

Black Dragon

Volume 1, Number 1

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Black Dragon



Welcome to the first issue! I hope you find this a useful tool for your OSR games and that it brings you a hint of nostalgia for those glory days of 1980s fanzines. If you would like to contribute an article or some artwork, I would love to hear from you. Likewise, if you have suggestions for future issues or spot any mistakes in this issue, feel free to contact me via email at southconway@yahoo.com.

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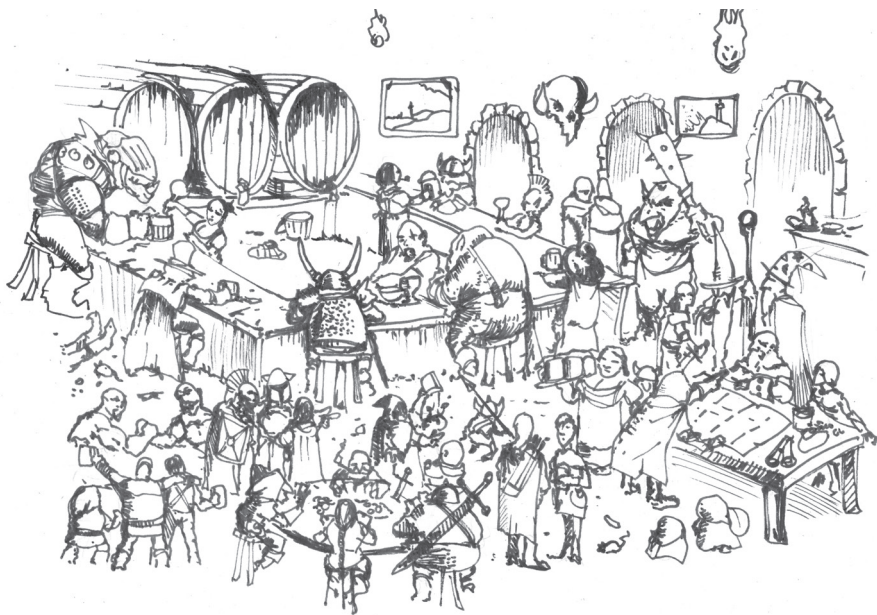
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“You All Meet In a Tavern”

How many times has that sentence started an evening’s gaming session? It almost seems *de rigueur* in some ways. Many campaigns use taverns as a home base for adventurers to feast and reminisce, chart a course to a haunted castle or orc-infested dungeon, gather information, hire henchmen, and find work.

The level of detail provided by the Game Master can go a long way toward bringing any tavern to life. The amount of time it takes, unfortunately, can be a burden on GMs who are already putting in several hours’ prep for a coming session. This article provides a series of tables designed to create living, breathing taverns to your gaming world in an easy, logical manner.

The procedure herein is very simple: begin with Table I and continue as

directed. A tavern “character sheet” is included at the end of this issue to facilitate recording details generated by the tables.

When complete, your gaming group will have a tavern that provides ideas for many follow-up adventures. These seeds may be discovered throughout, but especially on TABLE XXVI: Postings, and TABLE XVII: Recent Events. When PCs return from an adventure, the GM should roll on both tables to create more seeds. It is a good idea to do so at the end of the gaming session, so as to provide the basis for the next adventure and give the GM plenty of time to develop it.

Note: this article forms the basis of a forthcoming RPG of the same name. Comments are welcome and may be sent to southconway@yahoo.com.

TABLE I: TAVERN LOCATION (d100)

01	At the edge of a wasteland
02-05	Next to a dungeon entrance
06-10	Next to a bridge leading to a settlement
11-30	In a village
31-45	At a well-traveled crossroads
46-80	On a city street
81-97	In a city slum
98-00	In a giant tree

TABLE II: TITLE FORMAT (d20)

1-6	The (adjective, TABLE III) (noun, TABLE V)
7-8	(Name, TABLE V)'s (adjective, TABLE III) (noun, TABLE IV)
9-10	The (noun, TABLE IV) tavern/inn
11-12	(name, TABLE IV)'s (adjective, TABLE III) tavern/inn
13-16	The (noun, TABLE V) and (noun, TABLE V)
17-18	(Name, TABLE IV)'s tavern/inn
19-20	(Adjective, TABLE III) (Name, TABLE IV)'s tavern/inn

TABLE III: ADJECTIVES (d100)

1	Creaky	12	Frenzied
2	Drunken	13	Lazy
3	Messy	14	Lovesick
4	Running	15	Scaly
5	Stumbling	16	Ugly
6	Prancing	17	Handsome
7	Silver	18	Short
8	Golden	19	Long
9	Copper	20	Fat
10	Bronze	21	Skinny
11	Iron	22	Muddy

23	Wounded	55	Blazing
24	Rusty	56	Burnt
25	Transformed	57	Clever
26	Floating	58	Chivalrous
27	Laughing	59	Flayed
28	Invisible	60	Blessed
29	Shifting	61	Cursed
30	Yammering	62	Rising
31	Lonely	63	Sunken
32	Big	64	Beautiful
33	Small	65	Shaven
34	First	66	Soaking
35	Last	67	Fallen
36	Homely	68	Tired
37	Crooked	69	Weeping
38	Tall	70	Flying
39	Cozy	71	Hirsute
40	Sailing	72	Shining
41	Hammered	73	Shaking
42	Frightened	74	Lying
43	Singing	75	Crusty
44	Doughty	76	Fresh
45	Honeyed	77	Lovely
46	Red	78	Last
47	Blue	79	First
48	Green	80	Old
49	Yellow	81	Merry
50	Black	82	Dead
51	White	83	Fierce
52	Smiling	84	Holy
53	Yawning	85	Plump
54	Pickled	86	Jiggling

87	Pallid	94	Blooming
88	Checkered	95	Experimental
89	Shrunken	96	Sharp
90	Jolly	97	Yammering
91	Bloody	98	Haunted
92	Crazy	99	Hanging
93	Wandering	00	Trusty

TABLE IV: NAMES (d100)

01	Gerkin	25	Gerald
02	Nellie	26	Naga
03	Clem	27	Bess
04	Karl	28	Cooper
05	Bubo	29	Pete
06	Gwen	30	Enton
07	Ruskin	31	Mithsulanar
08	Barb	32	Enduradon
09	Mirka	33	Wally
10	John	34	Dogear
11	Tallasin	35	Ned
12	Isban	36	Erkin
13	Omok	37	Malifeka
14	Ragnar	38	Jurgen
15	Richter	39	Saelinda
16	Darylle	40	Polly
17	Etienne	41	Abdul
18	Skarolf	42	Jenricc
19	Thorne	43	Pepperjim
20	Antnee	44	Velonda
21	Imelyne	45	Chester
22	Woody	46	Fishman
23	Urlochai	47	Bea
24	Sven	48	Hugh

49	Roscoe	82	Soren
50	Gunnar	83	Grandma
51	Abram	84	Greenleaf
52	Laynee	85	Burlik
53	Jack	86	Perk
54	Lyric	87	Tilian
55	Sammy	88	Uurgush
56	Henry	89	Ganelorn
57	Sebastien	90	Artharoon
58	Xenic	91	Haradra
59	Emman	92	Alcanoose
60	Lamby	93	Grox
61	Will	94	Blick
62	Rosie	95	Anara
63	Baldigar	96	Grandfather
64	Drynir	97	Kadela
65	Barleysniffer	98	Zoxxor
66	Jerky	99	S'kelek's
67	Sabal	00	Wompagong

68	Argent
69	Heinsen
70	Butterman
71	Meg
72	Dribbledock
73	Horatio
74	Crudd
75	Nip
76	Varney
77	Tinaloar
78	Fritz
79	Gryffyth
80	Wilhelm
81	Westward



TABLE V: NOUNS (d100)

01	Dragon	32	Hart
02	Lion	33	Sheath
03	Wolf	34	Dove
04	Serpent	35	Grouse
05	Walrus	36	Stork
06	Cup	37	Cock(ere)l
07	Bull	38	Crow
08	Stallion	39	Raven
09	Wyvern	40	Bull
10	Pup	41	Bear
11	Pony	42	Hand
12	Fox	43	Fork
13	Duck	44	Wife
14	Chicken	45	Hunter
15	Bell	46	Knight
16	Sword	47	King
17	Axe	48	Queen
18	Shield	49	Farmer
19	Goblet	50	Jester
20	Swine	51	Fool
21	Weasel	52	Moose
22	Mouse	53	Ring
23	Carp	54	Pixie
24	Perch	55	Plate
25	Dog	56	Bishop
26	Shoe	57	Troll
27	Boot	58	Child
28	Griffon	59	Eagle
29	Centaur	60	Drover
30	Hound	61	Ivy
31	Stag	62	Earl

63	Duke	82	Smith
64	Duchess	83	Castle
65	Shillelagh	84	Kraken
66	Archer	85	Flagon
67	Arms	87	Dwarf
68	Lady	88	Elf
69	Crown	89	Halfling
70	Anchor	90	Gnome
71	Virgin	86	Minotaur
72	Oak	91	Wizard
73	Hare	92	Hermit
74	Cheese	93	Cauldron
75	Prince	94	Wand
76	Tankard	95	Beggar
77	Frog	96	Flask
78	Harp	97	Hammer
79	Drum	98	Arrow
80	Shrike	99	Monk
81	Barrel	00	Boar

TABLE VI: ATMOSPHERE (roll d12 for each column)

1	Threatening	Smoky
2	Hedonistic	Sweltering
3	Raucous	Reeks of body odor
4	Friendly	Smells of baking
5	Subdued	Chilly
6	Tense	Bright
7	Cheerful	Dark
8	Depressing	Smells of fermentation
9	Angry	Floors creak
10	Suspicious	Smells of vomit
11	Mirthful	Clean & organized
12	Grim	Dirty & disorganized

TABE VII: THE PC COMES TO THE TAVERN BECAUSE... (roll 1d20 for each character)

1	The tavern is owned by the PC's close friend
2	The tavern's cook is the PC's grandmother
3	The PC loves the tavern's most unique meal (TABLE XVIII)
4	The PC works at the tavern as a cook or cook's apprentice
5	The tavern is the best place to find an adventuring jobs
6	The PC's uncle owns the tavern
7	The tavern is the base of a guild the PC is interested in joining
8	The PC provides food or drink to the tavern
9	The PC loves the entertainment (TABLE XXV)
10	The tavern is a great place to pick up local gossip
11	The PC is honoring the memory of a deceased friend who loved the tavern
12	The PC is in love with a patron or employee
13	The PC is keeping an eye on a suspicious group of mages that meets there
14	The PC regularly plays games of chance at the tavern
15	The PC loves the tavern's most unique drink (TABLE XXI)
16	The PC is recruiting people to join a guild, military force, or other organization
17	The PC meets a friend there to swap stories and share a drink
18	The PC conducts "business" with nefarious people frequenting the tavern
19	The PC feels comfortable there and likes to get drunk...a lot
20	The PC picks up extra money as an entertainer a few times per week

TABLE VIII: ROOMS & STAFF (1d20)

1-2	Common room, kitchen, ground floor private room/office, cellar, detached brew-house, outhouse Barkeep, cook, 1 d2 servers
3-4	Common room, kitchen, ground floor private room/office, cellar, attic, attached brew-house, outhouse Barkeep, cook, 1 d3 servers
5-8	Common room, kitchen, detached brew-house, 2 ground floor staff rooms/offices, shed, stables, cellar, second floor dormitory, outhouse Barkeep, 2 cooks, 1 d3+2 servers, ostler
9-12	Common room, kitchen, detached brew-house, 2 staff rooms/offices (one ground floor, one second floor), shed, stables, cellar, second floor dormitory, two second floor private rooms for staff (1d4 beds each room), 2 outhouses Barkeep, 1 cook & 1 apprentice, 1 d3+2 servers, ostler
13-16	Common room, kitchen, detached brew-house, 2 staff rooms/offices (one ground floor, one second floor), shed, stables, cellar, second floor dormitory, two second floor private rooms for staff (1d4 beds each room), two private rooms for guests (1d4 beds each room), 2 outhouses, 1 in-house privy Barkeep, 1 cook & 1 apprentice, 1 d4+2 servers, ostler, laborer
17-18	Common room, kitchen, attached brew-house, 2 staff rooms/offices (one ground floor, one second floor), shed, stables, cellar, second floor dormitory, 4 second floor staff rooms (1d4 beds each room), 2d6+2 private rooms for guests (1d4 beds each room), 2 outhouses, 2 in-house privies Barkeep, brewer, 1 cook & 2 apprentices, 1 d6+2 servers, ostler, 2 laborers, 1 d3 prostitutes
19-20	Common room, kitchen, detached brew-house, 3 staff rooms/offices (one ground floor, one second floor, one third floor), shed, stables (12 horses), cellar, ground floor private dining room (for 5d4 people), second floor dormitory, five second floor private rooms for staff (1d4 beds each room), 2d6+10 private rooms for guests (1d4 beds each room), ground floor bathing room (with 1d3 tubs), 2 outhouses, 2 in-house privies 2 Barkeeps, 1 brewer & 2 apprentices, 2 cooks & 3 apprentices, 1 d6+3 servers, ostler & apprentice, 5 laborers, 1 d6 prostitutes

TABLE IX: INNKEEPER'S RACE (d100)*

1-10	Male dwarf
11-12	Female dwarf
13-14	Male elf
15-16	Female elf
17-20	Male gnome
21-24	Female gnome
25-27	Male half-elf
28-30	Female half-elf
31-36	Male halfling
37-45	Female halfling
46-48	Male half-orc
49-50	Female half-orc
51-75	Male human
76-00	Female human

* Reroll if the result indicates a race not included in your games

TABLE X: INNKEEPER'S WEIGHT/HEIGHT (d100)

1-4	Obese/short
5-8	Obese/average
9-12	Obese/tall
13-16	Heavy/short
17-20	Heavy/average
21-24	Heavy/tall
25-28	Average/short
29-72	Average/average
73-76	Average/tall
77-80	Thin/short
81-84	Thin/average
85-88	Thin/tall
89-92	Gaunt/short
93-96	Gaunt/average
97-00	Gaunt/tall

TABLE XI: INNKEEPER'S PERSONALITY (roll d100 twice; odd result is first adjective even result is second adjective)

01-04	Energetic/Lazy	53-56	Ethical/Corrupt
05-08	Organized/Distracted	57-60	Fearless/Cowardly
09-12	Truthful/Deceitful	61-64	Immaculate/Unkempt
13-16	Compassionate/Callous	65-68	Loyal/Disloyal
17-20	Chaste/Lustful	69-72	Shy/Extroverted
21-24	Cheerful/Morose	73-76	Calm/Anxious
25-28	Humble/Egotistical	77-80	Curious/Indifferent
29-32	Cunning/Dull-witted	81-84	Determined/Wavering
33-36	Altruistic/Selfish	85-88	Fair-spoken/Crude
37-40	Optimistic/Pessimistic	89-92	Tactful/Blunt
41-44	Trusting/Suspicious	93-96	Patient/Short-tempered
45-48	Pleasing/Abrasive	97-00	Cheerful/Stern
49-52	Prudent/Reckless		

TABLE XII: INNKEEPER IS KNOWN FOR... (d100, roll twice)

1-2	Talking to him/herself
3-4	Never accepting blame for self-inflicted problems
5-6	Catch phrases ("Now that's a keeper!")
7-8	Hair that grows in clumps
9-10	A nervous tick (sniffing his/her fingers, clucking his/her tongue, blinking rapidly, etc.)
11-12	Serving food & drink different from what was ordered because s/he thinks the customer would be better off with something else
13-14	Gossiping about rumors overheard in the tavern
15-16	Firing employees
17-18	Giving nicknames to regular customers
19-20	Crustiness ("things ain't what they used to be")
21-22	A perpetually runny nose
23-24	Narcolepsy
25-26	A caustic dislike for... (roll on TABLE XIV: INNKEEPER IS PREJUDICED AGAINST/FAVORS)
27-28	Has a soft spot for... (roll on TABLE XIV: INNKEEPER IS PREJUDICED AGAINST/FAVORS)
29-30	Loud knuckle cracking
31-32	Poor hearing
33-34	Giving advice
35-36	Talking nonstop
37-38	Wearing clothes that emphasize his/her physique (good or bad!)
39-40	Sweating profusely
41-42	Reprimanding patrons over small things
43-44	Smoking a huge pipe
45-46	Takes things in ways that weren't intended ("I love you too!" in response to being told s/he has a nice voice, or "I am not a member of the snake cult!" when a customer mentions the lack of rats in the tavern)
47-48	Speaking with flowery language
49-50	Boasting about his/her accomplishments "back in the day"

51-52	Small hands
53-54	Never getting to the point in a conversation
55-56	Inserting him/herself into others' conversations
57-58	Keeping a huge "guard dog" that does nothing but sleep on the hearth
59-60	Slowly enunciating every word
61-62	Sampling the food & drink ordered by patrons just before handing it to them
63-64	A glass eye
65-66	Weeping over a long since deceased family member ("My great uncle Sharreth would have loved to hear you sing.")
67-68	Unwittingly gives away secrets ("Weren't you friends with some sort of wizard? You know, the one who wore a skull mask?")
69-70	Meaningless cryptic statements ("You know what they say about people who wear wooden shoes...")
71-72	Huge ears
73-74	Hypochondria
75-76	Wearing bright flamboyant clothing
77-78	Going months without bathing or changing clothes
79-80	Asking favors ("When you go into the common room, would you mind taking these orders to the party in the corner?")
81-82	A hook hand
83-84	Halitosis
85-86	An annoying friend who sits behind the counter and chats up customers
87-88	Clumsiness
89-90	Spouting conspiracy theories
91-92	Telling tall tales
93-94	Severely hunched posture due to lumbago
95-96	Contradicting him/herself ("I never said that!")
97-98	Stuttering in the presence of people s/he finds attractive, which is nearly everyone
99-00	A peg leg

TABLE XIII: INNKEEPER'S AGE (d20)

1	Young Adult
2-8	Adult
9-17	Adult, middle-aged
18-20	Adult, old

TABLE XIV: INNKEEPER IS PREJUDICED AGAINST/ FAVORS... (d20) *

1	Entertainers
2	Dwarves
3	Elves
4	Halflings
5	Adventurers
6	Laborers
7	Foreigners
8	The upper class
9	The elderly
10	Dogs
11	People from a neighboring town
12	A specific religious belief
13	A specific family
14	Merchants
15	Prostitutes
16	Intellectuals
17	Sailors
18	Savages/Barbarians
19	Beggars
20	Wanderers/travelers

* Roll on this table only if directed by TABLE XII: INNKEEPER IS KNOWN FOR...

TABLE XV: COMMON FARE (roll as directed to determine the price charged by the tavern)

Item	Cost
Ale, gallon	(1d4+4) x cost of one pint
Ale, pint	(6+1d6 cp
Beer, gallon	(1d4+4) x cost on one pint
Beer, pint	1d6+2 cp
Bread, loaf	1d3 cp
Cheese, brick	1d4+4 sp
Meal, good	1d3+3 sp
Meal, common	2sp less than a good meal
Meal, poor	1d4+8 cp
Mead, pint	1d3+3 sp
Mead, bottle	1d3+10 sp
Milk (goat or cow)	1d3 cp
Stew (bowl)	1d3+3 cp
Whiskey, 1/4 pint	1d3+3 sp
Wine, common pint	1d3+3 sp
Wine, common bottle	1d3+10 sp
Wine, good pint	1d4+6 sp
Wine, good bottle	1d6+18 sp

TABLE XVI: MEALS ARE... (d6)

1	Too hot
2	Not hot enough
3	Quickly served
4	Slowly served
5	Heavily spiced
6	Drab

TABLE XVII: MOST POPULAR MEAL* (d10)

1	Onion & egg pie
2	Mutton
3	Bread & cheese
4	Stew
5	Cabbage soup
6	Salted meat
7	Porridge
8	Gruel
9	Rice Pudding
10	Chicken in ale broth

* All meals priced as "Meal, common" from TABLE XV

TABLE XIX: DRINKS ARE... (d6)

1	Highly potent
2	Sweet
3	Bitter
4	Of unexpected flavor
5	Of suspicious origin
6	Oddly colored

TABLE XVIII: MOST UNIQUE MEAL (d12)*

1	Pig snouts & eyes
2	Deer poached from a lord's forest
3	Sheep's womb
4	Beaver tail
5	Cat (roasted after being buried for two days)
6	Sheep penis stuffed with egg yolk, saffron, milk, and fat
7	Hedgehog wrapped in pastry
8	Umble pie (pie stuffed with the entrails of wild animals)
9	Live frog pie
10	Lamprey with hot sauce
11	Snakes and snails and puppy dog tails (in a Béarnaise sauce)
12	Poached kobold ears

* All meals priced as "Meal, good" from TABLE XV

TABLE XX: MOST POPULAR DRINK (d8)

1-3	Ale
4	Beer
5	Mead
6	Red Wine
7	Spiced wine
8	Cider

TABLE XXI: MOST UNIQUE DRINK (1d12)*

1	Cock ale (a rooster, raisins, nutmeg, dates, and mace are crushed and left in a sack to soak in ale for a week)
2	Hot goat's milk
3	Ram's blood
4	Rot Grub Swill (puréed rot grub mixed with mead)
5	Sweet vinegar
6	Lark's vomit (just what you think it is)
7	Hair of the Dog (fermented dog urine)
8	Touch of the Asp (a drop of asp venom diluted with wine)
9	Unicorn tears (heavily sugared water with flakes of mica and rarely a drop or two of quicksilver)
10	Sweaty Troll (a mix of whatever remains from the previous day's mugs goblets and cups)
11	Sharp (a blend of tea leaves cider and a sprinkle of sage)
12	Orc Gutz (ground viscera and bitter ale)

* Tavern's most unique drink costs 1d4 + 6 sp

TABLE XXII: SERVICES (roll equal to or lower on d100)

Bath 1d6+5 cp	5% (15% if lodging is offered)
Laundry 1d6+4 cp	5% (10% if lodging is offered)
Messenger 1d6+4 cp	15% (25% if located in an urban setting)
Prostitutes 1d20+6 cp	(special, dependent on table VIII)
Stabling 1d10+10 cp	50% (60% if located in a non-urban setting)
Supplies	25% (35% if lodging is offered)

TABLE XXIII: LODGING FEES*

Common room (on a bench or on the floor)	1d10+5 cp per night per lodger.
Private room: 1 bed	1d3+3 sp per night
Private room: 2 beds	cost of 1 bed + 1d3 sp
Private room: 3 or 4 beds	cost of 2 beds + 1d3 sp

* Private room fees are per room, not per lodger

TABLE XXIV: UNIQUE ASPECTS (d66, roll twice)

11	Magnetic shelf where objects can rest on the underside
12	Talking moose head mounted on the wall
13	Floorboards that squeak in different notes
14	One-way windows (common room patrons can look out but outsiders can't look in)
15	A small closet that teleports the entrant to an outhouse
16	An orb that loudly announces the name(s) of anyone entering the establishment
21	Wall paintings depicting the life story of the innkeeper
22	Mice that wear clothing
23	Framed autographs of famous adventurers
24	A wall hung with hundreds of clocks
25	An air elemental that sweeps away dirt and dust
26	Permanent blood spatter on the common room's ceiling
31	Cups that make a flushing sound when patrons take a drink
32	Several bins filled with wigs for patrons to wear in the tavern
33	Books written in strange symbols shelved throughout
34	Bells on each table for ringing for service
35	A collection of the ugliest dolls imaginable, each with eyes that seem to stare at anyone who looks at them from any angle
36	Cages keeping exotic birds hang from the rafters
41	Glitter magically sprinkles on first-time patrons entering the tavern
42	A large, distracting painting depicting dozens of people engaging in profane acts with animals
43	A curious wooden box painted with different colored square buttons. When a button is pressed, the box plays a song in the native tongue of the person pressing it. Each button plays a different song
44	The bar is a stone altar
45	A magic laugh track accompanies any attempt at humor in the common room
46	A spirit that delights in shouting "Boo!" to anyone opening the privy door

51	Buckets for vomiting into located under every table
52	The innkeep's prominently displayed collection of the mummified penises of different monsters
53	A wooden chest and several shelves for patrons to leave donations for different charities
54	Dinner plates that are forever hot to the touch handy for keeping meals warm
55	Every common room table is provided with a book of songs for sing-alongs
56	Motivational maxims carved on the inside of the privy door(s)
61	Candles placed in the skulls of several dozen pixies provide multi-colored light
62	A mirror that reflects the true nature of anyone who looks into it
63	A chalkboard listing words forbidden from being spoken in the tavern
64	Ceiling beams that have begun growing branches
65	A glass case displaying bizarre artifacts found in the Barrier Peaks
66	Shelves located behind the bar labeled "Bargains," filled with priced odds & ends left behind by patrons (mostly travelers)



TABLE XXV: REGULAR ENTERTAINMENT (roll d100 twice)

01-02	Poor Harold, hiccuping minstrel
03-04	Phyllamina, the spoon-playing halfling and her singing pig Wortles
05-06	Mence, the sword-swallowing, juggling, dishwashing gnome
07-08	Ribald and Powder, two histrionic, arthritic, geriatric actors
09-10	Gurgin the blind fire-belching orc
11-12	Xane Percule, stuttering raconteur and snake charmer
13-14	Elvish Bob, half-elven comedian specializing in jokes about dwarves
15-16	Legless Tina and her stirge cagefights
17-18	The Thrice Duo, mind-reading twin brothers
19-20	Big Bess, 200 lb.halfling and world champion tripe eater
21-22	Jemima the Moo-Talker and her mystical cow Puddles
23-24	Baron Alfrigg, the man-tossing dwarf
25-26	Tom & Ursula, singing ghosts that live in the tavern chimney
27-28	Terrence Gumpy, who makes music by smacking rats with a mallet
29-30	Minigar the Magnificent, pyrotechnic artist and tap dancer
31-32	The Scurrilous Children's Troupe, 6 gnome children who speed read in Gregorian Chant
33-34	D'Kraang, half-orc celebrity chef who gives cooking lessons in front of rapt audiences
35-36	Agnes the Bloodless and her almost-giant tick circus
37-38	Weevel the nixie, who lives in a goldfish bowl and can curse like a sailor and sing like an angel
39-40	Santis and The Invisible Tightrope Cats
41-42	Two-handed Jake, who can play a lute with one hand and a drum with the other
43-44	Father Yeltxis, who can resurrect any freshly killed person
45-46	Judge Cwelloos, delivering live courtroom justice in a tavern
47-48	Vampires-R-You, performing blood draining and free undeath to one lucky patron per show
49-50	101 Dancing Loons, two very fast and agile dopplegangers that can change shape with each dance step

51-52	Monsters in a Box, six magical boxes containing different miniature ecosystems replete with troglodytes, bulettes, dinosaurs, an otyugh, a xorn, and a white dragon.
53-54	Beautifia, the most beautiful woman in the kingdom in addition to being the worst singer
55-56	Oy Yuun, who uses the blood of willing patrons to paint caricatures of the donors
57-58	Hrothgarrrr the Unbowed, hunchback and executioner who performs beheadings
59-60	The Kink, an elf who can break any of his bones at will allowing him to contort his body in strange ways
61-62	Dummy & the Man, a ventriloquist act where the dummy (Mertie) controls the voice and movement of the man (Irkinrun Boldwine)
63-64	Ipswan Of the Many Holes, who can catch (most) arrows with her teeth
65-66	Sick Nick, a projectile vomiting act
67-90	Roll for a total of three acts, ignoring results of 67-00
91-00	Roll for a total of four acts, ignoring results of 67-00



TABLE XXVI: POSTINGS (Roll d66 four times)

11	My son and daughter's pet badger is missing. They'll draw you a picture if you can rescue the poor little blighter. Tell the innkeeper you're interested. Do it for the children.
12	Cattle Killer! A monster is stuck in a bog and is killing my cows just by looking at them! A side of dressed beef to anyone who can blind the beast. No killing allowed: I want to sell tickets to people who want to see it. Contact Farmer Plargh at the Plargh Farm and Distillery.
13	Duergar Murderers! A bunch of evil dwarves have killed my brother and taken over his manor house. I'm looking for adventurers to kill the duergar and find out why they ain't livin' underground anymore. Reward: 1000gp and a year's supply of honey from my brother's apiary. I'll be here most lunch times. Ask for Kurtos. I'll be wearing a black hat.
14	The Annual Stirge Count begins this weekend. Groups of Stirgers will be provided with several leaves of parchment, a quill, and ink. A potion of healing for each participant will also be made available for those who want one. Accuracy is important! Please know your breeds of stirge and be able to identify males from females. We will gather in the field where last year's Ankheg attack took place.
15	Heroes Wanted. If you have sharp swords and sharper wits, come join the Guild of Heroes. Get all the best jobs and the inside scoop on where the best treasure is. Leave 10gp and a list of your skills on a parchment with Constable Irving. We'll find you.
16	Builders! Do you like wood? Are you good with a hammer? Come down to Gwinny's Stable and apply for a job as a barn builder. NO half-orcs! There may or may not be a manticore living nearby. Terms discussed on site.
21	Desperate seamstress needs unicorn hair to make thread. No questions asked, no answers given. You provide the hair; you can keep the unicorn. Sit by the bridge at the old mill after dark if interested.
22	Merchant needs someone who can understand orcish. 10gp to the right candidate. Don't try to fool me or I'll crack you on the head. Leave reply tacked to this post.

23	Blind enchanter looking for someone to transcribe spells. Must have good penmanship and have some experience in the field. NO SPELLBOOKS ALLOWED. Just shout and I'll hear you. Payment negotiable.
24	Dragon feet wanted by renowned draconologist. Looking for foot casts or actual feet from the following: juvenile green dragon (500gp cast, 2000gp foot), ancient black dragon (2000gp cast, 8000gp foot), and adult white dragon (1500gp cast, 6000gp foot). Please leave your resume with the landlord.
25	Magic wand for sale. Found at the bottom of an old castle garderobe. First 1000gp takes it. Trades considered. See Herve at the red & black house on Elm Street.
26	Missing: sack of electrum pieces valued at 100gp. Last seen on the rim of the village well. 1 gp reward if returned. Bring to Temple of the Everlasting Plough.
31	Wanted: thief to perform entirely legal services. Details available in private. Send a sealed letter listing skills and guild affiliations through the drain grate at the end of Thrift Way.
32	Executioner needed to behead the previous executioner and perform the latter's duties henceforth. Good career option for those willing to travel. Free hood, greataxe, and custom chopping block. Meet a variety of new people. Please attend Saturday's scheduled executions in Durhead Common for tryouts at noon.
33	Brave souls required to dispatch the griffons nesting in the steeple of Sliverton Abbey. No pay, but successful applicants will receive the holy blessing of Maghor Dhy and may take any treasure found in the nest.
34	Holy relic missing. Hardy adventurers wanted to retrieve the thigh bones of High Luthare Goldven from the isle in the middle of Black Turtle Lake. Reward: 2000gp (+/-) worth of silver cups plates and cutlery. Inquire with any of the Sisters of the Drumming Finger at Fulton Brewery.
35	Lonely? Are you looking for that special someone? Do you like gnomes? Join us in the common room every Wednesday between three hours after sunset and one hour after midnight to meet your soulmate! Donations suggested but not required. Half-orcs welcome. What happens in Gnome Club stays in Gnome Club.

36	Wanted: dwarves! Bring your pickaxe to Mirror Mine for the annual Dwarf Dig. Winners awarded in the following categories: Biggest Monster Unearthed, Fastest To Find a Vein, Largest Rock Fracture, and Best Beard.
41	Tournament organizers sought. The growing town of Bluehill seeks experienced fighters to organize a 3-day tournament of arms featuring jousts, melees, fencing, archery, feats of strength, and a boar scramble. Applicants must have knowledge of weapons and armor as well the rules of a tourney. See Lord Kilmead at Oxhead Keep. Payment: 10% of tourney entry fees and ticket sales.
42	Wanted: Folk with strong backs and stronger stomachs to clean up the mess left by Galen the dragonslayer. Viscera to be burned, bones to be buried or otherwise disposed of. Any copper coins may be kept. Other coins and treasure must be cataloged and delivered to King Casiodorus. All laborers are welcome. Show up any day this week at Skye Field with a pitchfork or shovel.
43	Is a sailor's life for you? Travel the high seas with the crew of Ivan the Questionable on the deck of The Stinking Reef. Destinations revealed only to those hired. Duties include climbing masts, boarding enemy ships, defending attacks from krakens. Ability to swim not a requirement but recommended. Those interested should stand at the end of the wharf at Craven's Cove. Bring your own eyepatch and clothes.
44	Where have the ravens of Skekinthia gone? We are looking to hire adventurers to solve the mystery of their disappearance and bring back our ancestral avian guardians. 500gp up front, 1500gp upon return of the ravens. Those interested should stop by The Green Heron in Skekinthia. Come fully equipped and ready to begin.
45	Run the Gauntlet! The first party to make it out alive from the Dungeon of Hubberd the Mad will be awarded with Hubberd's life savings. Parties enter the dungeon at one-hour intervals beginning at dawn tomorrow. Location: past the striped post, down the lane, into the pine forest, follow the trail until you get to a clearing. We will be there with all necessary paperwork.

46	The Tree Village of Silvertop must be built! Good climbers and carpenters needed to begin construction of a village in the treetops of Silvertop Mountain. Lumber to be cut and hauled on site. Sentinels needed to fend off attack from gnoll warbands and curious hippogriffs. Arrive at Silvertop Mountain within the week and be prepared to demonstrate skills.
51	Whoever stole my hand, I WANT IT BACK. No questions asked; just leave it where you took it.
52	Live aquatic monsters needed to stock the moat at Cundrya Castle. Creatures must be able to survive cold winters. No natural enemies. The moat is 40' deep freshwater. Looking for at least five carnivorous monsters, preferably of the same species with at least one male and one female. No psionic powers. Talk to the guards at Cundrya Gatehouse. 5000gp per monster (negotiable).
53	Endless rain has flooded Ariedhen and driven underground monsters to the surface! Slayers of all type needed NOW! Come to Ariedhen Market Hall and talk to Ryden or Wyxyl.
54	The Council of Thieves in Durhead is having tryouts for the following positions: Footpad, Cutpurse, Filcher, and Magsman. Trials begin on the first day of summer solstice. Meet at the gibbet in Durhead Common at midday.
55	Put 1gp in the Magic Mouth and all of your questions will be answered! Fortunes told and advice given by the most reliable source in the kingdom. Come see for yourself when Barkmann's Travelling Oddities visits your town! Ask the barkeep for dates.
56	Our house is haunted! Young halfling couple new to the area has ghosts in the attic and ghouls in the cellar. A year of cooked meals and fresh vegetables to the persons who can rid us of them! We're located at the top of the hill overlooking Black Pudding Pond.
61	Guided canoeing trips through Basilisk Bog every Saturday through summer. See these misunderstood creatures in their natural environment. Also seen in the bog are shambling mounds and willow treants. Bring blindfolds and ranged weapons (in case of attack by lizardfolk). Rumors of a black dragon are probably false. Tours leave when the sun is directly over the ruined tower bordering the bog. Fee: 1gp per person.

62	Clean the Cube! The world's largest gelatinous cube has now filled the entirety of Sveldre Castle. Lord Sveldre needs experts to retrieve the crown jewels and other valuables from the creature's "body." Fire and other agents that could damage the valuables may NOT be used. Reward: 20,000gp. Arrive at the outer castle bailey where Lord Sveldre will interview applicants.
63	Are you brave enough? Survive just ONE NIGHT in the gullet of The Sleeping Megahydra of Hensewall and take home a lifetime of treasure. Up to 8 contestants may fit into one of the megahydra's six necks. Survivors get to keep 50% of the treasure within each gullet. Arrive at Hensewall and ask anyone for details.
64	If you agree that there is something wrong with the Count of Lupine Forest, please attend a meeting of the Silver Spear Guild tonight in the common room of this establishment.
65	Enforce the Law! The entire constabulary of Doveham has become ill with plague. If you are fit of body, you may be a good candidate to become a guard or flatfoot in our town. Inquire at the Doveham Curio Shop (temporary law enforcement headquarters). Investigators also sought.
66	YOU might be a beneficiary of The Last Will and Testament of Jonas Baldacre. The party that can carry out Mr. Baldacre's six strange requests will receive HALF of his fortune. To learn details of these directives, attend a gathering here tomorrow morning after the first cock crows.



TABLE XXVII: RECENT EVENTS (roll d66 each time the PCs return after an absence of one week or more)

11	A traveling carnival came through town, eating and drinking all the tavern had to offer and leaving it rich with coin and destitute of fare
12	Torrential rains found every flaw in the roof and drenched the upper floors of the tavern (or ground floor if there are no upper levels)
13	A massive brawl has left every chair, table, and piece of crockery in the common room broken.
14	A masked and hooded figure has been noticed watching the tavern from a nearby roof or tree.
15	A group of puritanical zealots has been harassing patrons entering the tavern.
16	A pair of dwarf women have inquired about purchasing the establishment under the condition that they are allowed to lodge there for one night with no one else in the building before the deal is finalized. They are offering twice what the business is worth.
21	A prominent official has died of poisoning. Locals are claiming the official died hours after eating at the tavern.
22	An ale-drinking contest has been organized by the tavern staff with the last person standing declared the winner and recipient of a goblet of pure gold.
23	A wyvern has been circling the tavern for three days, scaring townsfolk and littering the area with its massive droppings.
24	Someone has been hurling rotting fruit and vegetables at patrons exiting the tavern, but no one has seen who it is.
25	A group of gnomes has been selling inexpensive wine out of a wagon, taking substantial business away from the tavern.
26	Something is causing the earth under the tavern to erode, and the building has begun to sink.
31	None of the candles in the tavern will stay lit for more than one minute.
32	Theft has increased to such high levels that the tavern has hired a pair of half-orcs to check everyone at the door upon entering and exiting. They confiscate anything that looks "suspicious."

33	A strange smell has settled in the air within the tavern, and everyone's voice has taken on a severely high pitch when present. The effect goes away once outside.
34	A green fire has burned down all of the tavern's detached buildings.
35	A band of mercenaries has settled in the tavern common room and refused to leave until someone hires them.
36	The tavern has become plagued by blue imps.
41	After a revered cleric credited the tavern's house ale with restoring his broken spirit, worshippers have begun making pilgrimages, asking passers-by for "donations" to buy drinks.
42	An anonymous note left in the tavern's new suggestions box reads "There is a doppelganger working here."
43	A map of the area hung from the wall behind the bar has been marked at locations where murders have later occurred.
44	A gang of halflings stopped by and warned the innkeep that s/he has 24 hours to come up with 1000gp, or else...
45	Two bitter enemies have challenged each other to a fight to the death in the common room. Patrons are already making bets on the winner.
46	Patrons keep finding teeth at the bottom of their cups.
51	Tunnelling svirfneblin have overestimated the tunnel's exit location and broken a hole through the common room floor as they burrowed out.
52	The king has ordered construction of a new road, one that will run right through the tavern's location.
53	A small flock of perytons whisked away six patrons exiting the tavern the previous night.
54	A series of wooden sign posts have appeared on every road and street within 2 miles of the tavern. The signs have been placed exactly 100 feet apart and read "This way to the bonfire." Each sign is pointed on one end indicating the way to the tavern. The final sign post is staked before the tavern's entrance reading "Here."
55	An amateur alchemist showing off for his friends accidentally melded his arm with the mantle over the fireplace. He's been stuck there for two days.

56	The Biggest Hill Giant That Ever Lived picked up the tavern and shook it, apparently expecting something to fall out. Whatever he was looking for didn't materialize and he lumbered off, leaving the tavern resting on its side.
61	A tour guide has been bringing her customers to the tavern at the end of each day's outing. The increased foot traffic by many insufferable tourists has driven several regular patrons away.
62	An old crone denied service because of her pungent odor laid a curse on the tavern. Now everyone who drinks there gets a permanent case of hiccups.
63	The Concerned Farmers Guild is demanding the tavern cease selling its most popular drink and replace it with milk. The farmers are threatening to unleash a stampede if refused.
64	A mysterious stranger has taken a corner chair in the common room every night for a week. On each of those nights, another stranger has delivered to him a sack filled with bulky objects. Patrons believe those sacks are filled with severed heads.
65	A young woman walked into the tavern with three children. After pulling out the stopper on a small vial of liquid, she pointed at the children and shouted "They are making me do this!" She then drank the liquid and died within seconds.
66	A chimney sweep hired to clean the tavern's chimney was sucked in and spit out in a shower of blood and bone.



TABLE XXVIII: TAVERN PATRON TRAITS (roll d66 once/column)

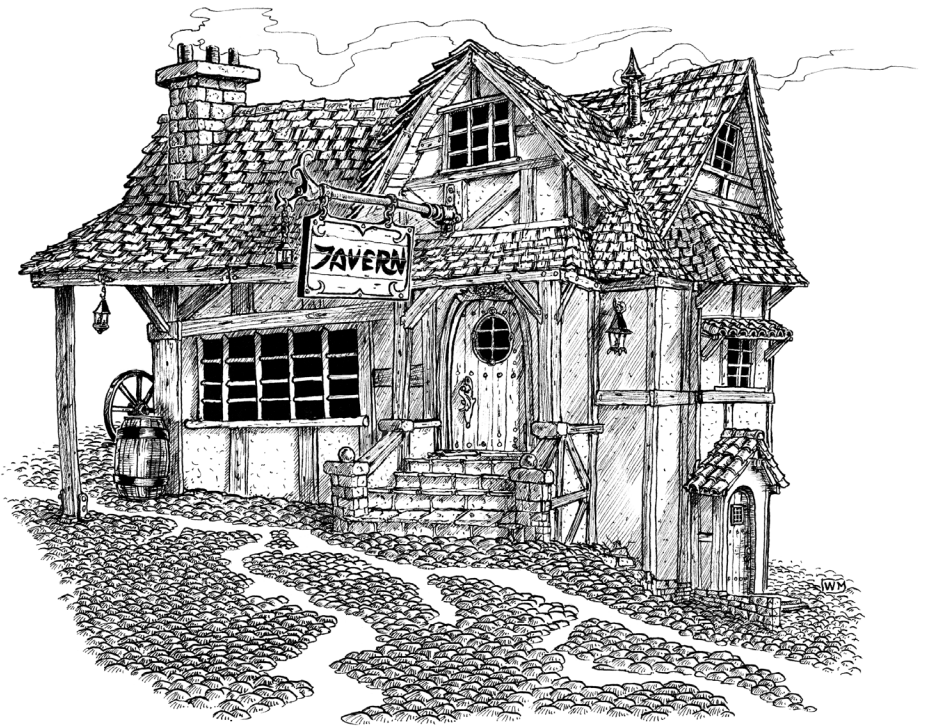
	Physical trait	Adjective	Profession
11	Wild hair	Thuggish	Lackey
12	Morbidly obese	Emotional	Farmer
13	Lantern-jaw	Persnickety	Soldier
14	Hunched	Greedy	Beggar
15	Limps	Paranoid	Blacksmith
16	Long neck	Competitive	Wizard
21	Bow-legged	Jealous	Hunter
22	Pear-shaped	Opinionated	Miller
23	Muscular	Slovenly	Merchant
24	Violet eyes	Heart-broken	Sailor
25	Toothless	Odoriferous	Cleric
26	Long legs	Naive	Hireling
31	Hook nose	Petulant	Knight
32	Large ears	Crude	Scribe
33	Blind	Lecherous	Barber-surgeon
34	Deaf	Hypochondriac	Fisherman
35	Hairy	Inquisitive	Prostitute
36	Scarred face	Lying	Apothecary
41	Missing fingers	Egotistical	Cooper
42	Sunburned	Depressed	Baker
43	Runny nose	Angry	Cobbler
44	Large hands	Drunken	Bounty Hunter
45	Tattooed all over	Washed-up	Slaver
46	Missing one eye	Sadistic	Jeweler
51	Emaciated	Hilarious	Locksmith
52	Peg leg	Incompetent	Cartographer
53	Arthritic hands	Sullen	Thief
54	Face of a child	Forgetful	Chandler
55	Long fingernails	Euphoric	Crusader
56	Cross-eyed	Nervous	Advocate
61	Swollen knuckles	Lovesick	Monk/Friar

62	Wrinkled skin	Severe	Guard/Watchman
63	Large breasts	Judgemental	Miner
64	Wiry	Compassionate	Carpenter
65	Pimpley face	Charismatic	Locksmith
66	Flat feet	Blunt	Mercenary

TABLE XXIX: TAVERN PATRON MOTIVATIONS (d66)

11	To cheat death through daring & adventure
12	To steal from the wealthy and give to the poor
13	To find love with someone promised to another
14	To escape to another life
15	To uncover a secret
16	To fund an addiction
21	To heal a sick or dying loved one by any means
22	To kill someone who wronged them
23	To achieve a position of power through blackmail
24	To convert the heathens
25	To make the rivers run with the blood of their enemies
26	To start a family through murder and kidnapping
31	To found a religion
32	To steal the spellbook of an infamous wizard
33	To find a missing child
34	To prove a renowned hero is a fraud
35	To sample every drink in the twelve kingdoms
36	To be a lumberjack
41	To drive a rival to the brink of despair
42	To discover the identity of their father
43	To win someone's heart by stealing a dragon egg
44	To become a member of a prominent thieves' guild
45	To Sell! Sell! Sell!
46	To lose their virginity to a specific person
51	To sow the seeds of rebellion
52	To arrange, design, and sell shrubberies

53	To catalog every monster species in the realm
54	To force an apology from someone who embarrassed them
55	To redeem a past failure
56	To evade a ruthless bounty hunter
61	To lay guilt trips and gain pity
62	To create a living work of art through interpretive dance
63	To collect a life debt
64	To prove a massive conspiracy
65	To be fabulous!
66	To suppress the urge to kill





HAMMER, ANVIL, AND... *MAGIC?*

A conceivably heretical look at the dwarven runemage, an NPC magic-user that employs arcane spells to aid in mining and underground exploration.

Modern versions of class and level-based RPGs generally allow any race to take any class. Pre-2000, however, many races were restricted to a handful of classes. Halflings couldn't become illusionists. Gnomes could not take the mantle of ranger. Only humans could be monks or paladins. And dwarves, of course, could not become magic-users. These restrictions serve to create distinct personalities for the races, emphasizing "niches" that makes class-based systems unique. This article presents a *very* optional vision of dwarven magic. GMs using it may wish to restrict dwarven magic-users to an NPC-only class.

Dwarves represent a society that is more regimented than any of the other cultures presented in most OSR games. Possessed of an almost fanatical drive to carve out a world under the surface, dwarves work together like a finely tuned machine. Every laborer knows his place in the great cog of subterranean exploration. Tools of the

trade, from picks to shovels to hammers and pitons, are all kept in perfect repair, becoming an extension of the miners own bodies. Labor is a matter of honor to dwarves. The quality of their work is a reflection not only of the individual, but of dwarven society as a whole. To a dwarf, there is no replacement for hard work and pride of accomplishment. The two are inseparable.

Yet, even within the dwarven traditions of strong hands and heart, there is acknowledgment that artifice is sometimes needed to ensure the safety of miners at work. This is the job of the dwarven runemage. While magic-users of other races are often seen as seekers of forbidden knowledge or practitioners of destructive force, dwarven runemages serve a vital, practical role in their society. Their place is not to serve as powerful adjuncts to armies or protectors of hidden kingdoms. They instead aid in the constant pursuit of the Great Delve. These underground arcanists

help prevent cave-ins, divine the safety of pursuing veins of ore, and locate lost miners. While they can offer defense against incursions, dwarf runemages are not practiced in offensive spells. Battle is firmly considered the province of the soldier; to employ magic-users to hurl fireballs or blasts of lightning is to erode the pride and honor of the warrior.

Dwarven magic is utilitarian rather than scholarly. While the spells of elven wizards are often works of art or even music, dwarven spells are blunt and functional. An elf casting dimension door might create a shimmering portal of color and light to walk through; a dwarf's version will resemble little more than a momentary black hole. Even the structure created by casting wall of stone will be unremarkable; it is the job of the dwarven craftsman to shape the wall into a work of art.

Dwarven runemages have access to every spell on the dwarven spell list, below. They must select which spells to inscribe on their tablets every day. Unused spells may be erased if desired.

For Original Edition, Basic/Expert, *Labyrinth Lord* and *Swords & Wizardry*, the runemage uses a six-sided die (d6) for hit points. For Advanced editions, runemages use eight-sided dice (d8). When they reach 10th level, they add 2 h.p. per level. They use the same experience point and spell slot progressions as illusionists. Runemages are limited to advancing to 8th level for all editions save Advanced second edition and *For Gold & Glory*, which limits them to 12th level.

Runemages with a strength of 14 or higher and intelligence of 16 or higher receive a 10% bonus on all experience points earned. They may wear leather or padded armor as well as studded leather. They do not use shields. Runemages can use daggers, hammers (light and war), crossbows, picks (light and heavy), maces, and morningstars.

The standard bonus dwarves receive to notice unusual stonework features is improved by an extra +1, for a total of +3 to notice such work when passing within 10 feet and +5 when actively looking for them.

Dwarves use unique stone tablets on which to carve their spells. Lower level spells take up less space than higher level spells. As the runemage advances in experience, he will learn techniques to reduce the space needed for lower level spells. Once the spell is read aloud by the dwarf, the inscription blazes with light and then disappears as the spell is cast. Rather than re-memorize spells as other magic-users do, the dwarf replenishes his daily allotment by inscribing the spells he wants to use again. The number of spells a runemage can inscribe is identical to the daily spell allotments given to magic-users. A dwarf who loses his tablet may not cast spells again until he retrieves it or obtains another one. Creating a new tablet takes four hours of uninterrupted labor. Due to the weight and bulk of a spell tablet, runemages may only carry one at a time.

RUNEMAGE SPELLS

1st level

Burning Hands: when the forge burns

low, burning hands can add just enough heat to keep ore and metal pliable.

Dancing Lights: while torches and lanterns are the standard tools of underground illumination, sometimes it helps to know what lies ahead - or below - where conventional light cannot reach. For these instances, dancing lights is a useful invocation. Many a dwarf has been saved a perilous fall because of this spell.

Detect Magic: the depths of the earth hold many mysteries from ages past. Detect magic is the first step in determining the properties of unique gems, artifacts, metals, and other discoveries.

Erase: when tunnels have been adequately mapped, erase is used to remove any arcane marks.

Floating Disk: one of the most useful spells in the mines, floating disk can carry tools, rocks, weapons, and other necessities of underground exploration.

Hold Portal: often used in conjunction with open/close, hold portal can keep doors closed as if locked. This is a favored spell when fleeing accidentally unearthed creatures.

Identify: once detect magic has revealed the existence of an excavated magic item, identify is used to determine its properties.

Light: the most often used method of arcane illumination, light is brighter than dancing lights but lacks its flexibility due to being rooted to a single location.

Mending: even dwarven tools break.

Message: when a miner or craftsman is working hundreds of feet high or deep, message is a critical tool for communication.

Read Magic: ancient inscriptions are not unknown in the depths of the earth. Uncovering them invariably requires the use of read magic.

Spider Climb: where ladders and ropes may fail or break, spider climb can be the difference between staying trapped in the depths and escape.

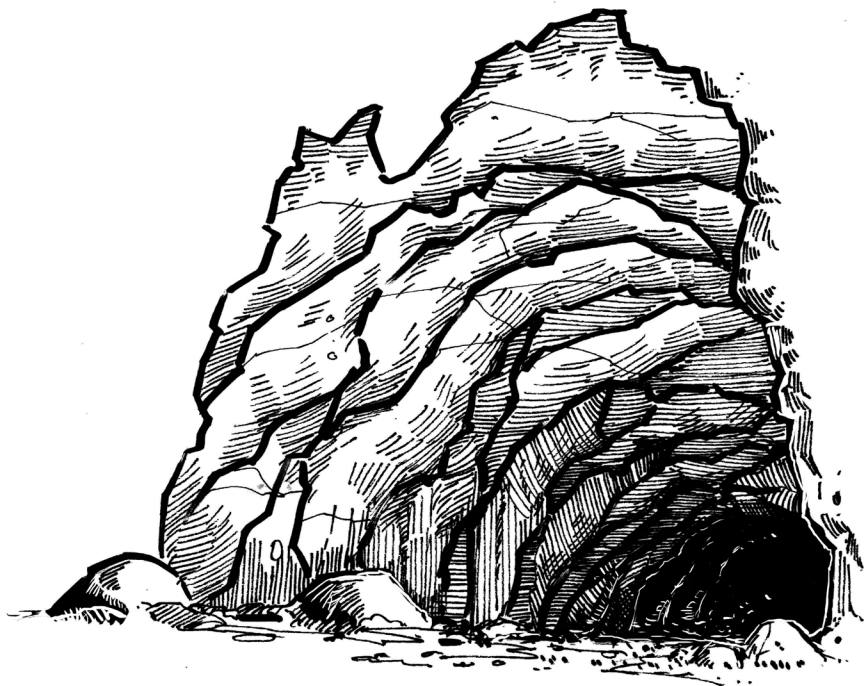
2nd level

Continual Light: once an especially impressive underground chamber has been shaped and crafted, continual light spells are sometimes invoked to provide a constant light source so the magnificence of the creation may be seen by all who pass by.

Knock: dwarves are highly possessive of their many treasures. Gems, jewels, and other trinkets are usually kept safe in the strongest chests, often with the aid of cunningly wrought locks. Knock is useful for opening such chests when the proper key cannot be employed.

Levitate: dwarves are perfectionists, and that includes making certain the layout of their massive chambers is symmetrical. Levitate allows the dwarf to get a literal bird's-eye view of their creation. Any flaws in the room's geography will become immediately apparent.

Locate Object: even considering dwarven skills of organization, it is



inevitable that some items will become lost in their hoards. Locate Object makes finding them easier and faster.

Magic Mouth: the complexity and scale of dwarvish excavations is legendary. To insure that every worker is on the same proverbial page, magic mouth is an easy way to leave instructions when the architects cannot be present.

3rd level

Dispel Magic: a utilitarian spell employed to cease the function of spells no longer needed, such as magic mouth.

Explosive Runes: used to guard the most valuable treasures from unwanted incursions, explosive runes are most often found within and without treasure chests.

Nondetection: the great jewels of

dwarven ancestry are commonly guarded with many spells, including nondetection.

Tiny Hut: used only in the deepest reaches of unfinished mines, tiny hut provides an easy refuge for workers.

Water Breathing: miners inevitably strike sources of water, sometimes deep and powerful underground rivers. In cases of submerged exploration or unexpected floods, water breathing is essential.

4th level

Arcane Eye: being able to see what lies beyond a small hole in a cavern wall can reveal hidden dangers, both from creatures of the underground and structural flaws.

Dimension Door: runemages use this

spell to quickly escape cave-ins.

Fire Trap: the valuable gems unearthed by dwarves are temporarily placed in small chests. These gems are protected by the use of a fire trap spell until the valuables are brought to more secure areas.

Move Earth, lesser: while dwarves are unequalled in their mining abilities, there are times when boring through uncertain rock can be especially dangerous. This spell allows excavation without the risk of disaster.

5th level

Passwall: as with dimension door, passwall facilitates quick passage out of dangerous situations. Its limited duration also means any structural weakening of stone is minimized.

Telekinesis: rubble created by collapsed ceilings and walls can be swiftly moved to rescue those trapped underneath.

Transmute Mud and Rock: with underground rivers comes unstable mud. This spell creates secure footing

for miners working in such locations.

Wall of Stone: this spell is often used immediately after passwall to close off pursuit.

6th level

Arcane Window: used for similar purposes as arcane eye.

Disintegrate: a more effective way of clearing cave-ins than telekinesis.

Guards and Wards: when incursion is a known possibility, guards and wards is used to prevent or slow attack.

Legend Lore: the bones of the earth hide many secrets, including the artifacts of ancient civilizations. Legend lore gives clues as to the history and uses of these items.

Move Earth: a more potent version of move earth, lesser.

Secret Chest: a more effective way of protecting valuables than explosive runes or fire trap.





Figuratively Speaking

In this inaugural issue, we take a look at some classic miniatures from the 1970s and 1980s, when figures from Ral Partha and Grenadier were mainstays on gaming tables.



Necromancer

Ral Partha

1979

This 25mm figure portrays a wizard in the midst of casting a spell. The sculpting is exquisite, with a sense of kineticism inherent in the wind-blown robes, beard, and sleeves. The figure's proportions are pleasing, as are the small touches, such as the ornate belt, with its large buckle and its decreasingly sized mates. The staff is reminiscent of the one used by Gandalf in the 1977 Rankin Bass "Hobbit" cartoon.

Cleric "turning"

Grenadier Models

Dungeon Explorers box set

1980

This cleric was part of TSR's Advanced Dungeons & Dragons line produced from 1980 to 1982. As with most miniatures produced by Grenadier in that era, the legs are short in comparison to the rest of the body. This cleric is armed with a quarterstaff, a nice change of pace from the traditional mace or warhammer. Detail levels are pleasing, yet not so minute as to make painting difficult.





FA26 - Female Monk in Robes
Otherworld Miniatures
FA Series - Fantasy Miniatures
Currently available

Here we have a wonderfully sculpted adventurer, kitted out with a lantern and polearm. The character is flawlessly proportioned, with a face that beams

Monk

TSR Hobbies, Inc.

Monks, Bards, & Thieves box set

1983

This figure was part of TSR's in-house miniatures line that replaced Grenadier's popular official AD&D series. The sculpting is poor, with misshapen hands including a semi-clinched fist that is attached to the miniature's head (!). Two hand axes tucked into the figure's rope belt are also misshapen. The legs appear to lack ankles and the feet look like stumps with cursory attempts at toes. The monk's robes are designed to appear flowing from kinetic action, but they don't obey any laws of motion.



with youth and wide-eyed curiosity. Her hair is smartly braided (so as not to interfere with fighting, no doubt!). She carries a crossbow, bedroll, and pack on her back, and a shortsword on her left hip. A pouch rounds off her accoutrements. This miniature looks and feels like a *real* RPG character!





The Marksman

a new class that hits the bullseye

Marksmen are a sub-class of fighter, specializing in all forms of archery as well as thrown weapons. They must have a dexterity of no less than 14, and strength of at least 12. If a marksman has both dexterity and strength scores greater than 15, they may add 10% to all experience awarded by the referee. The marksman may be of any alignment or race, but is limited to 10th

level an as elf or half-elf, 6th level as a dwarf or gnome, 8th level as a halfling, and 4th level as a half-orc. Humans, as is customary, are not limited as to what level they may achieve. The marksman uses eight-sided dice (d8) to determine their hit points, until they advance to 11th level, when they receive 2 hit points per level (plus any extra h.p. granted by high constitution scores). They use the saving throw matrix used by fighters.

MARKSMEN (FIGHTERS) TABLE I

Experience Points	Experience Level	8-sided Dice	
		for Accumulated Hit Points	Level Title
0-2250	1	1	Yeoman
2251-4500	2	2	Fletcher
4501-10,000	3	3	Bowyer
10,001-20,000	4	4	Bowman
20,001-40,000	5	5	Archer
40,001-90,000	6	6	Targetteer
90,001-145,000	7	7	Sharpshooter
145,001-215,000	8	8	Deadeye
215,001-315,000	9	9	Marksman
315,001-625,000	10	10	Marksman (10th level)
625,001-950,000	11	10+2	Marksman (11th level)
950,001-1,200,000	12	10+4	Marksman (12th level)

350,000 experience points per level for each additional level above 12th.

Marksmen gain 2 h.p. Per level after the 10th.

Flexibility and freedom of arm movement being necessary to load and shoot their bows and hurl their missiles, marksmen may wear no armor heavier than leather. They may become proficient with all bows, including crossbows, as well as spears, slings, javelins, hand & throwing axes, daggers, darts, and short swords. Dwarves, gnomes, and halflings may not use longbows. Gnomes and halflings are also excluded from using heavy crossbows. The first level marksman is proficient with three weapons, two of which must be missile weapons. They become proficient in a new weapon every four levels. Use of non-proficient weapons incur a “to-hit” penalty of -2.

Marksmen receive several benefits:

The marksman halves all “to hit” penalties due to cover and concealment. Round all fractions down.

Range increments for all bows and crossbows are increased by 50%. The new ranges are illustrated below.

At 7th level, the marksman’s rate of fire with missile weapons increases by one per round. In the case of crossbows, the marksman shoots once per round. At 13th level, this ability again increases

the rate of fire by one. Crossbows may fire 3 missiles every two rounds.

Marksmen must remain alert and prepared. A marksman with a nocked arrow or readied thrown weapon can react to surprise such that he may release his missile weapon at the end of a round in which his party is surprised, rather than losing all actions. A marksman who surprises an enemy adds an extra attack with his missile weapon during the surprise round (or segments). If using segments from Advanced edition, the marksman reduces the number of segments lost due to surprise by one. He may attack at the end of the first segment lost, as previously explained. Thus, a marksman in a party that is surprised and loses 3 segments is surprised for only 2 segments, and may attack at the end of the second segment.

Marksmen may attempt trick shots, such as shooting a coin thrown into the air, knocking a wand out of the hand of a magic-user, or skipping an arrow off a stone to reach a target not in line of sight. An attack roll is made as if trying to hit an armor class (AC) assigned by the referee. The degree of difficulty ranges from AC 5 for easier stunts such as shooting a hat off a target, to AC

Weapon	Short Range	Medium Range	Long Range
Bow, composite long	90'	180'	315'
Bow, composite short	75'	150'	270'
Bow, long	105'	210'	315'
Bow, short	75'	150'	225'
Crossbow, heavy	120'	240'	360'
Crossbow, light	90'	180'	270'

-10 for virtually impossible shots like splitting an arrow down its shaft from long range.

NOTES ON THE MARKSMAN FOR OSR GAMES OTHER THAN ADVANCED FIRST EDITION

For Original Edition, Basic/Expert, *Labyrinth Lord* and *Swords & Wizardry*, the marksman uses a six-sided die (d6) for hit points.

For Advanced Second Edition and *For Gold & Glory*, elves and half-elves are limited to 12th level, dwarves and gnomes are limited to 8th level, and halflings are limited to 10th level. If using half-orcs, their limit is 6th level.

If using the point blank range increment from the 1985 Advanced supplement, marksmen gain that benefit for ranges between 6' and 45'. In addition, Weapon Specialization rules from that

supplement allow the marksman the following number of attacks per round with bows and crossbows:

Level 1-6

Bows: 2/1

Light Crossbow: 1/1

Heavy crossbow: 1/2

Level 7-12

Bows: 4/1

Light Crossbow: 2/1

Heavy Crossbow: 3/2

Level 13+

Bows: 5/1

Light Crossbow: 3/1

Heavy Crossbow: 2/1



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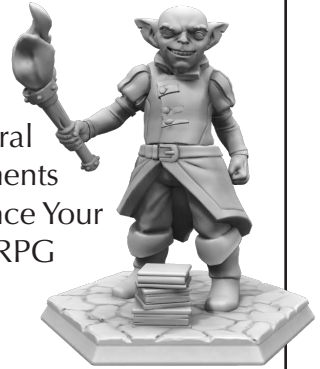
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