with money from the paper route I started in 1990. I learned the game, but had few friends, so I ran adventures for my own characters until high school, then a bunch of us started a group. One of those players, Robert Smith, still plays with my regular group to this day and is part of the J. Halk Games design team.

A&J – Q2. What’s the idea or where did you come up with the idea to to write the Velour palace?

J. B. – A2. LOL. We all saw the meme for Velour Palace of the Disco Emperor. In the summer of 2018, Luke Gyax posted that he wanted to see someone do it at Gary Con XI. I think I was well down the comments, but the first to volunteer. I thought he was joking. He wasn't. LOL. I started rough plot ideas over the next few months, actually started writing it in December and had it done by January.

A&J – Q3. Why is your company called J Hulk games and where did you get the idea for that name?

J. B. – A3. The idea for the name J. Halk Games comes from in-house...literally. "J. HALK" are the first initials of myself, our daughter Hailey, our son Alex, our oldest daughter Lori, and my wife Karen, all of which play and work in the company in some form. Karen does some design and handles the finances, Lori runs our social media and does some art, Alex is a designer, and Hailey does some monster creation and cartography.

Oh, and Alex and Hailey...they are 11 and have been doing this stuff for 2 years.

A&J – Q4. Where do you get your inspiration for writing scenarios?

J. B. – A4. I get inspiration from everywhere. I watch a lot of historical documentaries, as well as Britcom like Python. I read a lot of Hunter S. Thompson. I also have studied the 4+ decades of Dungeons and Dragons before me, and the work laid out by those designers, as well as other RPGs, such as Shadowrun (2e), Cthulhu, FASA Doctor Who, Alternity, and Stargate. I've also watched a LOT of fantasy, horror, scifi, and drama in TV and movies. Literally inspiration can come from anywhere. Yesterday, I was listening to music and one lyric set off an idea for a new magical item.

A&J – Q5. What version of dungeons and dragons is your favorite And why?

J. B. – A5. This is tough. I have never really played OD&D. BECMI was fun, but I liked mixing it with 1e and 2e. I played 3.5 for a LONG time, like through the era of 4e. We have a 5e campaign. I think I prefer 1e more. There's an element of realism that other editions never captured, plus it was tougher. No kid gloves. Gary had it right when he and Tim Kask reworked OD&D into AD&D™. With 1e, this is so much room for improv, whereas in later editions, there is way too much to factor in.

A&J – Q6. Why do you support OSRIC™?

J. B. – A6. OSRIC™, I feel, as a system, captures the true 1e more-so than any other retro-clone. I rarely use the OSRIC™ core book though, honestly, as I have a complete 1e hardcover library, including a REALLY beat-up first printing of the 144 page Deities & Demigods. I pull out OSRIC™ mainly for design purposes, as we all know how the company that owns D&D now likes to lockdown certain iconic monsters as IP, and to publish them, you need a different name. Most OSR players are familiar with OSRIC versions. The community itself is great and supportive. I will say, I do prefer Rob Kuntz's term "**First Edition Fantasy**", but **OSRIC™** is more recognized I think.

A&J – Q7. Did you think that you were at Velour Palace would be successful or this successful?

J. B. – A7. Honestly, no. Someone mentioned the other day they think it is the top-selling 1e/OSRIC™ print title of the year outside of the WotC™ print on demand so far. I was floored.

Velour Palace was literally meant as just fun at our first trip to Gary Con. I printed copies for the Gygax family, the team, and a couple special people, and that's it. I put a signed copy in the GC auction for Wounded Warrior, and it brought in [\\$275.00](#). Blew my wife's mind. She blew up my phone (I was DMing it at the time). By the end of Gary Con, I had people asking when it was being released. We had NO PLANS to do so.

So I went home, fixed some things I noticed in the Gary Con play-through, added a playlist, and ordered a limited run. That sold out in 24 hours...as did the next 4. So it was a huge shock, and I have to thank the OSRIC community for accepting us. Honestly, I'm on the verge of being able to do this full-time. That wasn't even a thought when the first J. Halk Games folder was created on my computer in 2014. It was just an idea then, something I would like to do as a hobby. Now, 2 and a half years after our first DMsGuild release (Lair of Elaacriminalicos), we are feeling confident.

A&J – Q8. What are the plans for the future of your company and where do you intend to take it?

J. B. – A8. Initially, we planned on following the DMsGuild format. 5th Edition and that was it. However, that market has become so flooded, it is impossible to really make money in it as a small publisher. That is why, after the success of Velour Palace, we have switched gears to an almost-exclusive First Edition Fantasy product line. We have a few projects that were near completion in 5e that we are finishing in 5e, but all current focus has switched to OSRIC products, with three projects on my table right now (one of which is for Rob Kuntz's Three Line Studios Red Book Line). Where do we intend to take it? Until the end of the line. We enjoy it. We like seeing our ideas come to life and people get inspired by our projects. When we run out of ideas (which is hard when everyone on the team games), we'll stop. I don't see that happening anytime in the near future.

A&J – Q9. Tell us about you what makes Joseph's – tick what's your favorite genre?

J. B. – A9. <Cringes> I don't have a favorite genre really. I watch and read a lot of fantasy, sci-fi, and horror. I listen to all kinds of music. I'm not opposed to checking out something new. Right now, I'm on a Britcom kick again, now that Netflix is carrying the complete Monty Python library, I'm watching my way through the series. I watch Simon Whistler's YouTube channels (Today I Found Out, TopTenz, Biographics, Highlight History, and VisualPolitik EN) religiously. Knowledge is power, or so I was taught by School House Rock.

A&J – Q10. Have you ever considered going to [CafCon](#)?

J. B. – A10. We are always looking at what cons to visit that aren't a far jaunt from home base (Columbus, OH). We aren't big enough to do a Gen Con or PAX yet, with our biggest as a vendor being Origins 2019 (that was a little intimidating). We've had a con presence since 2017, with 3 in one month in 2018 (two in one week - that was rough...especially after partying all night with Duke Nukem himself, Jon St. John). So visiting [CafCon](#) is definitely a possibility in the future. We shall see how well we do with the next few projects.

A&J – Thank you for the interview Joseph, and I will be looking forward to more from your studio!
Thanks again.

**For more information about J Halk Games see his Facebook page! [@J.HalkGames](https://www.facebook.com/J.HalkGames/)
<https://www.facebook.com/J.HalkGames/>**

CafCon RPG Convention is May 2-3, 2020. [@CAFCONRPG](#)

You could have had an ad **HERE!**

The Role of Books

Dungeons & Dragons™, Monsters & Creatures – A young adventurer's guide.

This book is written by Jim Zub with Stacy King and Andrew Wheeler.

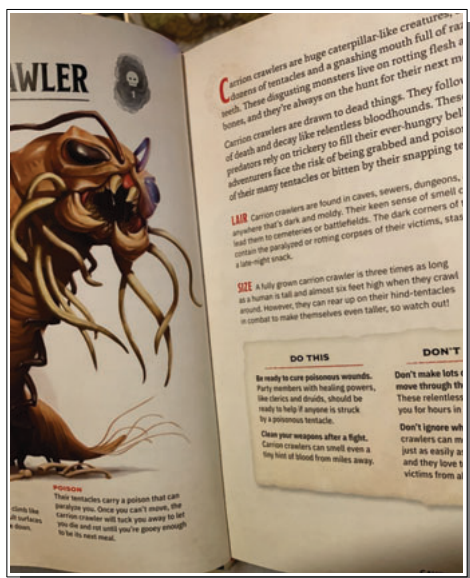
Printed in China and published by Wizards of the Coast, LLC 2019

- Page count 105
- Binding is excellent!
- 5 major sections covering different adventuring environments.
- 15 full color excellent full page illustrations.

This is a great book for kids or beginner players of OSRIC™ or Dungeons & Dragons™ of any edition. But, I bereave this book is intended to reference 5th edition. Be that as it may... I still recommend this book and the others in its line because it is very cool.

I really like the detail and great art. Very informative too.

The book tells the reader about some of the most famous or interesting monsters. It talks about the weakness and strengths of each. It also tells the reader when to avoid confrontation.



The book also rated each monster by how dangerous it is.

I recommend this book!



Trail of Cthulhu™ role-playing game!

Dave Johnson

Here are the facts:

Author: Kenneth Hite and Robin Laws

Artist: Jerome Huguenin

Format: 248-page, two-color hardback

Publisher: [Pelgrane Press](#)

Publication date: March 2008. Trail of Cthulhu is now in its **third print** run, and available in **five languages**.

Awards: Silver ENnie awards for Best Rules and Best Writing, and honorable mention for Product of the Year.



[Trail of Cthulhu](#) is one of my very favorite TTRPG's because of the Lovecraft setting and content. I have been a fan of H.P.L. for many years. Anytime I see a game that reminds me of HPL I surely get it. The innovative way ToC handles all of the situations is what I like the most about this game. The GUMSHOE investigative roleplaying system is a fresh and unique system. I love it. I have to admit that it was a little hard for me to understand – mostly because of my AD&D/OSRIC background – but once you get the hang of it, it's very fun!



*“The game **Trail of Cthulhu**™ is intended to tell stories of uncovering the occult horror mysteries of the Cthulhu Mythos.”* – Kenneth Hite



What I like about ToC:

The players each have a 1d6 to determine all random outcomes. For example, to see if an Investigator is surprised, the player makes a **Sense Trouble Test** roll. The focus of the

player character abilities is to investigate. Search for clues and find the problem. Another reason I love this game is because it's set in the 1930s. This is the best time for investigating horror! *The challenge is in interpreting clues, not finding them!*

Each player character that is created with the Gumshoe system will have a “drive” that motivates him or her to do the things that they do. The second thing that forms the core of a PC is their profession/hobby. For example, a police investigator has access to specific resources that other professions will not have; specialized literature that only police can get. Library science can be another “skill” that your character will use.

The below information is from Pelgrane Press:

- **Trail of Cthulhu** is a tabletop roleplaying game of investigative horror by Kenneth Hite, based on the Cthulhu Mythos stories of H.P. Lovecraft, Robert E. Howard, Clark Ashton Smith, Ramsey Campbell, and others. It's published under license from [Chaosium, publisher of Call of Cthulhu](#).
- Trail of Cthulhu is set in the 1930s, an era where the global rise of fascism provides additional opportunities for stores of cosmic horror.
- **It has two modes: Purist**, for Lovecraft-style adventures where scholars and academics seek out secrets that almost always kill them or drive them mad; and **Pulp**, for action-oriented R.E. Howard-style adventures.
- The game uses the GUMSHOE investigative roleplaying system, where player characters use their Investigative abilities to gather the core clues that they need to move the narrative forward, and then put the clues together to uncover the secrets behind the mystery.
 - **Investigative abilities:** Players don't roll dice to use these abilities. If there's a clue that can be found using abilities such as Archaeology, Library Use, or Intimidation, those Investigative abilities do not fail. In some cases, the player might be able to spend points from that ability's pool to learn more.
 - **General abilities:** Players roll dice to use these abilities, which represent actions such as shooting, climbing, and driving. Using these abilities creates drama; they may fail. Players can spend points from a General ability's pool to add bonuses to the **die roll (1d6)** in hopes of beating an **unknown difficulty number (usually 4)**.
 - **GUMSHOE is player-facing:** it puts die rolling in the hands of the players whenever possible. **For example**, to see if an Investigator is surprised, the player makes a **Sense Trouble test**; to see if an enemy is surprised, the player makes a **Stealth test**.
 - They roll Filch to steal from an NPC, and roll Sense Trouble to see if an NPC has stolen from them.
- Trail of Cthulhu separates **Stability** and **Sanity**:
 - **Stability:** A short-term measure of an Investigator's mental health. It goes down rapidly during an adventure, but usually refreshes afterward.



Figure 2: Artist unknown

Obligatory Dungeon: (Open Game Content)**THE CURSED CRYPT OF LOCHINVOOR™**

by Chris Larr

(Copyright © 1987, 2015, 2019 used with permission.)

DM NOTES: *The Cursed Crypt of Lochinvoor™* is a challenging module designed for **experienced** AD&D¹ players who are running beginning-level characters (levels 2-4). It is recommended that the party be well-balanced and **minimally** consist of 8-10 characters (in addition to any henchmen and/or hirelings). To succeed, the party will need to be adequately equipped and provisioned for an extended excursion in both the wilderness and underground elements. Players should be prepared for their characters to spend several nights in the wilderness zone as well as the Crypt itself. Furthermore, strategic thinking will be just as important as hack-and-slash prowess with regards to the successful completion of this dungeon. Finally, knowing when to fight versus when to flee is also critical to survival and success.

BACKGROUND: Millennia ago, the evil warrior-cleric Lochinvoor, ruled the lands with an iron fist, using his fanatical armies and powerfully arcane clerical magic to crush all who opposed him. At the height of Lochinvoor's power, none dared to oppose his might. Living sacrifices were made to his dark god and all lived under its terrifying shadow. Eventually, as is always the case, a hero was born; the oppressed peoples

rebelled, a long and bloody war was waged, and a hard-fought freedom was won.

His armies driven away and his power shattered, Lochinvoor retreated to the dark mountains in a faraway western land. Even the wisest of sages know not where. He spent his final days building a crypt, a final testament to his waning power. The crypt was filled with all manner of horrid undead, terrible traps, and deadly obstacles; all designed to destroy anyone who would disturb his final slumber.

As the centuries passed, truth became legend and then legend turned into folklore. The once great and fearsome might of Lochinvoor became a mere shadow, a boogiemán which parents used to frighten children into good behavior. Now, in this age, even his name has been forgotten to all but the oldest and most learned of scholars.

INTRODUCTION AND SETTING: The Gnomish mountain village of Kentara has discovered an ancient structure deep within one of its silver mines. Within 8 days of the discovery, all contact was lost with the silver mine. Two expeditions were sent to investigate, but neither has returned. It is rumored, but not confirmed, that some Goblins have taken over the silver mine and are currently plundering its wealth. The

1 OSRIC is also compatible.

Kentara Gnomes are also concerned that this could be the staging ground for further attacks deeper into Gnomish territory. The Gnomes have sent someone to recruit a well-balanced and experienced party to investigate and explore.

The PCs contact will be **Tinzi Kalane** (Gnome, F2/Thf1; HP 13, AC6, Align-CG. S-15, I-11, W-9, D- 16, Con-16, Cha-9) Possesses Ring mail, Map of the Gnomish territory (including the location of the silver

mine), short sword, +1 *dagger*, thieves tools, and a pouch containing 37gp, 112sp, tourmaline 30gp, spinel 45gp). He also has a *Potion of Fire Resistance (2 doses)* in a small metal flask. Personality = Serious, proud, honest, fiercely loyal to his tribe. He will accompany the PCs on their mission and will be naturally distrustful of them – the PCs are going to have to earn his respect!

Tinzi Kalane will present the PCs to the village Elders who present the contract to the PCs.

The Conditions:

- Explore the mine and ancient structure. Discover its secrets. Map the area.
- Find Gnomish or Dwarven expedition survivors and ensure their safe rescue.
- Eradicate any hostile forces (Goblin or otherwise) that are occupying the caverns.
- Must allow Tinzi to accompany the party (but the PCs will lead the expedition).

The Terms:

- Kentara village will pay each character 200gp upon successful completion of the mission.
- Kentara will provide 1 month's lodging within the village and basic provisions during the mission (including territorial map [held by Tinzi], 4 donkeys, packs, rations, tinderboxes/ flint, tobacco, and furs). If the mission is successful, the remaining provisions are to be returned.
- Free use of provision stations during the mission.
- All treasure found is split 60/40 in the villages favor.
- **NOTE:** Savvy PCs can negotiate superior terms via *role-play*. Attempts to manipulate the Gnomes via spells, if detected/discovered, will be met with outrage and possible hostility.

Tinzi has a map of the Gnomish lands and the location of their silver mines. He will guide the PCs to the mines, but will not allow them to look at the map (in fact, he will be very secretive about it). If the map is destroyed, Tinzi can still find the mines based on his knowledge of the Gnomish lands. However, if both Tinzi **and** the map are destroyed, then the PCs will have to find the cavern by alternate means (interrogating rogue Goblin marauders, returning to Kentara and beseeching the Gnomish elders for assistance, random luck, etc...). The DM will need to improvise this.

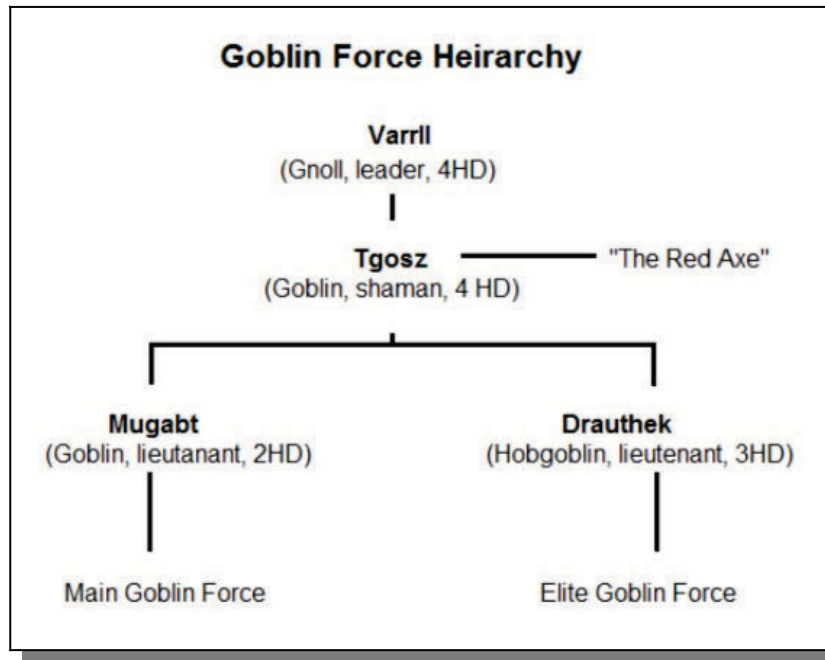
Special Note – Goblin Force:

Approximately a month ago, a sizable force of Goblins took over the silver mine and laid claim to the crypt. They have been plundering what wealth they can easily acquire, but have lost numbers from a combination of exposure, wandering monsters, and traps. They have also been responsible for attacking, capturing, and killing members of the 1st and 2nd Gnomish expeditions that have made it to the mines.

Led by a clever (and sadistic) Gnoll named **Varril**, his *modus operandi* has been to systematically explore the crypt, learn its secrets, and loot it dry. There are some traps and monsters they have not been able to overcome, so the preference is to capture intruders and use them to test traps

and act as cannon fodder against monsters. However, they will not hesitate to kill intruders if they appear to pose a threat. The Goblins have made it as far as the 2nd level of the Crypt, but haven't explored it entirely. Finally, the Goblins have not associated the seemingly worthless statues (refer to **Special Note – Statues, THE CRYPT OF LOCHINVOOR**) as keys to unlock the final area of the Crypt (in fact, they have ignored them altogether, seeing them as potential traps).

Please note that the Goblins are of low-average intelligence (per the *Monster Manual*). Their lieutenants (**Tgosz, Mugabt, Drauthek**) are even more intelligent and cunning. As a DM, they should not be treated as stupid hack-n-slash fodder. Under their direction, they will utilize intelligent tactics such as hit-and-run, ambushes, stalking, and strategic withdrawals. If the Goblins find that a fight is going against them, they will attempt to retreat and warn Varril or one of the lieutenants – typically returning with a larger and more prepared force. The one exception to this rule are the **Red Axe Goblins** (see below and refer to **Room 5 – Mural Room, THE CRYPT OF LOCHINVOOR**) which will always fight to the death.



Varrll keeps his cohorts in the dark regarding the dungeon (after all, he doesn't want them taking over or looting without his sanction). To the Gnoll, it's simply a matter of maintaining power. The following is what the typical (non-lieutenant) Goblin knows (should the PCs capture and interrogate any of them):

The traps magically reset at the end of the day.

- There are a lot of undead lurking within the pit – skeletons and ghouls (and a few of their numbers were even turned into ghouls). Any undead they manage to kill are removed from the crypt and burned.
- 8 of their numbers have died of some strange, unknown disease (refer to **WANDERING MONSTER #8 [Huecava], THE CRYPT OF LOCHINVOOR**). They have burned the bodies outside of the mines to prevent its spread.
- They currently have 2 prisoners being held on the 2nd level of the Crypt– a Gnome and a Dwarf.
- The main force is headquartered on the 2nd level of the Crypt.
- Their shaman, Tgosz has been unable to control the undead. This has created noticeable tension between Varrll and Tgosz.

Red Axe Goblins: There is a small cadre amongst the Goblin force known as the **Red Axe** (named for their devotion to the Goblin deity, Maglubiyet). These Goblins are recognized for their distinctive black tunics with red axe symbol emblazoned on them. They only wield battle- axes (1d8 v S/M/L) which are painted in the blood of their enemies. While their stats are similar to the

other Goblins, **Red-Axe Goblins receive a +1 bonus to hit when attacking due to their fanaticism. They are 1HD monsters (instead of 1-1 of typical Goblins).** They only obey the orders of Tgosz, even over that of Varrll (which is also a point of contention between the Varrll and Tgosz).

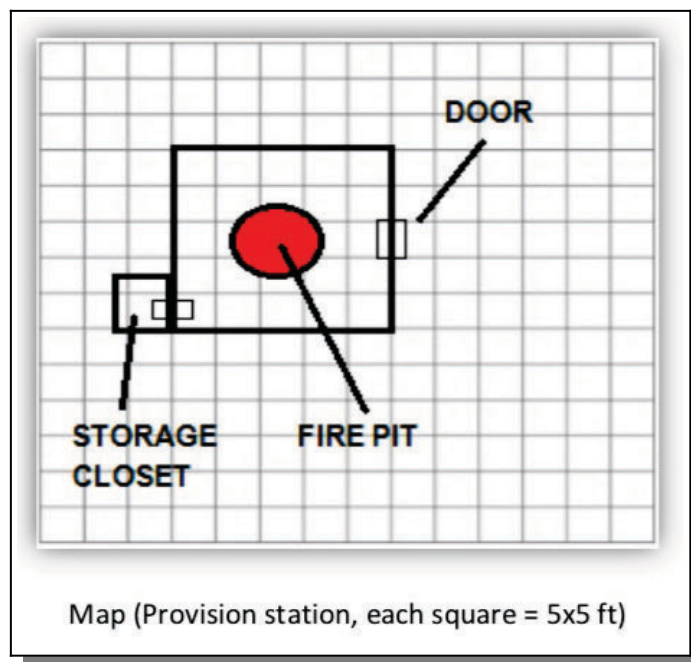
WILDERNESS ADVENTURE

Journey to the Tomb: The journey from Kentara to the Crypt is, minimally, a 3 day trek. At the end of each day's travels is a provision station (refer to map 1). **Keep in mind that the "each day's travel" assumes that the PCs have been able to maintain a relatively steady, interrupted pace.** Certain encounters or events may slow the party down and extend the time to reach the Gnomish Silver Mines.

Environmental Considerations: The territory surrounding Kentara is mountainous, cold, and snowy. Waist high snow and -10 degree F temps are not uncommon at night. Wind chill can bring this temp down to -50 degree temps. Due to the extreme cold, unless adequate attempts are made to keep the party warm (furs, fire, etc...), there will be no HP healing during rest. Steeds and pack animals will also

need to be kept warm. Both PCs and steeds/pack animals will suffer HP damage from prolonged exposure per standard rules.

Provision Stations: Each provision station is a small shelter consisting of a single room (25 ft wide, 25 ft long, 5 ft high) with a fire pit and a 5x5x5 cellar area where provisions can be found. Typical provisions include 2 weeks of iron rations, 4 barrels of ale, 10 blankets, tinderbox/flint, 30 torches, and skinning knife. Stacked up against the outside of the station is a pile of 1d4x10 logs. It is the local laws that all who stay are welcome, but must compensate the villages of Kentara, Ragonai, or Brecka at a rate of 1gp/day. The provision stations are restocked once a month.



WANDERING MONSTERS (WILDERNESS AREA): 40% base + 10% per day outside the village. Check for wandering monsters 1-2 times a day (DM discretion) during wilderness travels. Roll 1d6 if encountered. There is only one of each encounter (reroll if a particular wandering monster was already encountered).

1. **Goblin Raiding Party:** 8 Goblins (AC 6, HP: 7, 5, 5, 5, 4, 4, 3, 2; ATK1, DAM 1-6 or weapon) looking for easy targets to attack or scavenge. If possible, they will stalk the PCs and attack when the opportunity is best. If reduced by 50%, they will scatter and flee into the wilderness. Each is armed with a short sword, dagger, furs, and minimal survival supplies. The leader (7hp) has a pouch with 14gp and 82sp.

Wild Horse: AC7, HP 12, ATK (1-3); will attack for food. The horse can be subdued

and eventually tamed (barely). Although very hungry and skittish, it will stop attacking if offered food.

2. **Wolves:** A pack of 4 large wolves looking for easy prey. AC7, HP 18, 13, 12, 9, ATK 1 (2- 5). Howling will occur within 1-6 rounds before they attack. Fearful of fire and will have to check morale if attacked with it.
3. **Large Bear** (black bear stats): AC 7, HP 29, ATK 3 (1-3/1-3/1-6, Bear Hug 2-8). Will attack. If PCs are hiding in a provision shelter, the bear can bash down the door within 2-5 rounds. Its pelt can be used or sold for 10gp if not too mangled.
4. **Giant Owl:** AC6, HP 28, ATK 3 (2-8/2-8/2-5), Surprises on 1-5; attacks from the air. If slain and area searched, a

nest on a mountainside can be found. Inside is 2 eggs, cloak (dirty), 16gp, 85sp, and an unpolished onyx worth 40gp (double if cut and polished by an expert jeweler).

5. **Berzerkers:** 7 Berzerkers (AC 7, HP: 12, 9, 8, 7, 6, 5, 5; ATK 1 at +2 or 2 without bonuses, DAM by weapon type) are actively seeking, based upon limited information from interrogated victims, the specific location of the Gnomish silver mines. They have attacked both Goblin and Gnomish teams sent to the mines. They have basic, looted provisions (which appear

to be Gnomish in origin) and are armed with battle axes (1-8 S/M/L) except for the 12 HP **Leader** (AC 5, equipped with chainmail) who is armed with a long sword (1-8 S/M, 1-12 L). They do not need to check morale and will fight to the death. They have no interest in negotiating with the PCs or anyone else for that matter. Collectively, they have a total of 91gp and 108sp among them. The leader also had a small, unpolished amethyst worth 40gp (85gp if cut and polished by an expert jeweler).

KENTARA SILVER MINE

Once the mountain trail is climbed, roll for wandering monsters. The entrance to the mine can be seen. It is abandoned. Inside is a small tunnel that leads to the Crypt. If Tinzi is with the PCs, he can escort them straight to the Crypt's entrance.

1. **MAIN MINING CAVERN:** A large cavern that is obviously the site of a well-organized mining operation. Mining scaffolding and tracks can be seen. There is damaged and abandoned equipment strewn about. Several frozen Gnomish corpses can be seen. If scavenged, 2 pick-axes, shovel, 50 ft. rope, and 11 spikes can be acquired. If the corpses are merely looted, thus disrespected, the PCs can expect a protest from Tinzi if he is present.

2. **EMPTY CAVERN:** A medium sized empty cavern. A gnome corpse, stripped of armor and weaponry, can be seen on the ground. No treasure or loot.
3. **SILVER MINE:** An empty cavern. Along the cavern walls is a significant vein of silver. It would take significant manpower, time, and equipment to mine the silver in this room (the vein is worth 2500sp). Tinzi, if present, will do anything in his power to prevent theft (and being a thief, he knows all the tricks).
4. **CRYPT ENTRANCE:** A small cavern. At the far northern end is a stone arch, obviously out of place in this dour

cavern. The arch has carvings in Common, Dwarven, and Gnomish that reads: *“Beyond lies the sacred Crypt of the Mighty Lochinvoor. Violate the tomb at your peril! Turn back that you may live long upon the face of the world.”*

Camping and guarding at the entrance to the Crypt are 9 **Goblins** (AC 7, HP 7, 6, 6, 5, 4, 4, 3, 3, 2; ATK1, DAM 1-6 or weapon) armed with short swords and bucklers. If not alerted by the PCs, only three will be semi-alert. The remaining will be drinking, gambling, or eating. If they are spied upon, there is much discussion about the undead and other monsters that lurk about the Crypt. If alerted, they quickly snuff the fire and wait to ambush the PCs. The

Goblins are led by a **Red Axe Goblin** (AC 6, HP 8, ATK1, SA: +1 to hit, DAM 1-6 or weapon) armed with a battle axe (1d8 vs S/M/L) and wearing studded leather armor under his tunic.

A small fire is visible in the center of the cave, with a rabbit roasting on a spit. Strewn about the camp area are bones, dice, and miscellaneous camping supplies (including a 50ft. coil of rope, 10ft. pole, flask of oil, flint/tinderbox, blankets, wineskins with foul [but drinkable] wine, and iron rations). Collectively, between the Goblins, are 29gp and 97sp).

Beyond the arch are well carved steps leading to **the Cursed Crypt of Lochinvoor**.

THE CRYPT OF LOCHINVOOR

Standard Dungeon Features: All corridors in the Crypt, unless otherwise stated, are 10 feet in height and have been carved from the very rock. All doors in the Crypt, unless otherwise stated, are 8'x8' and made of strong, preserved, lacquered oak which are bound in iron. Due to the weight of the doors, it takes a combined strength of 20 to open them. It is extremely cold in the crypt (average temperature 35F), but there is no wind chill.

All pit traps (refer to maps), unless specified, are 15 foot pits with spikes, enough to trap a full sized individual. The

fall causes 2d3 + 2 points of damage.

Finally, all traps reset after 24 hours of being triggered.

Special Note – Statues: Part of the objective of the adventure is to collect 6 special statues that are distributed within the Crypt. Each statue is small (about the size of a beer bottle), poorly carved, and appears to be made of worthless pewter or lead. The statues are surprisingly sturdy and can withstand a significant degree of punishment (after all, these are the keys to **Lochinvoor’s Final Resting Place** [room 21]). Weights of

the statues are as follows: Turtle/Zephyr (50gp), Unicorn/Dragon (40gp), Lion/Lamb (30gp). Outside of their purpose in this dungeon, they are completely worthless items.

WANDERING MONSTERS – LEVELS 1 or 2 (there are NO wandering monsters on Level 3): An encounter occurs in a 1 in 10.

Check each turn, roll 1d8 to determine encounter. There is only one of each encounter (The DM, at his/her discretion, may elect to reroll if a particular wandering monster was already encountered):

1. **Goblin Patrol + Lieutenant: 9 Goblins** (AC 6, HP: 6, 5, 5, 5, 4, 4, 4, 4, 3; ATK1, DAM 1-6 or weapon) are patrolling the area under orders from **Varrll** (refer room 12, level 2). Each is armed with a short sword, dagger, furs, and minimal survival supplies. Collectively, they have 26gp and 42sp. The leader (10hp, treat as 2HD monster) is a minor lieutenant of Varrll named **Mugabt** (AC 5, HP 13, ATK 1, DAM 1-6 or weapon, treat as a 2HD monster). He has a lower AC as he wears looted scale mail and utilizes a shield). Unlike **Drauthek** (see Wandering Monster #5 below), Mugabt is rather cowardly. He leads from the rear and keeps all the best gear for himself. However, he is a capable scavenger and adept at sneak attacks that would make a Kobold proud. If aware of the PCs, he will have his patrol stalk the PCs and ambush (preferably from behind).

If Mugabt is slain **and** their numbers are reduced by 50%, they will scatter and flee (their goal to reach either Varrll or Drauthek). Any that are captured and interrogated will confess that they learned about the Crypt

from the Gnomish miners and are seeking to plunder the wealth for themselves. Their knowledge of the crypt is very limited (Varrll wants it this way) as they were charged with watching over a limited section of the Crypt. They are extremely fearful of Varrll as well as the numerous undead that are lurking about the Crypt.

2. **Skeletons:** 6 armed skeletons in rotted armor are lurking about and will attack all intruders on sight (AC 7, HP 6, 5, 4, 4, 3, 2; ATK 1 (1-6), immune to charm, hold, sleep spells, 1/2 damage from sharp/edged weapons). They have no treasure outside of the short swords they carry.
3. **Huge Spider:** A huge spider (AC6, HP16, ATK1 (1-6), SA: Poison, Surprise 1-5, Leap 3") that has adapted to be the same dark, grey color as the walls of the Crypt is search of prey. It will attempt to hide until passed and then attack from above or behind. This poisonous bite is weaker and only causes paralysis for 2d4 rounds followed by weakness (weakness will cause attacks and damage to be at -1. This effect will persist until the victim receives at least 6 hours of uninterrupted rest). Save vs poison is at +1.
4. **Ghouls:** 3 large ghouls are roaming the halls of the Crypt looking for victims. (AC6, HP: 12, 10, 10; ATK3 (1-3/1-3/1-6), SD: immune to charm, sleep. SA: Touch causes paralysis

[except for elves]). They will savagely attack any living creatures they see.

5. **Elite Goblin Patrol + Lieutenant: 8 Goblins** (AC 5, HP: 7, 7, 6, 5, 5, 5, 5, 4; ATK1, DAM 1- 6 or weapon) are also patrolling the Crypt. Each is armed with a short sword, dagger, furs, shield, and improved rations. They have 79gp and 110sp collectively between them.

The Elite Goblins are led by a particularly fearsome **Hobgoblin** named **Drauthek** (AC5, HP 18; ATK1, DAM 1-8 or weapon, treat as a 3HD monster) who is armed with a military fork (1-8 vs S/M, 2-8 vs L) and a short sword (1-6 vs S/M, 1-8 vs L). He will favor the military fork over the short sword, but will use whichever the situation deems more practical. Drauthek also possesses a *Potion of Healing* (2 doses) and a pouch containing 92gp, 194sp, and a well-cut and polished onyx (200gp). As long as Drauthek is alive, the Goblins never need to check morale. If Drauthek is slain **and** their numbers are reduced by 80%, they will scatter and flee, immediately seeking to alert Varrll of the intruders.

Drauthek is under orders from Varrll to explore the Crypt and report findings back to him. If other humanoids are encountered, he is to capture or eliminate them (his preference is to eliminate the stronger opposition and capture the weaker foes).

Tactically, Drauthek is adept and will use intelligent tactics against foes, including setting up ambushes, false retreats, and dividing-and-conquering. He is not stupid as to blindly charge an enemy force (DM note: Treat Drauthek as an intelligent adversary and not a dumb hack-n-slash monster). As befitting his Hobgoblinish heritage, Drauthek will never surrender in combat.

6. **Ghast:** Lurking about the Crypt is a rather foul looking Ghast (AC4, HP22, ATK 3, DAM 1- 4/1-4/1-8, SA: stench 10' radius that causes retching/nausea unless save is made [failure results in -2 to hit penalty], touch causes paralyzation (including elves); SD: immune to sleep, charm; cold iron weapons inflict double damage). Although the ghast is decayed and revolting, around its neck is an exquisite gold necklace worth 150gp if polished.

Unlike the Ghouls that are lurking about the Crypt and attacking whatever they see, the Ghast is very intelligent, choosing to stalk its prey. It prefers to pick off stragglers or sleepers (it is not stupid and will not commit a frontal attack on a well prepared and alert party). If harmed by 50% of its HP, it will flee and return later (at a time determined appropriate by the DM) with 1d3 **Ghouls** (AC6, HP: 11, 9, 8; ATK3 (1-3/1- 3/1-6), SD: immune to charm, sleep. SA: Touch causes paralysis [except for elves]).

7. **Gelatinous Cube:** This horrid monster has been successful in cleaning out

the crypt of minor vermin for many years. It is non-intelligent, merely seeking out sources of sustenance for itself. It recently devoured 3 Gnomes from the first expedition and their treasure is still inside of it (AC8, HP31, ATK 1, DAM 2-8, SA: Paralyzation, surprise on 1-3, SD: Immune to electricity, fear, hold, paralyzation, polymorph, sleep. Immune to cold unless save fails, in which move is slowed 50% and damage is reduced to 1d4). Treasure includes 16gp, 48sp, 2 gems (beryl 20gp, sapphire 30gp), and a *Potion of Speed* (1 dose) in a metal flask.

8. **Huecuva:** This hellish creature has been a guardian of the Crypt since its creation (AC3, HP 17, ATK1, DAM 1-6, SD: Resistant to all mind-influencing

spells, can only be hit by silver or magical weapons; SA: Disease. Turns as a Wight). Unlike the other undead that inhabit the Crypt, it will use its *polymorph-self* ability to mimic a friendly or “damsel/hostage in distress” with the objective of getting close enough to deliver its damaging and disease-dealing touch (saving throw applicable).

The Huecuva has been successfully stalking and attacking members of the 1st and 2nd Gnomish expeditions as well as the Goblin force.

Note, the disease effects of the Huecuva’s touch become fatal in 4d4 days. A *cure disease* spell will completely reverse the effects.

THE CRYPT OF LOCHINVOOR – LEVEL 1

ALCOVE: The walls and floors of this room are well-carved and smooth. At the far end is a closed gate, blocking further advance. On each side are two statues, carved from the rock. The statues are of animal-monster figures holding metal two-handed swords.

- If the sword of the left statue is removed, the gate will lift.
- If the sword of the right statue is removed, the gate stays shut and another gate

will fall from the ceiling, by the crypt entrance, blocking escape. The gates have

to be manually lifted.

The gates are heavy (too heavy for a single person), but can be lifted using sufficient combined strength and manpower (30 points of strength combined), the bars, however, can be bent per strength rules. The Goblins have figured out how the gates

work and “reset” the mechanism whenever they enter/leave the crypt (to prevent more Gnomish expeditions from stumbling into the Crypt). The gates are non-magical.

2. **SMALL PRAYER ROOM:** In the corner of the room is a large stone statue (carved from the rock) of a human cleric. The statue’s face looks towards the FALSE DOOR. In front of the statue is a small pedestal that has nothing atop it. The door, if opened, activates a PIT TRAP (can be disarmed by a successful Find/Remove traps roll by a thief). The trap is a sliding tunnel going 20 feet downwards into room 3. The tunnel ends close to the floor of the pit, so no damage is taken by falling into the pit (refer to room **3 – THE PIT**).
3. **THE PIT:** A small pit littered with Goblin and Gnomish skeletons in tattered armor and broken weapons. Attached to the ceiling is a large **Carrion Crawler** (AC: 3/7, 23hp, ATK 8, paralysis attack). Because of the height of the ceiling and the darkness, the Carrion Crawler cannot be seen normally unless the PCs have infra-vision or adequate light source. Tossed about is a treasure of 333 ep, short sword, morning star, a quiver of 5 arrows (one of which is a +2 arrow), *Scroll (3 spells, Cleric, 7th level ability: Neutralize Poison, Cure Disease, Create Food and Water)*, and the TURTLE STATUE.

ROOM OF CAGES: On the far end of the room is a 6ft tall pillar. Atop of the pillar is the ZEPHYR STATUE. On the floor are two Goblin corpses (short swords and bucklers are by their sides). Hanging from the ceiling are two cages. Each cage has 4 **Skeletons** (AC 7, HP 7, 6, 5, 4, 4, 3, 3, 2; ATK 1 (1-6), immune to charm, hold, sleep spells, 1/2 damage from sharp/edged weapons). Unless the pillar is weighed with 50gp (the exact weight of the ZEPHYR statue), the cages will open and the skeletons will descent and attack the PCs.

4. **MURAL ROOM:** Immediately noticeable is the large carved mural on the walls. It shows six magical creatures against a backdrop of both the sky and a grassy field. The creatures detailed in the mural are as follows:

- An evil DRAGON and a noble UNICORN fighting in the air.
- A savage LION attacking what appears to be a docile LAMB on a grassy field.
- A fast ZEPHYR racing against a slow TURTLE on the grassy field.

NOTE: There is a *Wyvern Watch* spell cast upon the entryway at 4th level ability (30% detectable in torchlight; will strike the first person who enters the room, save vs paralysis. Successful save

prevents paralysis, but keeps the spell in place for the next victim. Paralysis can be reversed by a *Dispel Magic* or *Remove Paralysis* spell). There are 5 hours left on the spell.

Inside the room are the **Red Axe Goblins** (8 Goblins, AC 6, HP: 8, 8, 7, 7, 6, 6, 5, 4; ATK1, SA: +1 to hit, DAM 1-6 or weapon). They are all armed with battle axes (1-8 vs S/M/L) – the axes are coated with dried blood and have a rusted-red color to them. Their tunics are also black with a red axe emblazoned on it. These are the fanatical warriors of the **Goblin Shaman, Tgosz**, a confidant (and rival) of Varrll.

The Red Axe Goblins are removing the armor, weapons, and equipment from several Goblin corpses (all of whom have viscous claw marks all over them and even a couple appear to be decomposing early, as if by some horrid disease). Tgosz stands behind the Goblins while holding up an unholy symbol and chanting in some arcane form of Goblin (he is conducting a funeral rite/prayer).

Once the PCs enter, Tgosz will give the order to attack and begin to *Chant* (as the 2nd level Clerical spell). **The Red Axe Goblins in the room are fanatically loyal to Tgosz and will fight to the death – they never need role for Morale. In fact, they gain a +1 “to hit” bonus in all their attacks due to their fanatical loyalty to their shaman and devotion to their deity, Maglubiyet.**

Tgosz: Cleric/Shaman: 4, AC4, HP28, ATK 1, DAM 1-6 or weapon. He is armed with a flail

(2-7 vs S/M, 2-8 vs L) and is wearing Goblin chainmail (covered with a tunic with a bloody-axe design on it). Treat as a 4HD cleric in terms of attack/defense. He possesses the following: Unholy symbol (a small red-axe emblem, useless as a weapon), pouch with 56gp, 2 gems (tourmaline 30gp, turquoise 20gp), *Elixir of Health* (1 dose), *Scroll (4 spells, Clerical, 6th level ability: Endure Cold, Invisibility to Undead, Dispel Magic, Create Food & Water)*.

Tgosz also has the following Clerical spells available to him:

- **First Level: cure light wounds, cause light wounds, fear**
- **Second Level: chant, (already cast Wyvern Watch)**

Tgosz will be furious at the invaders who have interrupted his sacred funeral rites. He will neither flee nor surrender.

6. SPARKLING POOL: This circular room has a pool of blue sparkling water. Six stone statues, carved from the rock, of humanesque water bearers surround the pool. Each status has a jug in their hands and water is flowing from the jugs and into the pool. Above each statue is carved the following message (each in a different language: Common, Dwarven, and Gnomish): “*Ye may drink of the sacred waters of the pool only once! Ye may be cursed or blessed! The choice is yours. May the Gods be merciful.*”

If the water is consumed in the room, roll 1d8 for the following effect:

1. Player gains a point to a random attribute (roll 1d6: 1=Str, 2=Int, 3=Wis, 4=Dex, 5=Con, 6=Cha) for the duration of the adventure.
2. Player loses a point to a random attribute (roll 1d6: 1=Str, 2=Int, 3=Wis, 4=Dex, 5=Con, 6=Cha) for the duration of the adventure.
3. Player gains a Hit Point from his/her total HP for the duration of the adventure.
4. Player loses a Hit Point from his/her total HP for the duration of the adventure.
5. Player receives the benefit of a Bless spell (+1 to hit) for the duration of the adventure.
6. Player receives the penalties of a Curse spell (-1 to hit) for the duration of the adventure.

The effect only occurs once and only if the water is consumed in the room. Subsequent drinks have no effect. If the water is removed from the room, it becomes drinkable water, but possesses no special properties.

7. **LAMB STATUE:** A small pillar has the LAMB STATUE. If removed without being weighed (30gp), 2 gates fall, trapping the PCs in the corner (the gates can be lifted/bars can be bent per standard strength rules). Furthermore, once the gates fall, gas

will begin to fill the area (completely filling it in 1 turn). The gas is a poison that causes weakness that reduces STR, DEX, CON by 2 points (save vs poison to reduce by only 1 point). A *Neutralize Poison* or 8 hours of interrupted rest will reverse the effects.

Another option for escape is a secret door against the western wall (can be detected per normal rules). If the secret door is opened, the gates will instantly lift and the gas will begin to evaporate. The secret door leads to room 8.

8. **EYELESS STATUE ROOM:** The walls of the room are lined a mural of humanoid fighters, carved into the very rock. In the center of the room is a carved stone statue of a wise man. The statue has large empty eye sockets and is gesturing to a carving of a door on its right. It cannot be opened, not even by use of a *Knock* spell.

On the floor, before the statue are 2 large rubies (each worth 3000gp). If the rubies are placed into the statues eye sockets, the rubies will turn to worthless stone, but the door

carving will open, leading to a small secret room. Inside is a small, locked, non-trapped, chest containing the following:

- *Scroll with 4 spells (6th level, cleric: Create Water, Cure Disease, Find Traps, Glyph of Warding [fire])*
- *Potion of Climbing (1 dose)*

- 2 vials of Holy Water

9. **CHESSBOARD ROOM:** Above the entrance to this large room is carved in Common, Dwarven, and Gnomish “Room of the Knight”. The floor is tiled as a chessboard, each tile is 5x5. As long as the player moves in a 3 horizontal + 1 vertical or 3 vertical + 1 horizontal (like the Knight piece in the game of Chess), the player can advance. If they do not, they are teleported back to the entrance of the room. The strange magics of the room prevent flying, teleportation, levitation, or any similar means of travel. The walls, also imbued with the same magical properties, prevent climbing (magical or otherwise).

On the opposite side of the room, each standing on opposites of the exit, are two large **Skeletons** (each 10ft tall, one in white ring mail + helm and one in black ring mail + helm). AC 7, HP 20 each; ATK 1 (1-6 or weapon type), immune to sleep, hold, charm. 1/2 damage from sharp/edged weapons. They are armed with Glaives (1d6 vs S/M, 1d10 vs L). Because these skeletons are more powerful, they turn as Wights. They also are forced to move in a similar pattern. Once destroyed, they will magically reform in 24 hours. Multiple XP value x3.

At the northwest corner of the room is a secret door leading to room 10.

10. **SECRET ROOM:** Appearing to be part of the wall, the door to the secret room is sealed without any apparent mechanical lock. It will radiate magic if detected. A faint vibration can be felt if the door is touched. A

Knock spell will open the door without activating the trap (see below).

Alternatively, the door can be opened with a successful STR role (Open Doors) or an appropriate level of simple brute force. However, if this method is used, it will activate an *Ice Blast* trap that will cause 2d4 points of damage to the first person(s) directly in front of the door. If anyone is in single file behind the first person(s), then 1d4 damage to anyone directly behind them; 1d3 damage to the 3rd person(s) directly in line; 1d2 damage to the 4th person(s) directly in line. A saving throw is applicable to reduce damage by half.

A small room with the following treasure:

- A small locked (but not trapped) chest containing 250gp and 3 gems (emerald [200gp], agate [130gp], carnelian [80gp])
- 2 javelins (normal)
- 3 ornately carved silver daggers (normal, each worth 50gp)
- *Potion of Healing* (2 doses)
- *Scroll with 4 spells* (4th level, magic user: *Shield, Dancing Lights, Web, Levitate*)
- *Wand of Shifting* (7 charges) – see appendix (New Magic Items).

At the top of the steps are 3 goblin and 2 gnome corpses (stripped of all items). Taking the steps from the CHESSBOARD ROOM lead to **level 2**.

THE CRYPT OF LOCHINVOOR – LEVEL 2

11. **GHOUL PIT:** Steps lead downward into the darkness. In the darkness, clawing and scampering sounds can be heard, like a wild animal. Halfway down is a cleverly constructed (Find/Remove traps penalized by 15% reduction) trigger-plate that leads to a slide-stair trap. Anyone on the stairs when activated will descend into the pit in 1 round (2 rounds if at the top of the stairs). The fall will cause 1d4 points of damage.

Inside the darkened pit are 3 **Ghouls** (AC 6, HP 13, 9, 8; ATK 3 (1-3/1-3/1-6), SD: immune to charm, sleep. SA: Touch causes paralysis [except for elves]). Scattered about the pit are several skeletal remains, damaged/worthless equipment, the LION STATUE, 98sp, 51ep, and a tarnished, ornately carved ceremonial silver dagger (non-magical, worth 100gp if polished).

12. **PRISON ZONE:** The room is a prison area. Inside the room is a very large and rather cunning **Gnoll** named **Varrll** (AC 4, HP 34, ATK 1, DAM 2-8 or weapon, treat like a 4HD monster). He is armed with a wicked looking morning star (2-8 vs S/M, 2-7 vs L) and is wearing a +1 *Ring of Protection*. **Varrll drank from the pool (ROOM 6) and is under the effect of a Bless spell.** He is the leader of the Goblin expedition to the Crypt. Hanging around his waist are the keys to the gate for room 13, a blood-encrusted scourge

(1d3 vs S/M/L), and a pouch containing 142gp and 2 small tiger-eye gemstones (30gp each).

Also in the room are 2 **Elite Goblin bodyguards** (AC5, HP 8, 7; ATK1, DAM 1-6 or weapon). Armed with short swords and possessing shields, helm, and furs. As long as Varrll is alive, they need not check morale.

When the room is entered, if the PCs are silent, they will find Varrll and his bodyguards focused on the prisoners in room 13, snarling at them and threatening them (Varrll will promise them the scourge... again). Surprise is possible. If the PCs are not quiet, they will be alert, ready, and will vigorously defend the room. If the numbers are significant against them or if hard pressed, they will shout for help (from the goblins in room 14).

If already alerted by any of the Goblin patrols (see Wandering Monsters), he absolutely will be ready and have the Goblins in room 14 rallied and ready to ambush the PCs upon entering the 2nd level.

Also in the room is a small table with a bottle of foul wine, a plate of rotting meat, and a random assortment of gnawed bones. There is also a small pouch with some bone dice, 18gp, and a small agate (20gp). The room is lit by torches hanging from the walls.

13. **PRISON:** There are two prisoners in this room, behind bars:

- Dwarf (**Barunin**, Ftr-2, Align: LN, HP: 11 [currently at 4], S: 15, D: 13, I: 9, W: 8, Con: 16, Cha: 10)
- Gnome (**Yoslin Yaenir**, Thf-1, Align: CG, HP 5 [currently at 2], S: 6, D: 16, I: 10, W: 9, Con: 14, Con: 14, Cha: 11).

Both are visibly beaten and injured, but if healed and equipped, they will readily assist the PCs. The Dwarf will be particularly adamant about exacting revenge against the Goblins.

The Gnome and Dwarf were part of the first expedition to the Crypt. They were captured by a Goblin raiding party residing in the Crypt. Other members were slain, escaped (to freeze in the wilderness), or captured and used to test traps and monsters. These two are the only captives remaining. They have knowledge of rooms 11-15 and secret room 10 (on level 1 – they know there is a secret door, but was captured before they could open it. They are not aware of the *Ice Blast* trap or the treasure within). How they bypassed they traps and monsters on level 1 is a mystery to them.

They also know, from overhearing conversations, that more Goblin forces are *en route* with the eventual goal of plundering the entire tomb, and from

there, leading an attack on Kentara itself.

14. **MAKE-SHIFT QUARTERS:** Another empty mural room (images of humanoid fighters and battles). On the floor are 6 sleeping pads and various items strewn about. The room is dimly lit by torchlight. In the center are 12 **Goblins** (AC 6, HP: 8, 7, 6, 6, 5, 5, 5, 4, 4, 3, 3, 3; ATK1, DAM 1-6 or weapon). They are as follows:

- HP 8 – a **Red Axe Goblin** sitting in the back corner, facing the door, holding his battle axe (1d8 vs S/M/L) reverently. His eyes are closed and he is quietly chanting a prayer. **+1 on “to hit” rolls when attacking.**
- HP 7 – sitting in the other back corner, facing the door, sharpening a short sword. He is alert and itching for a fight.

HP 6, 6, 5, 5, 5, 4, 3, 3 – sitting in a circle in the center of the room, playing a dice-game involving bones. There are coins and gems in the center. They have short swords and bucklers by their sides. They appear loud, rowdy, and mildly intoxicated (they will react and attack at -1).

- HP 4 – sleeping against the wall. His short sword is under his sleeping pad, within easy reach.
- HP 3 – leaning against the wall, observing the game. His sword hangs from his belt.

Unless alerted, the goblins can be easily surprised. Assorted treasure

includes a pile of 18gp, 34sp, 51cp, 3 gems (30gp, 15gp, 10gp values). There are 3 coils of rope (each 50 foot long), a spear, animal pelts (filthy and worthless), filthy cooking pot, and several wine skins.

15. ROOM OF SILVER AND GOLD: The large, closed double doors have inscribed (in Common, Dwarven, and Gnomish): *“This is the room of silver and gold riches. Silver shall be thy friend while gold is thy bane. May glory smile upon thee.”*

The entire floor appears to be inlaid with gilded gold; however there are zones where the floor is silver (neither can be scrapped off nor removed). The room is cold and hums with a strange buzzing sound. If detected, the entire room radiates magic.

In the central area of the room are 3 gnomish corpses (dead on the floor) and a human corpse (floating eerily in a gold zone). They have vicious (and fatal) stab and slashing injuries. They are unarmed and unequipped.

There are also lots of pieces of beautiful, gold-colored armor, helmets, and bastard swords (3 of them if counted) randomly strewn about the room; the apparent remains of some great battle. Some of the pieces are floating in the gold zones.

If the SILVER AREAS are touched/walked upon, nothing will happen. However, the GOLD AREAS are NULL ZONES where gravity and magic are nullified. Any PC who steps

on a gold area will float aimlessly within the area, unable to move without assistance. Magic spells and effects are instantly dispelled. Magic items are rendered inoperative while in the field (but will function normally once outside the field). There are 3 primary features:

- The western alcove is a small pillar with a silver key.
- The eastern alcove is a small pillar with a gold key.
- The northern end, across from the doors, is a pillar with the DRAGON STATUE atop of it.

The “gold armor” is actually **3 magically animated suits of gold-colored armor** (MV 10', AC 5, HP 20 each, ATK 1 (by weapon type), attacks as a 5HD monster) and wielding gold-colored bastard swords (2-8 S/M, 2-16 L). There is no living being within the armor. The joints in-between the armor is nothing but empty space. No hands hold the weapons, but they move as if held. They are immune to charm, hold, sleep spells. They are not undead, so they cannot be turned.

Once a key or statue is touched, the pieces of armor will quickly rise, assemble, and form humanoid shape (takes 1 melee round, so the PCs will always have the first move). The swords will fly into their invisible hands. The next round, they will attack the PCs. They are **COMPLETELY IMMUNE** to the effects of the room;

however a Dispel Magic cast will remove the magic from the one of the armor sets, causing it to collapse in a heap (Note, using Dispel Magic will only affect 1 suit of armor - it has to be cast multiple times to affect multiple suits of armor). Also, if the suit is fully in a NULL ZONE, the spell won't have any effect (the armor has to be on a silver area to be affected by spells or magic items). The armor cannot function outside the room (and will not leave the room willingly). In fact, if the armor or swords are removed from the room, they will quickly rust, corrode, and break apart.

When defeated, either by spell or melee combat, the animating force will vanish and the armor/swords will collapse in a heap and shatter, completely unusable. After 24 hours, the room will magically "reset itself" and a new set of gold armor/swords will appear.

16. ROOM OF TWO DOORS: This is an empty room except for 4 dead goblins (stripped of valuables). At the opposite end are two doors with a stone engraved face (one jolly and one angry). They speak in unison, in respective jolly and angry tones, "The door of truth leads to salvation and the liar's door leads to destruction."

- The **Jolly Door** says, "*I tell the truth. The other door is a liar!*"
- The **Angry Door** says, "*Am not! Am not!*" The PCs can question the doors, but they will answer cryptically (never giving any valuable information about the dungeon).
- **THE JOLLY DOOR ALWAYS LIES** – if opened, it leads to room 17.
- **THE ANGRY DOOR ALWAYS TELLS THE TRUTH** – if opened, it leads to steps and the PCs and proceed to **level 3**.

17. HALLWAY OF SKELETONS: If the Jolly Door is opened, 7 armored **Skeletons** armed with short swords will charge out (AC: 7, HP: 7, 6, 5, 4, 4, 3, 3 ATK 1 (1-6), 1/2 damage from sharp/edged weapons, immune to charm, sleep, hold spells) and attack until turned or destroyed. At the far end of the hallway, past the skeletons, is a small chest containing the following:

- 300 "gp" (worthless, fake gold, but impossible to tell unless magic detection is used or that PC is skilled in metallurgy successfully analyzes the metal).
- 3 arrows (cursed, -1 to hit/damage).
- *Potion of Foul Stench* (1 dose) – see appendix (New Magic Items).

THE CRYPT OF LOCHINVOOR – LEVEL 3

18. ROOM OF SPHERES: This room is completely made of perfectly reflective and smooth silver. The walls cannot be naturally climbed. 5 silvery, reflective soccer-ball sized spheres hover in the room (about 6 feet high). Each sphere can sustain 25 points of damage and have an AC of 8. If hit, but not destroyed, it will bounce and ricochet off of walls and other spheres (causing them to similarly move). Once movement starts, AC will drop to 5 and will continue for 2d4 ricochets. If hit and destroyed, contents will drop out of each and are as follows:

- Sphere 1: **Green Slime** (AC 9, HP 6) will spray out of the sphere. A successful DEX roll (-3 if the sphere is in motion) will allow the victim to successfully dodge.
- Sphere 2: 1000 sp and 4 gems (aquamarines; each worth 50 gp) will drop out of the sphere.
- Sphere 3: Acid will spray out of the sphere causing 1d4 damage + 1 additional point per round for 1d3 rounds. A successful DEX roll (-3 if the sphere is in motion) will allow the victim to successfully dodge.
- Sphere 4: UNICORN STATUE
- Sphere 5: Potion of Diminution (2 doses), in a fragile glass bottle. A successful DEX roll (-3 if the sphere is in motion) will allow the PC to catch

before the bottle before it falls on the floor and shatters.

19. SECRET DOOR: If discovered and opened, it leads to a small alcove with two large bronze double doors that are engraved with the same mural as in room 5. The doors have no lock or visible hinges. They cannot be opened by strength or use of a Knock spell.

On each side of the door are two statues, carved from the rock.

- **LEFT SIDE:** Stone statue of a humanoid female warrior in full armor. The right hand wields an ornately carved glowing GOLD longsword while the left is outstretched, palm up. The gold longsword appears as if it can be easily removed and radiates magic if detected. The longsword is worthless as a weapon, but worth 300gp value.
- **RIGHT SIDE:** Stone statue of a humanoid female scholar in arcane robes. The left hand wields an ornately carved glowing SILVER staff while the right is outstretched, palm up. As with the first statue: the silver staff can be easily removed from the statue, is worthless in combat, radiates magic, and worth 300gp value.

If the GOLD Key from room 15 is placed in the GOLD statue's outstretched hand (and similarly for

the SILVER Key to the silver statue), then the hands will close around the keys and doors will open. If placed in the wrong hand, or if the PCs attempt to remove the GOLD longsword/SILVER staff, then the statues will animate. The statues are actually a **Caryatid Column** (AC 5, HP22, ATK 1, DAM: 2-8, SD: Normal weapons inflict only 1/2 damage, magic weapons inflict full damage, but without the magic bonus. There is a 25% that any weapon that hits will snap (-%5 for each 'plus' of the weapon, if magical), All saving throws at +4; Attacks as 5HD creature). The Caryatid Column will attack until slain or if the PCs flee (they will not leave room 19 under any circumstance).. If the Caryatid Column is destroyed, the doors will open.

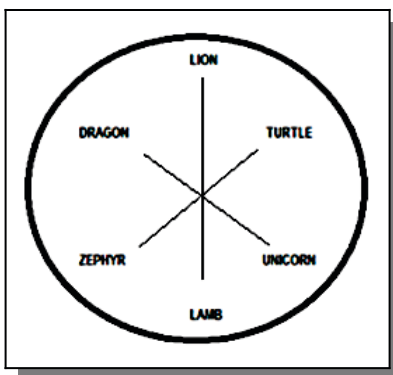
20. ROOM OF BALANCE: This large room is lit by 4 glowing green spheres (each equivalent to a torch) that hang in the air. The spheres can be moved and manipulated. If struck for 3 HP, it will be shattered and

become useless. The spheres will not function outside this room.

Along the opposite wall is a large metal (reflective and silver in appearance) mural, the same that is in room 5.

In the center of the room is a large metal (silvery, reflective color) basin. Along the wide rim, carved in Common, Dwarven, and Gnomish are the words "PRESERVE THE BALANCE". Inside the basin are what appear to be a swirling, reflective, liquid metal and a balancing plate, also made of the same, reflective, silvery metal. Along the plate are 6 small indentations, each the same size as the base of each statue (LION, LAMB, TURTLE, ZEPHYR, DRAGON, UNICORN). The base of each statue is the same size and diameter.

The statues must be placed in the correct sequence (the actual placement along the plate doesn't matter, only the opposite pairings (Lion vs Lamb, Turtle vs Zephyr, Dragon vs Unicorn):



If the proper sequence is placed, the mural will melt away off the wall, revealing a hidden tunnel leading to room #21.

If the proper sequence is not placed, then the basin will tip over and the statues will fall into the liquid. The liquid will not harm the statues. Touching the liquid will not cause any harm (unless consumed, which will cause retching and vomiting for 2d8 rounds).

21. THE FINAL RESTING PLACE OF

LOCHINVOOR: The entrance of the room overlooks an ornately carved stone sarcophagus. At the opposite end of the room are steps leading up to 3 chests. To enter the room, the PCs will have to descend about 30 feet.

The sarcophagus is large and inlaid with ivory, gold, silver, and precious gems (if worked out would all total about 3000gp, but it would be a time consuming task). If it (or the treasure chests) are disturbed IN ANY WAY, a **Guardian Spirit** (AC 5, HP 40 [attacks as a 5HD monster], ATK 2, DAM 1-6/1-6 [or weapon type], cause Fear, immune to charm, hold, sleep spells. Turned as a vampire. 1/2 damage from sharp/edged weapons. Regenerates 3 hp/6 rounds) will rise out of the sarcophagus and attack the PCs. As it attacks, the Guardian Spirit will speak in an Ancient Common tongue, "*Fools! Thieves! Defilers! You shall perish for disturbing my eternal rest! May the very ground curse and burn thy bones!*" [Players with an INT of 15+ can roll their INT to understand the language]

The Guardian Spirit possesses (and utilizes) two very special items:

- **Hrofgrün** (+1 longsword [+2 vs Thieves], No INT/EGO properties: The blade

permanently glows an eerie red light that possesses equivalent illumination to that of a torch [the light can be hidden by simply sheathing the sword]. If the hilt is grasped by a thief, the sword will let out a continuous loud, shrieking wail until dropped or silenced by means of spell. The shriek has a doubles the chance of attracting wandering monsters.

- **Einar** (+1 medium, sturdy, wooden shield with metal bands bolted across it. In addition to the AC bonuses, Einar also acts as a Ring of Protection +1 with regards to all Saving Throw bonuses when wielded. The metal on the shield is magically immune to all forms of degradation (e.g. Rust monster, crystal brittle, disintegrate, transmute metal to wood, etc...).

The Guardian Spirit will fight until destroyed.

If the Guardian Spirit is defeated, the chests can then be accessed:

Chest 1 – Wood: Locked with a dart trap (fires 2d3 darts, each causing 1-3 points of damage). Smash %/round = 35%. Contents:

- 1000copperpieces
- 150gp jade necklace
- *Robe of Useful Items*

- *Scroll (3 spells, Clerical, 9th level ability: Cure Disease, Sticks to Snakes, Cure Serious Wounds).*

Chest 2 – Iron: Locked with a blade trap (swings for 2d3 points of damage). Smash %/round = 25% (if smashed, there is a 50% change the potion bottle will be shattered). Contents:

- 750sp, ruby (100gp)
- +2 *Dagger*
- *Ring of Warmth*
- *Potion of Water Breathing (2 doses).*

Chest 3 – Steel with Iron Bands: Locked with gas trap (acid cloud that explodes out causing 1d3 points of damage + additional

point/round for 1d3 rounds). Smash %/round = 10% (if smashed, the gas trap will activate (all items within the chest must save or be destroyed; 75% chance that potion bottle will shatter). Contents:

- 25gp emerald
- 50gp topaz
- 100gp diamond
- *Malachite Steed* (see appendix: New Magic Items) o *Potion of Gaseous Form (1d3 doses)*
- *Scroll (4 spells, Illusionist, 6th level ability: Gaze Reflection, Blur, Improved Phantasmal Force, Fear).*

APPENDIX (Open Game Content)

NEW MONSTERS:

Guardian Spirit by Chris Larr

FREQUENCY:	Very rare
NO. ENCOUNTERED:	1 to 2
SIZE:	Large 8 feet tall
MOVE:	120 feet
ARMOR CLASS:	6
HIT DICE:	40 Hp, attacks as a 5 HD fighter
ATTACKS:	2 or by weapon
DAMAGE:	1d6/1d6 or by weapon
SPECIAL ATTACKS:	fear
SPECIAL DEFENSES:	Immune to sleep, hold, charm spells. Turned as Vampire. 1/2 damage from sharp/edged weapons. Regenerates 3hp/6 rounds.
MAGIC RESISTANCE:	standard
LAIR PROBABILITY:	100%
INTELLIGENCE:	Non (only obeys commands of creator [up to 21 words])
ALIGNMENT:	Neutral
LEVEL/X.P.:	5/160+70+6/hp (See 124 OSRIC A5 XP monster table) or 360 xp as per C. Larr original module.
MONSTER LEVEL:	5



Guardian Spirits are undead entities, created by long-forgotten, ancient magic, to guard treasures and tombs. They tend to be inactive skeletal remains, but once disturbed, they rise, glow fiery red, and attack. Their fiery aura, while harmless, but can CAUSE FEAR, per the clerical spell at 5th level ability (save vs spells to resist effect). They can also speak through their creator's voice (magic mouth). Holy water does 2d6 points of damage. Because of the potent **magicks** involved in their creation, they are turned as Vampires. Guardian Spirits regenerate 3hp every 6 rounds.

Treasure type: E

NEW MAGIC ITEMS:

MALACHITE STEED: This item appears as a lump of malachite, roughly carved into the shape of a horse. When placed on the ground and the command word spoken, the stone becomes a light riding horse with green eyes (the same color as the stone). The steed will obey its master's verbal commands, regardless of language. When riding, the Malachite Steed never fatigues, traveling at a basic rate of 24' on land. The steed requires neither food nor water.

If the "horse form" is slain, the Malachite Steed will revert back to its stone form and is unusable for 1 month. If the stone itself is destroyed, then the item is permanently lost. The steed can be used three times a week for a period of up to 12 hours each summoning.

Stats: AC 7, HD 2, HP: 16, AT: 2, DAM 1-4/1-4, SIZE: L, INT: Animal (but obeys all basic verbal commands).

XP Value: 1800xp. GP sale value: 3000gp

WAND OF SHIFTING: This wand can be used by either a Magic User or Illusionist. In the hand of an Illusionist only, the character will appear blurred and distorted, making them harder to strike and effectively lowering their AC by a factor of 2. While the AC bonus does not expend any charges, the wand must possess at least a single charge for the bonus to take effect.

The wand also has 2 separate functions (usable by either Magic User or Illusionist):

- **Blink:** The user of the wand can cast Blink (per the Magic User spell) upon him/herself or another single individual – friend or foe (saving throw applicable to negate the effect). The effect lasts 1d4 rounds per charge expended.
- **Mass Blink:** When used, **all** living creatures in a 10 foot sphere will be blinked. The effect expends 3 charges and lasts 2d3 rounds + 1 round/additional charge (e.g. if 5 charges are expended, the effect would last 2d3 + 2 rounds). Saving throw is

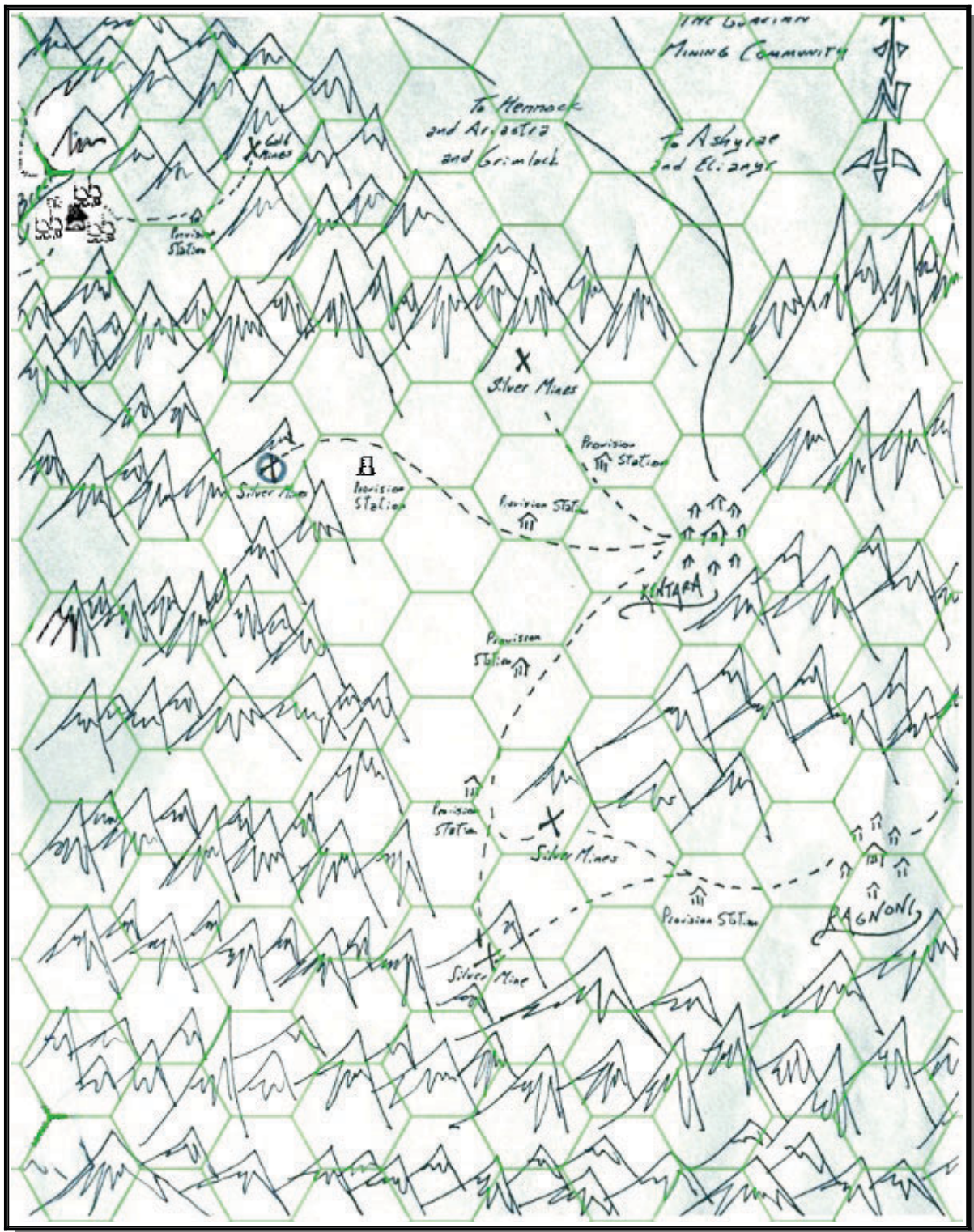
applicable to negate the effect (but each creature caught in the effect must save individually).

Each function requires 2 segments per charge expended. The wand can be recharged.
XP Value: 2500xp. GP sale value: 10000gp

POTION OF FOUL STENCH: A pink colored potion that smells of roses and tastes of honey (in fact, if identified, it will be seen as a random beneficial potion). However, once consumed, within 1d4 rounds the drinker will begin to exude a foul stench. So foul is the disgusting that the drinker's attacks receive a penalty of -2. The AC of the drinker will also be penalized by +2. Finally, the chance of attracting wandering monsters is doubled. The effect lasts 3d6 turns.

XP Value: --- GP sale value: 100gp

MAPS:



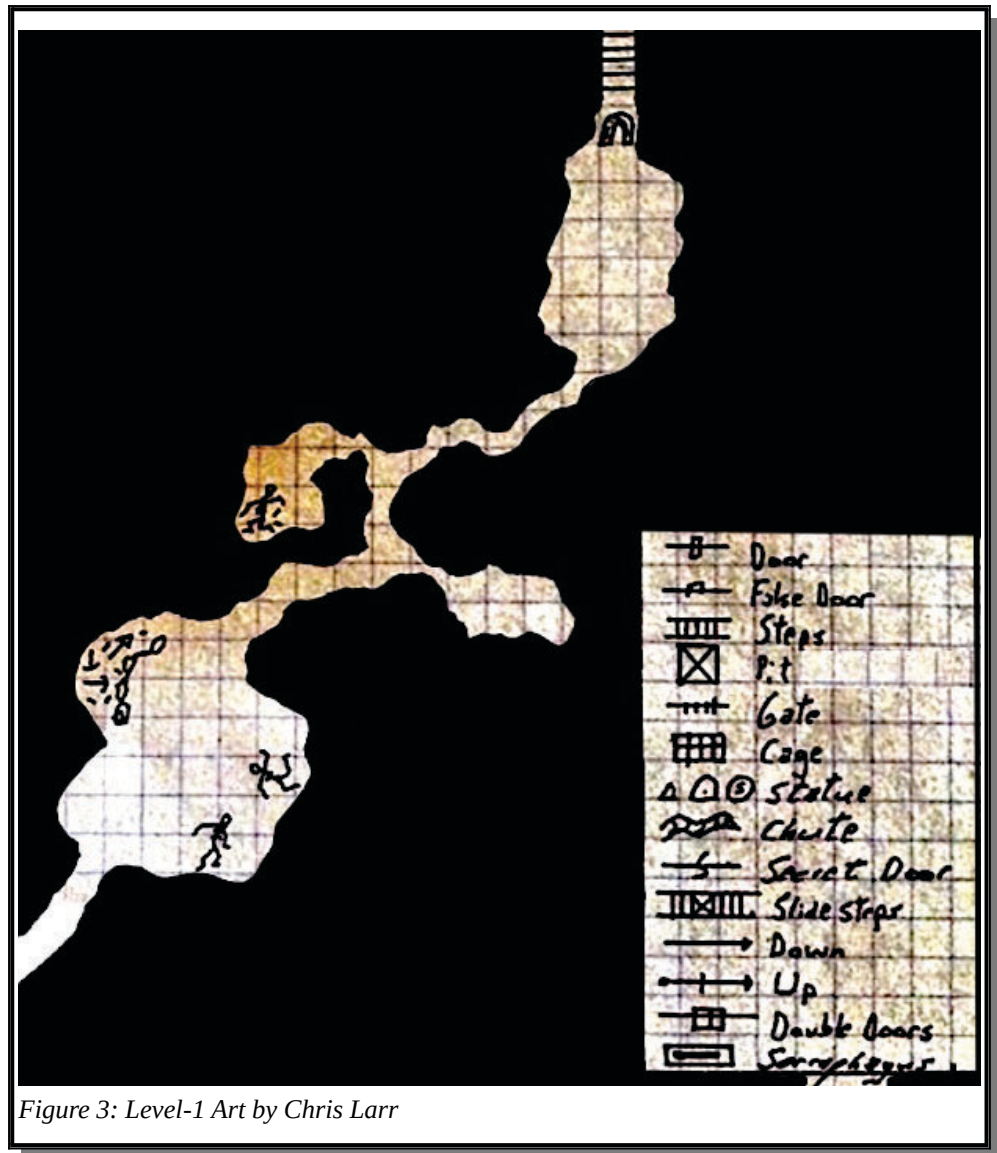
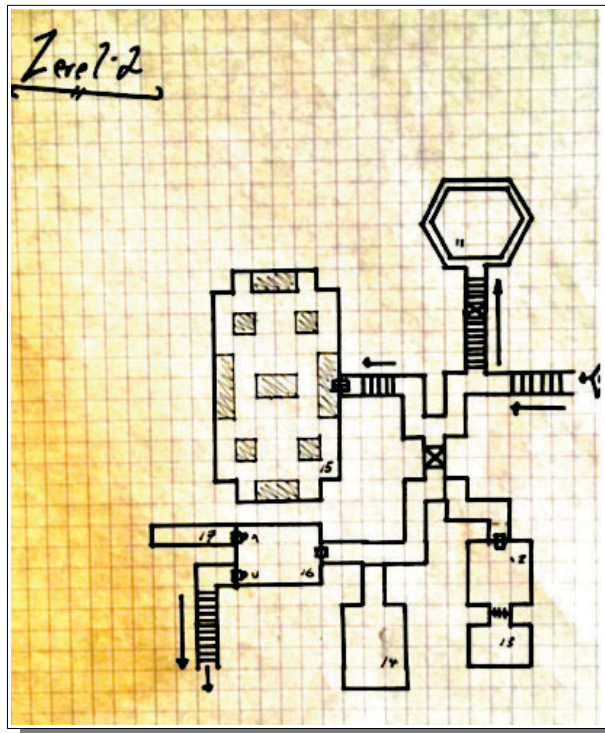
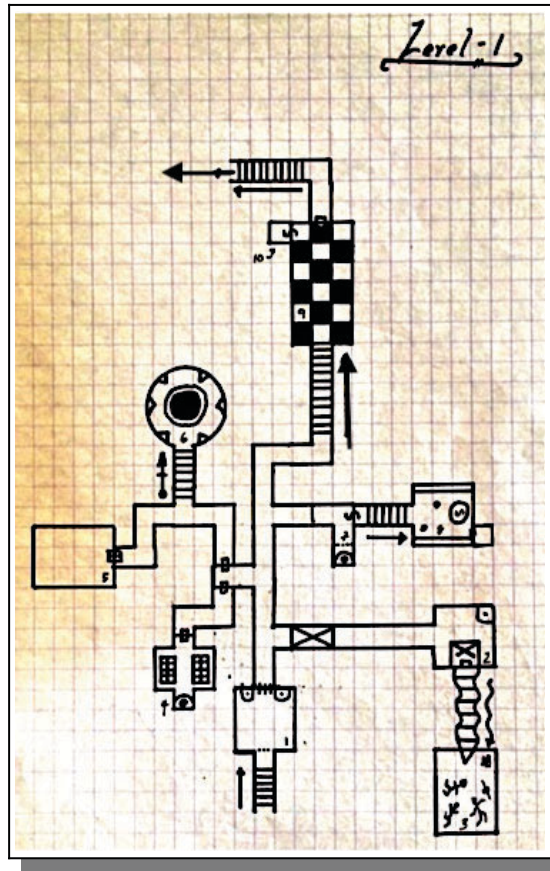
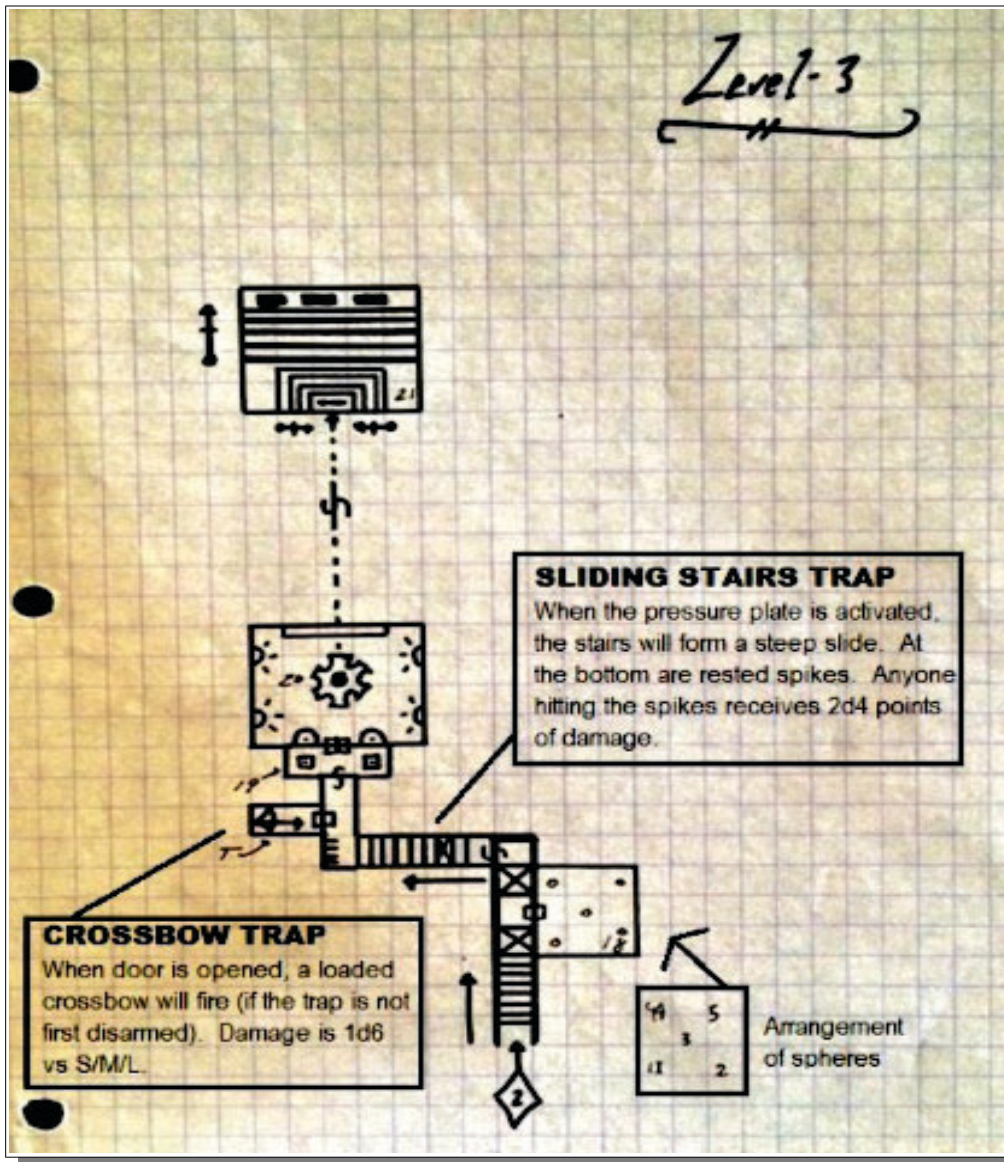


Figure 3: Level-1 Art by Chris Larr





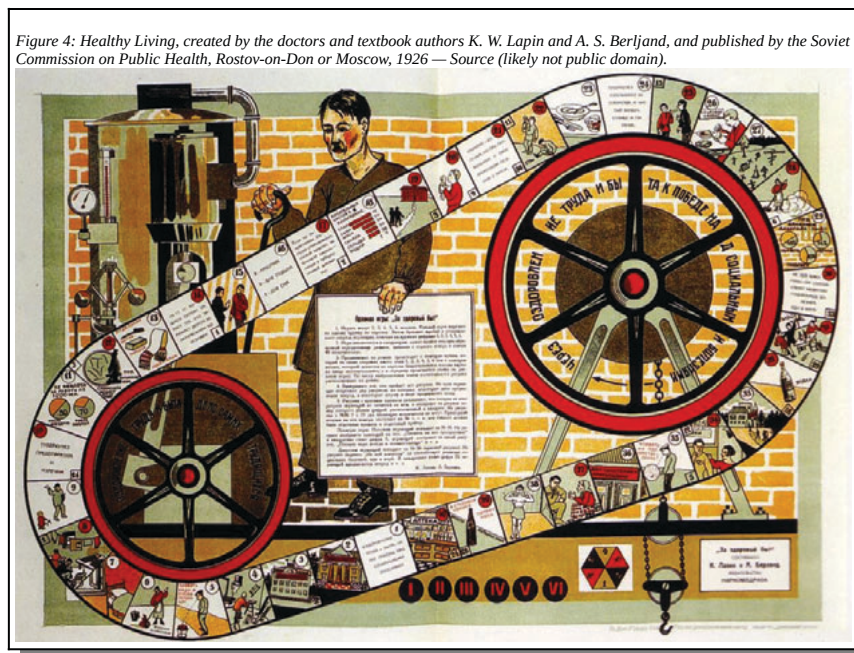
Pre-Generated Characters

NAME	CLASS	RACE	LVL	HP	STATS	MAGIC	ITEMS
Sir Brün of Rotendale	F	Human	4	31	S: 17, I: 10, W: 9, D: 12, Con: 16, Cha: 7		Ring Mail +1
Hrothgar the Sullen	F	Dwarf	3	25	S: 18, I: 9, W: 8, D: 10, Con: 17, Cha: 10		Warhammer +1
Azdurin Xurrah	F	Elf	2	19	S: 15, I: 12, W: 10, D: 18, Con: 16, Cha: 15		Longsword +1
Y'Lea Verdigris	Ranger	Half-Elf	2	13	S: 14, I: 9, W: 16, D: 16, Con: 15, Cha: 10		Longbow +1
Simon Greylon	MU	Human	3	9	S: 10, I: 17, W: 12, D: 11, Con: 9, Cha: 9		Ring of Protection +1
Acacia Tragacanth	MU	Elf	2	6	S: 7, I: 16, W: 9, D: 16, Con: 6, Cha: 15		Dagger +1, Scroll of Protection from Cold
Miradon Bogbinder	Ill	Gnome	3	10	S: 6, I: 17, W: 8, D: 17, Con: 11, Cha: 16		Staff +1, Potion of Gaseous Form (1 dose)
Alarick of the Sixth Circle	Cleric	Human	3	17	S: 15, I: 9, W: 16, D: 9, Con: 8, Cha: 18		Mace +1
Daela Faenir	Cleric	Elf	2	12	S: 13, I: 11, W: 17, D: 16, Con: 15, Cha: 9		Shield +1
Kael Mithra	Druid	Human	2	11	S: 9, I: 13, W: 15, D: 15, Con: 11, Cha: 17		Scimitar +1 (+2 vs creatures larger than man-sized)
Carela Silversharpe	Thief	Halfling	4	20	S: 15, I: 14, W: 11, D: 17, Con: 15, Cha: 14		Sling +1, Oil of Slipperiness (1 use)
Drex	Thief	Human	3	18	S: 7, I: 9, W: 7, D: 18, Con: 16, Cha: 15		Short sword +1 (to hit only, no damage bonus)
Habble Knockson	Thief	Halfling	2	9	S: 10, I: 15, W: 9, D: 16, Con: 10, Cha: 8		Leather Armor +1

The Role of Games... in History

Healthy Living board game.

This is the game "Healthy Living" from the early Soviet Union. (1926)
 This game has a real goal of teaching the players about "healthy living" for the purpose of preventing disease or injury. This pass-time may look - to the western viewer - weird and strange. This is no more strange than Monopoly or Sorry. Games that teach or entertain in an informative way have been around for hundreds of years. Some, like the games to the left, are propaganda aimed at influencing the public for a purpose.



[I]n every case [...] [the game] generate[s] an alternate space in which people can play through the anxieties of their daily lives according to clearly established rules and, so long as there is no actual money on the line, without any fear of harm. writes **Roberto Calasso**.

It seems that tabletop games are a fundamental part of our lives.

Ecology of the Bulette (Open Game Content)

by D. Johnson

As told to him by The Great Scholar Ran El Mu.

Etymology

The word *bulette*, in the language of the local tribe that first encountered them, means “giant armored monster who live below” in Hisi’ke.

Characteristics

SIZE

Bulette's (boulay) are large to giant-sized mammals. The large species are the size of a small pig and weigh up to 54 kg (119 lb), and can be 150 cm (60 in) long. The giant-sized bulette weights in at 4,400 lbs to 5,275 lbs. and are the same size as an VW Beetle.

Their carapaces' (shell armor) cover the body from nose to tail.

EYESIGHT

The visual acuity of the bulette is curious at best. It is not know if they can see color, but we believe they can see objects medium to far range. (0.1 feet to 1000 feet.) Detection of motion is a strength of this creature.

DERMAL ARMOR (SCUTES)

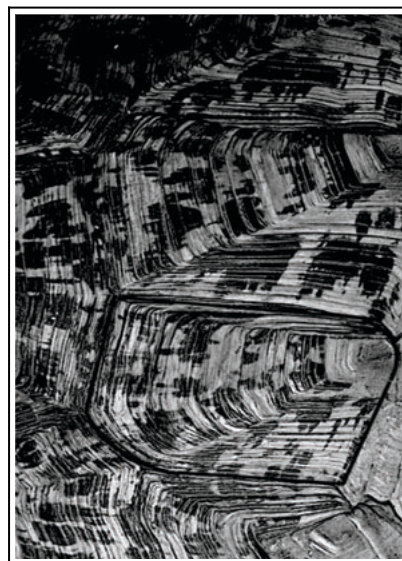
The outer armor, known as the carapace, not only covers the head of this brut but the back and hind quarters. The scutes look like scales – or large armor plates – but form by a different means. It grows from the epidermis (the outer skin cells) of the beast.

To the right is an illustration of the shoulder armor from a dead bulette.

Note the plate-like scutes.



Figure 5: Carcass found embedded in dirt.



Ecology

The Bulette makes its home in habitats as varied as dry savannas, deserts, marshes, and lakeshores, and in elevations from sea level to just below mountain areas. A typical territory can span an area of thirty miles which they defend with great vigor. Bulettes, however, are not found in the cold climates. The Bulette are born with sterile intestines and require bacteria obtained from their mother's feces to digest meat. They can consume as much meat as 150 kg (330 lb) of food

and 40 L (11 gals) of water in a day. They mainly subsist on large animals like beef cattle, horses, and other large creatures. Although they tend to eat large animals, they will attack any size animals if food is scarce.

Because of their large size, bulettes serve an important role in their habitat and are considered a key species. During the bulettes travels they uproot trees and undergrowth, thus transforming a savannah into grasslands. During drought times, bulettes dig for water. This is beneficial to the other wildlife because they create waterholes. Another curious behavior is the act of excavating caves that are used by other creatures. This activity is witnessed by a few dedicated druids that study these creatures. Although bulettes are never found in the underworld, they – from time to time – take shelter in shallow caves, possibly to give birth to young. Bulettes are thought to be dispersers of seeds. The seeds are carried around and flake off of the animal. Bulettes crave meat but will on occasion eat plant matter to fulfill their dietary needs. The size of adult bulettes makes them nearly invulnerable to predators, though there are rare reports of adult bulettes falling prey to larger animals like dragons.

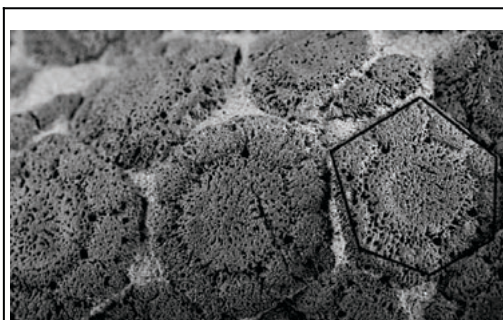


Figure 6: Bulette body armor.

Bulettes tend to have high numbers of parasites, particularly nematodes, compared to other mammals. This is due to lower predation pressures that would otherwise kill off many of the individuals with significant parasite loads. – **Great Scholar Ran El Mu**

Years ago, (36) to be exact, the story about a hunter killing a bulette surfaced and the trio of learned men investigated it. As it turns out... The entire story was a falsehood. – **Great Scholar Ran El Mu**

FACT:

- The carcass of an adult bulette was indeed found by Ran El Mu.
- The trio dissected and studied the remains in detail.
- They made extensive drawings of the anatomy that are still in use today.
- The various organs have been used in transmutation potions.

Many millennia ago, the creature known as the “Bulette” (Buley), appeared unto mankind. For hundreds of years, the bulette enjoyed free reign over the lands. Their prey was plentiful and easy to catch. Then for unknown reasons the creature disappeared. Many scholars have studied the disappearance of this creature and still don't know what happened.

In recent years the Great Scholar Ran El Mu detected the presence of a new deadly species of unknown origin. He and his team of learned Magicians, Druids and Alchemists set forth on a quest to determine the threat from this new creature. To their utter amazement, the new creature was found to be the legendary bulette! Where the demon came from is not known. How many creatures are there is also a puzzle. The trio set an observation blind to study the habits and wonderings of the bulette. To their astonishment, a second smaller bulette was sighted. It has been determined that this one is a female! Over the next several weeks; the following information was gathered relating to the daily habits of the bulettes.

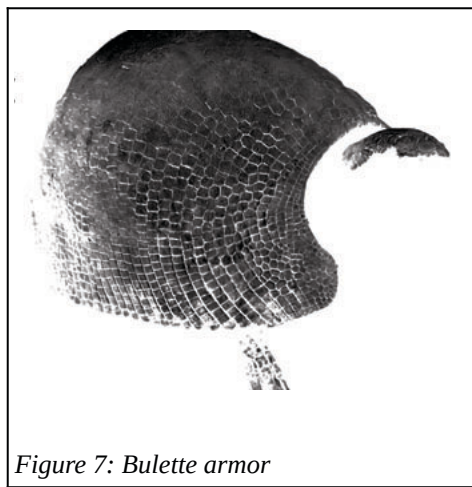


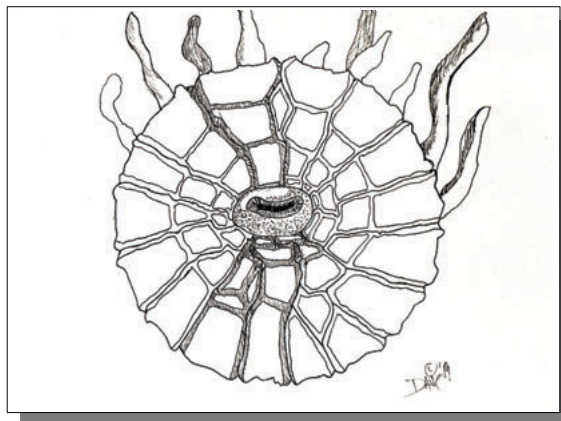
Figure 7: Bulette armor

- The bulette travel just beneath the surface of the ground and sometimes the crest will breach the surface of the ground very slimier to a sharks fin.
 - The speed of burrowing is equal to that of an unencumbered battle horse at full vigor! **NOTE:** Large, heavy horses, weighing from 1,500 to 2,000 pounds (680 to 910 kg) can carry up to approximately 30% of its body weight. Also, they can travel at **8.1 to 10 miles per hour.**
 - It's true, that the bulette will not pass up the chance to eat a horse but, for some reason, the creature can detect dwarves and elves. The bulette will avoid them!
 - Bulettes have a nest for their young. The nest is sometimes found in the center of the territory they defend.
 - They have a maximum of one calf per year. The calf, once bourn, is fully capable of defending itself. It must stay close to the mother for six to eight months for nourishment.
-

The Ecology of the Gas Spore (Kinrui)

for OSRIC™ RPG

by D. Johnson (Open Game Content)



“... [Enkidu kl], who was always the eager one, claimed the right to descend first, since it was he who had discovered the shaft. [...] Taking a deep breath of fresh air, [Enkidu kl] drew one of his throwing blades and a *dropline*, and vanished through the opening without fanfare. [...] [Suddenly] there came the muffled thud of an explosion [...] followed by startled cries[.] [Enkidu kl] made no sound as his body, tangled with the rope, was flung high into the air,[...] coming down to sprawl torn and lifeless on a high rock. [We could see] the fighters [...] stumbling about in a [...] yellow cloud of spores, coughing and crying out...”(Greenwood).

The Kinrui is one of the deadliest deceivers in nature. This is reported by the most learned and accomplished mage; the **Great Scholar Magician Ran El Mu**. A gas spore is a small to large, versatile, fungus plant of atypical style. It gleans vigor from observable light wave radiation “sunlight.” The creature eats other plants to obtain chlorophyll and cellulose. **Note:** Chlorophyll is used to make hydrogen via a complex processes and cellulose is used for repairing its body.

- A **gas spore** has the natural ability to generate hydrogen, which it uses to fill its sphere-sack, and float about. The creature will always move towards a light source,

sound, or vibration/movement. Areas of **continual light** radiance often serve as underground lairs for Kinruis.

- Through a complex process, they produce hydrogen to enable their locomotion and the exact structure of this creature has been examined by Ran El Mu and his associates in detail.

The Kinrui is an expert at water splitting. Water is decomposed into its component protons, electrons, and oxygen, occurs in the light reactions in photosynthetic organisms. Some such organisms, including the alga *Chlamydomonas reinhardtii* and cyanobacteria as well as the Gas Spore, have evolved a second step in the dark reactions in which protons and electrons are reduced to form H₂ gas by specialized hydrogenases in the chloroplast.

The fact that the gas spore contains hydrogen makes it doubly dangerous. Spells like **Fireball** and **Lightning** will detonate the floating creature causing explosive damage within the blast radius. Secondly, the spores are launched and will impact all fleshy creatures near by. This is the reproductive cycle; the spores will grow inside the host.

NOTE: The spores are enclosed in a protective shell so they can survive an explosion.

Attributes:

- This beast is a large floating fungus plant.
- It floats by use of a hydrogen filled body.
- Inside the spherical body are spores.
- The beast has a central photo-reactive “eye” organ that does indeed help it to navigate towards its prey and light source.
- This creature has ten stalk-like rhizome growths resembling “eye stalks” or tentacles.

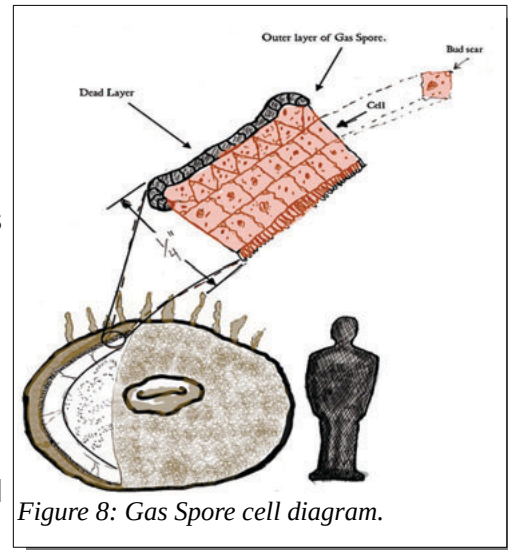


Figure 8: Gas Spore cell diagram.

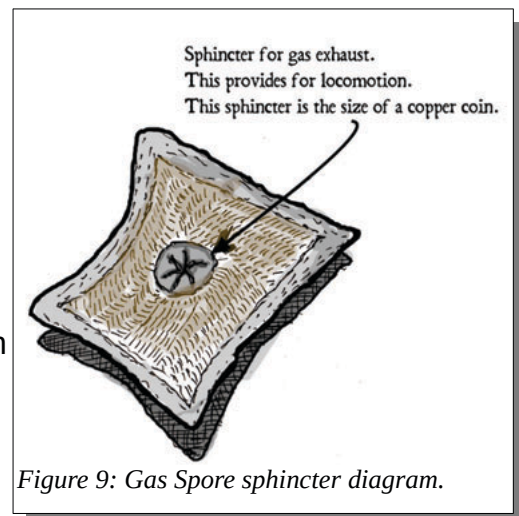
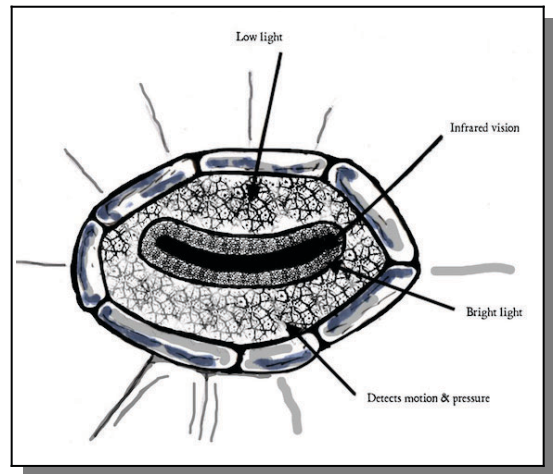


Figure 9: Gas Spore sphincter diagram.

- **Figure 8** is a diagram of the sphincter mechanism that the spore uses to move in any direction. Up to 500 of these are evenly dispersed over the sphere. The gas spore can move 3 feet per round in any direction.
- **Figure 9** is a diagram of a spore and the inside of a spore. The outer layer is ¼th inch thick and has six cell layers. The inner gas sack is filled with hydrogen and spore seeds.

The image to the right is a diagram of the “eye” spot of the creature. The outer portion detects low light, motion, and pressure. The “pupil” has an outer ring that detects bright light and the black center has infravision up to 120 feet. When a *Kinrui* explodes it does 6-36 hp damage to everyone within a 20 foot radius. If a **Save vs Wands** is made then half damage applies. All mammals within range of the explosion must **Save vs Poison (+3)** to avoid infestation of rhizomes. **NOTE:** The eye cannot be blinded by sudden intense light.



Effects of infestation:

- **Feeblemind** with in two rounds. “This reduces a victim into a state of extreme mental retardation, which condition persists until the victim is magically restored by means of a [**cure disease**], **heal, wish, or restoration** spell”(Marshall). OSRIC A5 page 60.
- Casting **Cure Disease** on a host within 24 hours will kill the infestation completely.
- Following 4 to 7 turns (3+1d4), the victim become **comatose and remains in this state until cured or killed** by the departing pseudo-gas spores which not only consume the victim but burst fourth from the body. This kills the person or creature.
- If the victim is placed into **temporal stasis**, via the associated spell – this affects the victim and rhizomes – stopping the growth of the rhizomes. **Once 18 hours have passed**, in this state, a **System-Shock Survival (S³)** roll to avoid death.
- **After 20 hours have passed...** The host will loose 1d4 hit points per hour until death occurs. Then 2d4 gas spores will erupt from the body.
- The newly berthed spores are 2 to 4 feet in diameter and can inflict 2d8 hit points damage if they explode. **Note:** These small gas spores are not able to float yet. They

will roll around on the floor until they consume plant material; thus enabling them to create hydrogen gas. The gas will form over the first 24 hours of their life. Once airborne the gas spore can move freely.

- **Gas spores always eat plant material.** Always! They will stop chasing a warmblooded creature in favor of plant material. The only exception to this rule is when they are near the end of life; they will opt to reproduce by infecting a host. They will cause themselves to explode.
- A typical life span for a gas spore is around 500 years. They can hibernate for several thousand years when the lack of food or prey is evident. This usually will be due to their location. For example they might find themselves in a darkened cave system after chasing mammals.
- Gas spores can also reproduce by touching a victim with a tentacle/rhizome. Once the appendage makes contact with the skin it exudes a pseudo-glue. The tip will form a hypodermic-like needle and inject spores into the new host.

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Greenwood, Ed. "The Ecology of the Gas Spore." *Dagon*, 1987, pp. 36–37.

Marshall, Stuart. *OSRIC Old School Reference and Index Compilation*. 2.2 ed., Black Blade Publishing, 2014.

NEW MONSTERS

This is a new monster. The art is provided by [Threednd.com](https://www.threednd.com) and *Seán Dodger Cannon*.

Crepitus (The Creepy Thing) (Open Game Content)

FREQUENCY:	Rare
NO. ENCOUNTERED:	1 to 2
SIZE:	Man sized 6 feet tall
MOVE:	120 feet
ARMOR CLASS:	10
HIT DICE:	22 Hp, attacks as 3 HD.
ATTACKS:	1 (explodes for 3d10)
DAMAGE:	3d10
SPECIAL ATTACKS:	explosion
SPECIAL DEFENSES:	none
MAGIC RESISTANCE:	standard
LAIR PROBABILITY:	0%
INTELLIGENCE:	Non
ALIGNMENT:	chaotic evil
LEVEL/X.P.:	3/75+30+3/hp (See 124 OSRIC A5 XP monster table).
MONSTER LEVEL:	3



The monster is six feet tall with four small stubby legs, each with a black foot nail. Their skin is a leathery green. No hair to speak of. They have two dark brown-black eyes that seem to look deeply into your soul.

These creatures roam freely in any environments. They stalk their prey through stealth means. They have been known to appear out-of-nowhere and explode violently! It is not known if or what they eat. They might be totally magical.

NOTE: This monster is known to hiss for a second and a half before exploding!

NOTE: 3d models of this and other creatures are available from [threednd.com](https://www.threednd.com) (link above).

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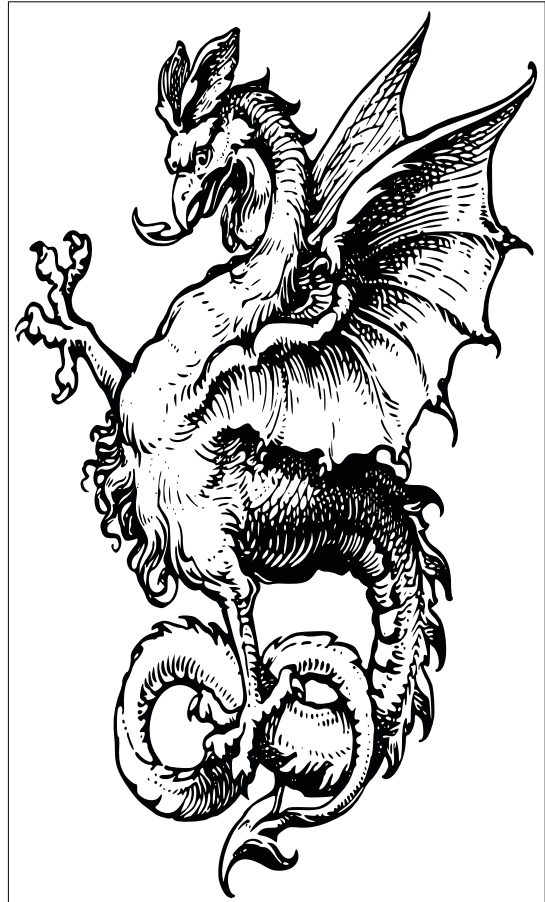
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