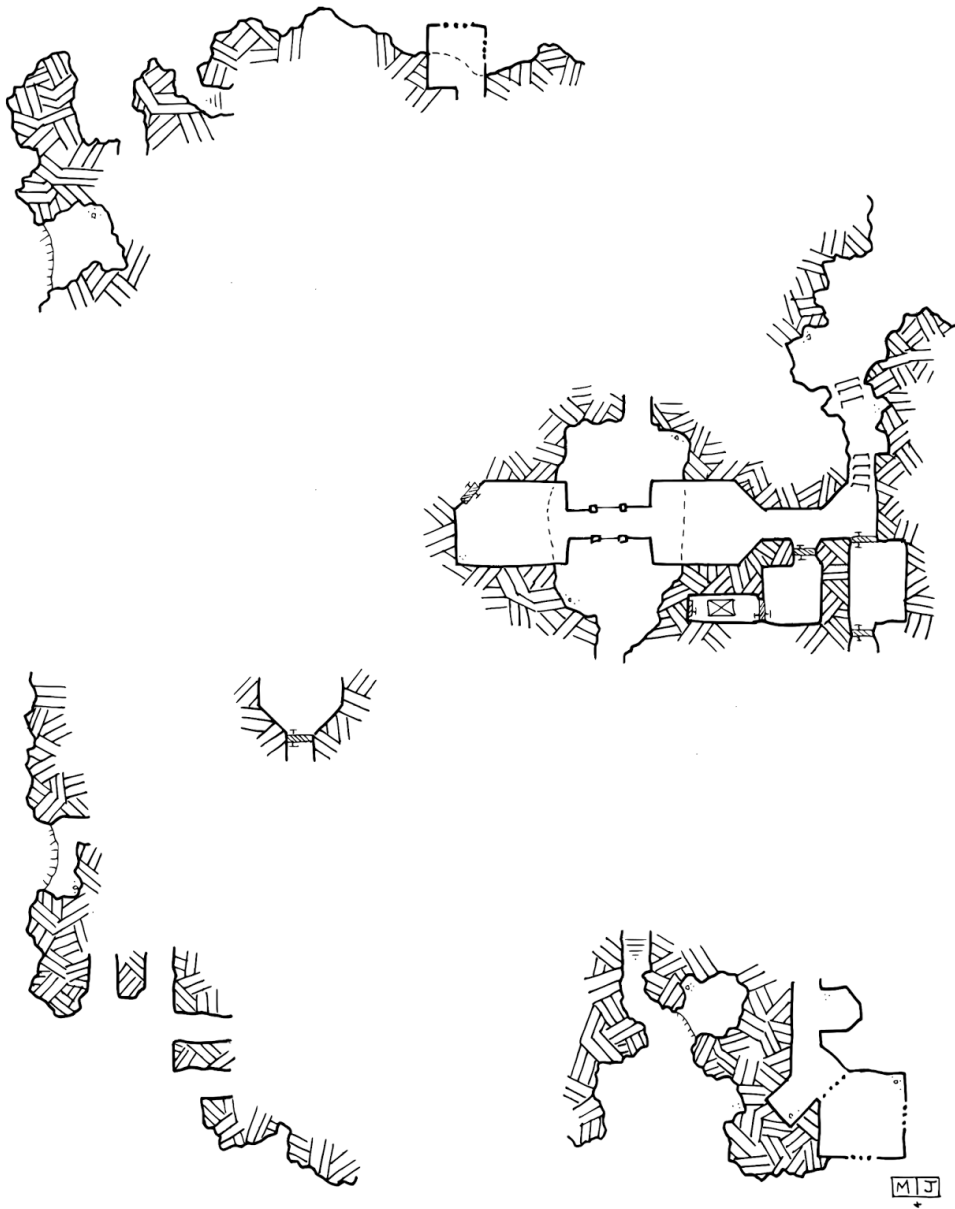


Coming Next Issue:



Tenkar's Tavern OSR Superstar Contest
Entry from
The Tower of the Archmage

The Archmage's Octavo



Issue 1, July 2014

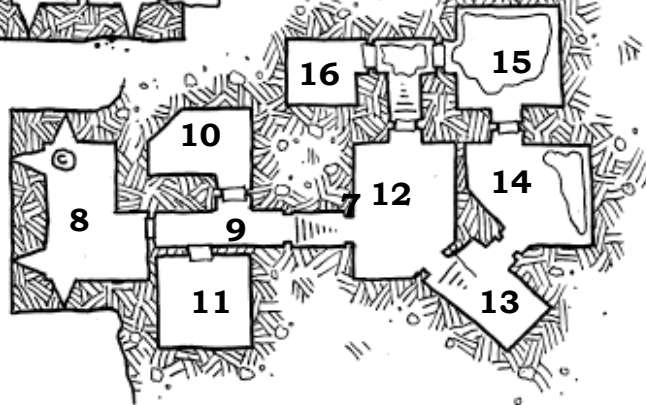
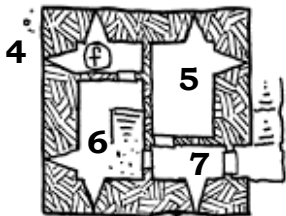


Dravid's Tower

by Dyson Logos

rpgcharacters.wordpress.com

/2014/05/27/tuesday-map-dravids-tower/



Welcome to the inaugural issue of The Archmage's Octavo. The impetus of publishing this little zine is, in part, to fulfil my New Years resolution to put together and publish short adventures, encounters, rules, etc. As with my blog, the material within will generally focus on the Rules Cyclopedia version of D&D, though I will probably include things from other editions of D&D, and maybe even for other games.

So why "The Archmage's Octavo" when it's clearly a 12 pages? Mostly because I'm not counting the cover pages. Also, it's not wise to question the ways of wizards!

And because of my love of all things wizard this issue contains an edited and revised version of my Carousing/Magical Research rule, as well as a wizards tower with an unfortunate infestation.

I hope this issue (and those that follow) entertain and inspire you in your games.

If you have any comments or suggestions, please write!

David Brawley

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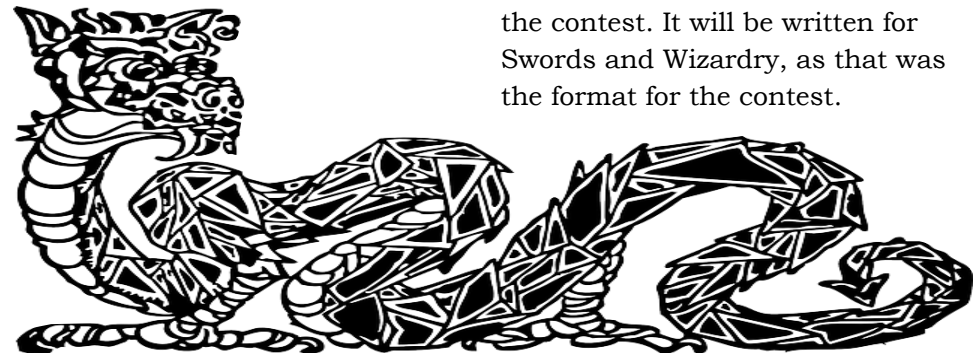
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<u>Table of Contents</u>	<u>Page</u>
Welcome & Table of Contents	1
Carousing: Magical Research	2-4
Magic Eaters	5
The Problems of Tower Ownership	6-7
Map: Dravid's Tower	8

All art in the Octavo is either from the public domain, used by permission, or drawn by me. In this issue, the cover is the Wainhouse Tower by steven earnshaw: www.flickr.com/photos/stevenearnshaw/48708484/

A huge debt of gratitude to Dyson Logos for not only continuing to inspire mapmakers around the world, but for making his maps available for all of us to craft our adventures around.

The next issue of The Archmage's Octavo will include my entry to Tenkar's OSR Superstar Contest, including several new monsters and the magic items submitted for the contest. It will be written for Swords and Wizardry, as that was the format for the contest.



Carousing for Wizards: Magical Research

Because one never knows where research into arcane topics will take a wizard; the results of experimentation are many and varied, though generally less extreme than when attempting to create a magic item, at least for the caster directly. Many of these mishaps cause an effect that might be felt by the local populace, which would explain why so often wizards towers are so far away from cities and towns.

Carousing: Magical Research

Time = 1d6 days * level

Cost = Time * 100gp

As magical research is fraught with danger, a save vs. magic wands must be made. If passed, they gain XP on the cash spent. If the save is failed, or if the wizard runs out of cash before their research is concluded they must roll on the chart below, and do not gain XP.

1. But it should have worked! Your frustration distracts you as you try to figure out where you went wrong. Always surprised/last to go in the next adventure.
2. That was some powerful ... umm ... something. Your experiment blew up in your face, dousing you with something weird and hallucination inducing. Roll a 1D6 1 – minus 2 to all rolls as you watch the colors next session, 2 - +1 to hit and damage next session as you are filled with psychotic rage, save vs. poison or permanently lose 1 WIS, 3 – See invisible for the next Session, 4 – Catatonia for the next session, save vs. poison for every action taken, 5 – The lizards are under your skin, but you cut them out doing 1D6 damage to yourself at the start of next session 6 – Permanent flashbacks, -1 INT.
3. Not really sure how you did that. You managed to Commune (as per the spell) with a greater being.
4. New way of looking at things. +5% XP next adventure.
5. Well hello there. You summoned a thing. It's a small thing, but it won't leave you alone, and trying to kill it would be bad. Very bad indeed. Roll 1d6. 1 - Only you can see it. 2 - Miniature demon/devil. 3 - Floating blob with d6 eyes. 4 - A bat that constantly crawls all over you during the day, and flaps around you at night. 5 - A tiny goblin head grows on your shoulder/neck. 6. Living spark.
6. Just a pinch of cilantro. Brewed a random potion, but lost all your notes in the process.
7. Oh hellfire. You managed to set the lab/library on fire. Roll a d6. 1 - Minor fire, easily put out, however you're not invited back if the location wasn't your own. 2 - Significant fire, take 1d6 damage. 3 - Destroyed spellbook! 4 - 1d6 burn damage and either -1 to Dex or Cha. 5 - Burned the building down. 6 - Actual hellfire that will burn for 100 years. Thankfully it doesn't spread.
8. Like the light of a thousand suns. Suffer penalties in bright light as a goblin or drow for the next 1d6 adventures.

6. Debris clutters the base of the stairs.
7. Strings of hanging bones lace the ceiling. The door to the outside is only barely attached.
8. The door out of the room is locked and stuck. The walls are scratched with warnings about the magic eaters, and nonsense wards designed to keep them trapped.
9. The hallway is cool and musty with a tangy citrus edge to the air. Dead continual light crystals are embedded in the wall near the ceiling. 3 Magic Eaters lurk on the ceiling near the door, and will surprise on a 1-4 on a d6. They will focus on magic wielding characters.
10. This laboratory is full of broken shattered alchemical equipment. 4 magic eaters lurk in the mess along with a clutch of 2d6 eggs. A small pile of gold, silver and copper bars sits in an unlocked chest under one of the benches. (2,500 gp value)
11. Rotted books line the walls and cover the floor. A stone golem stands motionless, drained of all animating force.
12. Various knick-knacks, stuffed monsters, and mineral samples line the shelves of this room. Within the body of a stuffed Hooked Horror are 3 Magic Eaters.
13. Maps of various realms, including other planets and planes cover the walls, ceiling and floor, all made of tiny mosaic tiles.
14. A small forge and other smithy equipment rusts away due in part to the large puddle of water along the east wall.
15. Summoning Chamber. A glowing crystal within the summoning circle keeps the Magic Eaters anchored to this plane. Sacrificing a permanent magic item will destroy the crystal. Any remaining Magic Eaters will converge on the party entering this room.
16. A wight and 2 ghouls (the wizards apprentices) wait hungrily for the party to open the door. A copy of the wizards travelling spell book is preserved in a lead lined box, containing 2d4 spells of levels 1-3, 1d6 spells of level 4 and 5, and 1d3 5th level spells.

Upon destruction of the crystal, any Magic Eaters left alive will be drawn back to their native plane. The eggs will not, and they will hatch in 3d12 months, releasing a native strain of Magic Eaters onto the world. The eggs appear as milky white faceted spheres, about 4" in diameter. Anyone carrying one gains a +4 bonus to saves vs magical effects. Each time the bonus is successful, it reduces the hatching time by 1 month.

Dravid's Tower - The crazy old man living in the up on the hill has claimed he's a wizard for as long as anyone can remember. No one believes him, and why should they? He wears rags, lives in an old ruin of a tower, and hasn't cast so much as a cantrip that anyone has ever seen. Yet he does know strange things, and sometimes the village witch consults with him, though never at his tower.



The reality is that reality has changed, and he was a wizard. In his quest for knowledge he released a pest into the world. Part virus, part cockroach, they scuttle behind reality eating magic. Thankfully they aren't quickly prolific, at least not as we understand time, but they've been eating the wizard's magic for years, and they're almost done. When his magic is finally all gone, they'll spread out looking for more.

The wizard is desperate for someone to send them back where they came from before they eat all the worlds magic...

All doors within the tower are rotted and near worthless. Within the dungeon (rooms 8-16) the doors are all stuck shut. Any arcane spells cast within the tower environment have a base 25% chance of failure.

1. The open top of the tower has been exposed to the elements for years. Once a glass enclosed observatory topped the tower. All that now remains is a corroded lump of copper, and the shattered remains of the crystal lenses. The floor is unstable and will collapse if more than 2 people climb onto it.
2. A colony of pigeons has taken over this exposed room. The floor is thick with guano. The birds will flee if disturbed. The wizard collects their eggs, and occasionally eats one of the birds. The iron stairs leading up to room 1 are rusted and dangerous. Save vs Paralysis for anyone not wearing gloves or take a point of damage.
3. Stuff
4. The floor of this small room has collapsed down into room 8. An old rope ladder gives access. 2 in 6 chance it breaks when anyone goes down carrying more than their clothes.
5. Dravid lives primarily in this room, and his small treasures (no real value) are kept here. The walls are scratched with half complete spell formulas.

9. Demonic Temptation. Your research shows you a way to gain an extra spell slot of your highest level. A suitable price will be determined by the DM.
10. That which does not kill you probably wants to make you their pet. An extraplanar being has laid claim to you, and has marked you in some way as their own.
11. Power is fleeting. You manage to enchant a dagger +5. Every time you hit with it, the dagger will lose a plus. It will crumble to nothing with the 5th hit.
12. Power is greedy. You manage to enchant a dagger +1, but it's cursed, and every hit causes you 1 point of damage. It will always appear in your hand in combat. Remove Curse will unravel the entire enchantment.
13. Knowledge is Power. Discover a variant of a spell you know that is just a little bit better.
14. So that's where it is! Uncover the location of a lost spell or magic item.
15. If only I had the gallbladder of an owlbear! Obtain a rare ingredient, and create a random magical tea (a potion that needs to be brewed)
16. Shouldn't have spent so much time with that warpstone. Random mutation (per mutant future)
17. Reality shift. Re-roll your highest and lowest ability scores.
18. Out of phase. Lose your reflection. It remains nearby, appearing in other people's mirrors. If you die, it will come through to replace you.
19. Darker shadow. Your shadow has been replaced by the shadow of the last thing you killed or helped kill. Given the chance it will free itself and attack you.
20. Gimme some more of that! You've managed to create a magic drug that's magically addictive to spellcasters. Each dose costs 1d4*100 gp to make, and lasts a week. As long as you have a dose, your spells are more potent. If you don't have a dose, you suffer a -2 penalty to all rolls. If only you hadn't tried it yourself...
21. It's alive! You animated a flesh golem... made of mouse parts. Then it escaped.
22. Parlez vous francais? Learned a new language.
23. Energize! You teleport yourself 1d30 miles away, arriving safely on land, but with only the clothes on your back, and only half your usual number of spells memorized.
24. Blink and you'll miss it. Randomly shift 1d6 feet every round for the next adventure. -4 to hit, +4 to AC and saving throws.
25. Smells bad. For the next adventure you smell like a troglodyte. You don't notice it, but everyone else does.
26. Getting in touch with your inner reptile. You're now somewhat cold blooded. Take extra damage from temperature based effects and spells.
27. A touch of the grave. Spontaneously and randomly (at least once per session) animate skeletons and zombies within 100'. You have no

control over them.

28. The smell of death. Unintelligent undead will ignore you. Intelligent undead will target you.
29. He's smarter than the average bear. Give a normal animal 2d6+2 intelligence.
30. I see! Grow a 3rd eye, roll a d6. 1 - Normal eye, +1 bonus to ranged attacks. 2 - Infravision. 3 - Magesight, able to detect illusion and invisibility. 4 - Someone else's eye. 5 - Ethereal vision. 6 - Improved Magesight, able to detect illusion, invisibility, and magic.
31. Rain of _____. Roll a d6. 1 - Frogs. 2 - Fish. 3 - Blood. 4 - Worms. 5 - Embers. 6 - Cat Urine
32. The spice must flow. Everyone within 1d100' has indescribable visions of the future lasting 1d6 turns.
33. Unseasonably warm today. The local weather switches seasons for a day.
34. Not in Kansas anymore. A twister pulls the caster and other locals into a different world - DM's choice.
35. Fogbound. The local area is wrapped in the thickest fog anyone can remember for 1d6 days. No one can get in or out. 25% chance of getting lost going down the block.
36. It was a season of sorrow. A general sense of ennui pervades the local area for the next 1d4 days.
37. Spring is in the air. Most everyone in the area is feeling extra frisky.
38. With a bit of a mind flip. Time either passes twice as quickly or twice as slowly for the wizard while conducting research this time.
39. Bugged out. Creepy crawlies descend en masse. Mostly harmless, but it freaks people out.
40. Sour grapes. All wine within 4d20 yards turns to vinegar. Water becomes blood.
41. A window to the spirit world. Harmless ghosts begin to appear to their loved ones/enemies.
42. Like rats on a sinking ship. Animals flee the local area.
43. The horned king. Your meddling has caught the attention of the wild hunt, and brought it to the area.
44. Fire in the sky. The sky is filled with flickering auroras for 1d3 nights.
45. Something in your throat? The wizard will vomit up a frog at least once a day.
46. Is it hot in here? The wizard's head bursts permanently into flame, burning away all hair. The flames don't harm the wizard but will destroy any hats the wizard attempts to wear. Casts light as a torch.
47. Fingers on one hand grow extra long, and gain an extra knuckle.
48. I like it red! The wizard's teeth become pointed as a wolf or shark. She hungers only for freshly killed meat.
49. With lobes like these? The wizard's ears grow 1d3+1 times their normal size.
50. Crossed wires. The wizard loses his primary language, and gains a random one in it's place.

Magic Eaters

Armor Class: 4
Hit Dice: 2+2*
Move: 120' (40')
Attacks: 1 Bite
Damage: 1d6 + special
No. Appearing: 2d6 (2d6)
Save As: H4
Morale: 8
Treasure Type: Special
Intelligence: 1
Alignment: Lawful
XP Value:

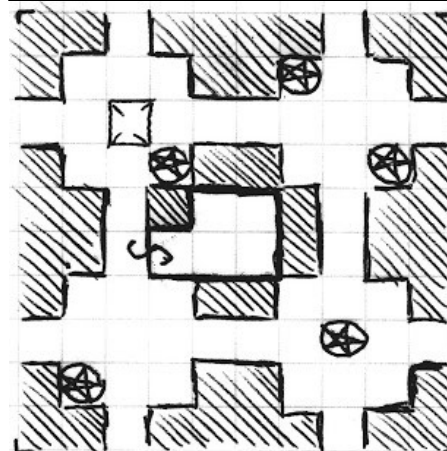
Monster Type: Planar Lowlife (Rare)
These 3'-4' long iridescent cockroaches are a virus designed to rid the multiverse of the chaos of magic. They are not natural, but were created by devils to help bring about the end of all existence.

In combat they will always target the most magic rich opponent. Wizards who have just cast a spell first, then those with the most magic items. Any hit they make, the opponent must make a save vs poison or lose a memorized spell, or have one item lose its enchantment. Temporary items are lost first. Permanent items lose a

+1 or a power every failed save. Attacks against Magic Eaters do not suffer the same effect.

Due to their extraplanar origin, Magic Eaters are capable of phasing through stone and wood. It takes about a round for them to get through an inch of material.

The exoskeleton of the Magic Eaters are useful in creating (non-magical) armor that grants a bonus to saves vs. magical effects.



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