

GAZEBO GAZETTE

PREMIER ISSUE



VOLUMEN TESSERAE.
OCCIDERE MONSTRUM.
FURTUM THESAURUM.
HABERE PARS.

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Bradley K McDevitt
Scott Ackerman

INTRO & RANT

Zines have been a mainstay of fandom for decades. Fans took their passion for whatever they were interested in and made a little booklet then shared it with other fans. This whole idea of creating from passion is the backbone of the OSR movement. A community taking a core concept then twisting and tweaking to making something neat and then sharing it with like minded folks is a wonderful thing. You can use what you want. Create what you want. And have a fun time with a bunch of your friends. That's what's good in life.

That's why I've had the urge to do my own little e-zine for the last couple of years. People who follow my OSR blog, They Might Be Gazebos, will notice that much of the material is recreated from there. I want to take what I think are the best parts and put them in format that's easier for others to use and reference. And, yes, there will be new fresh content too. The plan is to publish the Gazebo Gazette on an irregular basis. When I have enough good content for an issue then a new issue will be published. That way I'm not pushing out an issue with filler just to take up space.

I hope you enjoy this issue and I hope it inspires you to create your own new, wonderful, and weird things.

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THE WAND OF TOO MANY SPELLS

The Wand of Too Many Spells appears as a simple wand without any extravagant decoration. It can be extremely useful and dangerous in the hands of Magic-User.

The wand allows a Magic-User to cast any spell from his spell book up to 5th level. But there's a catch. There's a chance that the wand malfunctions. That chance is X in d6 where X is the level of the spell. So for a 1st level spell, it's 1 in 6. 2nd level; 2 in 6. And so on. If the wand works normally then the spell goes off as if the Magic-User had cast it. But if it malfunctions then the wand explodes doing the spell's level times two d6 damage to every one in a 20 foot radius. Save for half damage. With luck this wand could last a long time or it can explode on the first attempt. When it explodes, the wand is obviously destroyed.

THE BAG OF WONDERS

It looks like a worn leather sack. Casting Detect Magic reveals that the bag is very magical. Bags of Wonder are often mistaken for Bags of Holding. They do contain an extradimensional space but all Bags of Wonder share that same space. No one knows exactly how many Bags of Wonder exist or where they are. No one knows if time moves faster, slower, or comes to a stand still inside a bag.

Bags of Wonder always contain 20 items. In order for a character to remove an item from the bag, they have to place an item in the bag. Characters have no control on what item they remove from the bag. It's totally random. A character may only place/withdraw one item from the bag each day. What a character places in their bag, may be removed by some else in possession of a bag and vice versa.

As a GM, a Bag of Wonder takes a little preparation. Take 20 index cards. Write a completely random item on each card. It can be anything from a rock, one-foot section of rope, dirty underwear, a dagger, a cursed dagger, a ray gun, hand grenade, evil artifact, anything. You never know who might be putting stuff into another Bag of Wonders at the other side of the universe. Let your imagination go wild. You'll also want to keep some index cards handy too for adding an interesting item now and then, and keeping track of what the player characters put into their bag. When the player characters remove item, have them pick a card. Also, have them write down the item that they are putting into the bag. Remember there's a chance that the item they put in there, won't be there any more.

ARACHNI-APES

Legend says that a wizard got bored and created owlbears. The same or an equally bored and insane wizard decided to cross a gorilla with a giant spider. These monsters have the body of a great mountain ape and the head of venomous spider.

Arachni-Apes are territorial ambush predators and will attack anything that wanders into their territory. They are usually hunt in small groups consisting of 3d4 adults with half as many offspring. They occasionally keep shiny baubles from their prey in pods made from their Web-Poop. There have been rumors that some of them have even begun using primitive tools.

Hit Dice: 4

Armor Class: 6[13]

Attack: 2 Claws (1d4+2), 1 bite (1d6+Poison)

Move: 12

Save: 13

Special: Sticky Web-Poop, Wall Crawler

Challenge Level/XP: 6/400

Arachni-Apes may hurl their sticky poo at a range of 40 ft. If a target is struck and fails a saving throw then he his held in place for 1d6 rounds.

The poison of an Arachni-Ape causes an additional 2d6 points of damage from a bite attack. Save for half damage.

THE ARCANE GIANT SILVERFISH

Armor Class: 9 [10]

Hit Dice: 1

Attacks: None

Saving Throw: 18

Special: Eats Paper, Spells

Move: 15

Challenge Level/XP: 2/30

Eats Paper: An Arcane Giant Silverfish can consume one scroll or one page of a spell book per round. This includes things like treasure maps or other valuable documents but the creature will prefer magical texts.

Spells: When the creature consumes a magic scroll, it makes a Saving Throw. If successful the beast can instinctively cast that spell once as if it were able to read the scroll. It can do this for either magic-user or cleric scrolls. Any Arcane Giant Silverfish encountered will already have consumed 1d6 Magic-User or Cleric spells from levels 1 to 9 determined randomly.

PRISMATIC OOZE

Hit Dice: 3

Armor Class: 7 [12]

Attacks: Pseudopod Strike (2d6)

Saving Throw: 14

Special: Immune to charm, fear, confusion and similar spells (it's mindless).

Random special ability.

Move: 3

Challenge Level/XP: 8/800

At the beginning of the Prismatic Ooze's turn, the GM rolls (1d10) on the following chart to determine the creatures special ability this round and what color it shifts to.

1 to 2	No special ability this round.
3	Red: Attack does +1d6 fire damage. Immune to fire.
4	Orange: Attack does +1d6 electrical damage. Immune to electricity.
5	Yellow: Gains an additional 1d4 attacks. Its Armor improves by 1d4.
6	Green: If struck by the ooze, the target must make a Saving Throw or be blinded for 1d6 rounds. Any attack that damages the ooze causes an acid splash. All characters adjacent to the ooze must make a Saving Throw or take damage equal to half the damage that the ooze received.
7	Blue: If struck by the ooze, the target must make a Saving Throw or be turned into stone. The ooze takes half damage from weapon attacks.
8	Indigo: If struck by the ooze, the target must make a Saving Throw or be under the influence of a Confusion spell for 1d6 rounds. The ooze is under the effects of a Mirror Image spell. The images will last for 1d6 rounds.
9	Violet: If struck by the ooze, the target must make a Saving Throw or die. The ooze has 75% Magic Resistance.
10	Roll Twice and apply both results with common sense. Ignore this result if rolled again in the same round.

WHAT'S HAPPENING IN THE BIG CITY

1	Disease: A plague breaks out.
2	Disaster: A fire, flood, earthquake or other natural disaster has struck the city.
3	Riots: Civil unrest disrupts the city. A rebellion, tradesman strike or just a riot.
4	Siege: The city is under siege by a hostile force.
5	Fear: There's a monster on the loose city. Everyone is wary of strangers.
6	Feud: Two rival groups (cults, merchants, nobles, criminals etc.) take their fight to the streets.
7	Hard Times: Prices of goods and services have doubled.
8	Tax Time: Every must pay taxes.
9	Famine: Food is a precious commodity.
10	War: The city is gearing up for war. Weapons and the able bodied are being rounded up.
11	Martial Law: There's a curfew and weapons in the hands of civilians are seized.
12	Crime Spree: The city guard are alert for a notorious criminal who just happens to match the description of one of the characters.
13	Witch Hunt: A bounty has been placed on sorcerers and witches. Everyone is willing to cash in.
14	Big Top: A traveling circus is in town. There's much entertainment and few pick pockets.
15	Too Quiet: Oddly enough the city is quiet. Maybe too quiet.
16	The Games: A competition for the bravest, fastest and strongest is occurring.
17	Shopping: A large merchant caravan is in the city. A large variety of goods and services are available.
18	Bountiful Harvest: Food is half price.
19	Largess: The nobility bestow a chicken, loaf of bread or some other minor offering to the poor.
20	Party Time: It's time for the annual festival. The whole town is partying.

THE LOST CRYPT OF VALCERAK

(Actually, The Lost Crypt of Valcerak's Apprentice)

A Mini-Dungeon

Introduction: In the shadowy depths of the forest stands a lone, ancient mausoleum. The local villagers and animals avoid the area. An aura of death and decay permeate the area causing even the bravest of souls to feel uneasy.

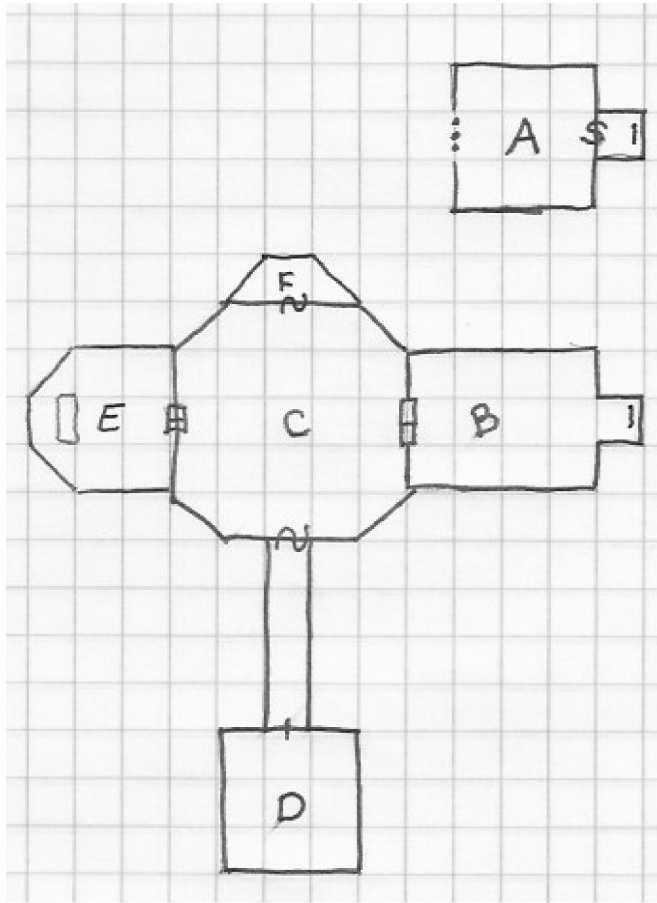
Valcerak was a powerful and arrogant wizard of legend. He ruled over this area 1,000 years ago with an iron fist. He performed all manner of vile rites and obscene experiments. Valcerak was eventually consumed by his own hubris. Some legends say that his body was disintegrated in an arcane accident. Others say he is trapped in an alien dimension. While others claim that he has cheated death and become a lich.

GM's should fill in whatever background details they wish to make this mini-dungeon fit into their world.

Exterior: No plant life grows within a foot of the crypt. The mausoleum is constructed from a single piece of gray stone. The only features are the entry and an ancient bronze plaque.

Entry: Above the entry is an old and corroded plaque. It reads, in barely legible, archaic script, "Here's Lies the Last Remains of Valcerak". A cursory inspection of the plaque will reveal that it has been broken. If the characters do a thorough search of the building's perimeter they will find the broken piece which reads " 's Apprentice"

- The door is constructed of solid stone with a simple (and locked) lock. Protecting the door is a rusted portcullis.
- There is no mechanism for the portcullis but it can be lifted with a successful Strength check.
- If the character's check for traps, they will find that lifting the portcullis causes a dead fall to drop on the character(s) lifting the portcullis causing 2d6 damage (Save for half). This trap can be easily disarmed. If the characters attempt to Detect Magic, the door radiates as magical.
- When the characters enter they may(or may not) notice that there are no knobs or other mechanisms on the inside of the door. This is the real trap. No matter what precautions the characters take, the door will close and the above trap and portcullis will reset at the next sunset or sunrise which ever comes first. Any one trapped inside cannot open the door unless they can break their way through solid stone, dig their way out, or use teleportation magic. Their only other option is to wait for someone to open the door from the outside.



Each Square = 10 Feet

A: The Fake Crypt

There are four coffins in here. All of them are trapped with the same trap. If one of the traps is triggered, they all go off. The trap fills the room with a poisonous gas. Characters who succeed on a Saving Throw versus Poison take 1d4 damage. Those who fail become ravenously hungry. They must eat 3d6 days worth of rations/food or starve to death in the next 1d6 hours. The flesh of any creature who dies from the starvation poison offers no substance and passes on the effect of the poison to any creature who eats it.

In the corner is the skeleton of an adventurer who was trapped in the crypt. It's surrounded by a pile of bones (former companions). The bones show obvious signs of teeth marks. The only thing of value found on the corpse is a silver dagger worth 25 GP.

A secret door opens to a rickety ladder. Characters have a 1 in 6 chance of falling when climbing down the ladder. This increases to 2 in 6 if the character's Dexterity score is lower than 9. The ladder goes down 20 feet into the Guard Chamber.

B: The Guard Chamber

An Undead Monstrosity is on guard here. The creature is similar to zombie but created with the stitched together parts of several humanoid species.

- Undead Monstrosity: AC: 6[13]; HD: 4; Attacks: Punch (2d4) Save: 13; Move: 9; Special: Undead, 30% Magic Resistance, Regenerates 1 HP/Round except damage from fire or holy water, CL/XP: 5/240

C: Second Fake Crypt

- 4 x Zombies: AC: 8 [11], HD: 2, Attacks: Rusty Sword (1d8), Save: 16, Move: 6, Special: Undead, CL/XP: 2/30
- 6 x Skeletons: AC: 7 [12], HD: 1, Attacks: Rusty Mace (1d6), Save: 17, Move: 12, Special: Undead, CL/XP: 1/15

D: The Real Crypt

- Valcerak's Apprentice: AC: 5[14], HD: 5, Attacks: Heretic's Sword (1d8)*, Save: 12, Move: 12, Special: Undead, Half damage from non-magical weapons. Can cast the following spells once per day: Sleep, Magic Missile, and Mirror Image as 3rd level caster, CL/XP: 7/600

Valcerak's Apprentice is carry the following treasure:

- Heretic's Sword* +1/+2 vs Good Aligned Clerics.
- Tattered Magical Robes: Provides -2[+2] AC to Magic-Users only.
- Scroll with Charm Person, Hold Portal, Shield, and Web. If given the chance, he will use the scroll against the player characters.
- Bronze crown with semiprecious stones worth 250 GP.
- Pewter amulet worth 75 GP.
- Concealed inside his thigh bone is a map. Possibly to Valcerak's real tomb or some other interesting location at the GM's discretion.
- Brass Key to the Treasure Room (F).

E: The Dark Shrine

An altar to an ancient evil god of the undead. Even those without arcane or divine powers can sense the evil aura of the altar.

Any magic weapon left on the altar for an hour becomes -2 Vs Undead/+2 vs Living Creatures. Any creature killed by it comes back as zombie in 1d6 rounds.

Any creature who sleeps in the Dark Shrine for eight hours must succeed on a Saving Throw or die and raise again as a Shadow. If a character is foolish enough to actually sleep on the altar the Saving Throw is at -4.

- Shadow: AC: 7 [12], HD: 3+3, Attacks: 1 touch (1d4 + Str drain) Save: 14, Move: 12, Special: Undead, Drains 1 Strength with a hit. Only hit with magical weapons, CL/XP: 4/120



F: Treasure Room

The secret door to the Treasure room is locked and trapped. Both work off the same mechanism (unlocking the door disarms the trap and vice versa). The mechanism is very complex. If the trap is triggered, a hail of darts cause 2d8 damage to all character within 20 feet of the door. Save for half damage.

- Spell Book: Contains all 1st and 2nd level Magic-User spells plus the 3rd level spell "Firebomb". It works the same as Fireball except that it has a range of 0.
- Maggot Skull: At each sunset, the Maggot Skull generates 1d6 large maggots which survive until dawn. If a Magic-User eats any of the maggots then he can memorize additional spell levels equal to the number of maggots eaten. For example, if a character ate 3 maggots, they could memorize 3 additional 1st level spells; one 1st level and one 2nd level spell, or one 3rd level spell. However, each time a Magic-User eats any maggots, there is a 1 in 6 chance that the character's Constitution, Wisdom, or Charisma (determined randomly) is permanently reduced by the number of maggots ingested.
- Treasure Chest containing 50 PP, 250 GP, 600 SP, and various gems and jewelry worth 500 GP.

A DARKER VERSION OF RAISE DEAD

Death is natural (cause of death might not be). Death is one of the laws of the universe and everything dies eventually. Cheating death unbalances the universe and is a Chaotic act. So in this case the spell is a Magic-User spell rather than a Cleric spell. Also, returning the dead to life should be time consuming, expensive, and dangerous.

Raise Dead

Magic-User Level 5

Duration: Permanent

Range: Touch

The Magic-user attempts to defy the laws of the universe and return a fallen being to life. First, the dead body must be as whole as possible. Missing limbs and organs are not replaced. The caster must acquire rare oils and spell components with a value of 1,000 GP per Level/Hit Die of the target. Additionally, the caster must perform a long and precise ritual lasting 1 hour per Level/Hit Die of the target. As part of this ritual, the caster must attempt to bring some sort of balance to the universe by sacrificing a blood relative of the deceased. Additionally, the casters requires a number of assistants equal to the target's Level/HD. A Cleric will not witness or partake in this ritual. Also, a Cleric cannot be the target of the spell. The spell may never be attempted again on the same target more than once.

Once the ritual is completed, both the caster and the target attempt a Saving Throw. If both succeed then the spell was successful and the target returns to life with 1 Hit Point. If either of them fail so does the spell. Roll 1d20 on the following chart. If they both fail then roll 1d10+10 on the following chart.



- 1: The body is consumed in a divine fire leaving nothing but ash.
- 2: The body shows all the signs of life but no soul has entered it. It will expire from dehydration in 1d4 of days.
- 3: The target's soul reenters the body but the transition was too much. The target has total amnesia and is now a Level-0 character.
- 4: The target's body explodes with necromatic energy causing Level/Hit Dice D6 of damage to every thing in a 30 foot radius. Save for half damage.
- 5: The caster accidentally summons the spirit of wrong person. This can be any dead person from history as determined by the GM.
- 6: The soul of the target ends up in the nearest animal no smaller than a rat.
- 7: The caster's and the target's souls switch bodies.
- 8: The target's soul ends up in a random item. That item is now magical and has powers based on the class and level of the target at GM's discretion.
- 9: The target will live normally for 1d100 days (GM rolls secretly) then drops dead, his corpse will rot away to nothing in seconds.
- 10: The target's soul does not enter his body but is turned into a vengeful ghost which attacks and/or haunts the party.
- 11: The caster accidentally summons some otherworldly entity that now possesses the body of the target.
- 12: The ritual summons forth 2d6 ghosts which immediately attack.
- 13: The target's body explodes in a shower of flesh eating maggots. Save or take 1d6 damage each round until the character makes a successful Save.
- 14: The target's soul reanimates the body but as a form of free-willed, intelligent undead.
- 15: The caster loses a number of levels equal to the Level/Hit Die of the target. If this drains the caster to 0-Level then the caster is killed.
- 16: The veil between the mortal world and the Underworld weakens. The area is defiled and becomes prime habitat for undead creatures.
- 17: Each being within a 30 foot radius must Save. Those who fail their have their souls switched to another random body.
- 18: An Angel of Divine Retribution descends on the area killing every sentient being in a radius of the target's Level/Hit Die x miles. Save or die.
- 19: Every dead creature in an area in radius equal to the target's Level/Hit Die x 10 miles is re-animated as zombie.
- 20: An area in radius equal to the target's Level/Hit Die miles is drained of life. All creatures 4 HD or less are instantly killed. Those with more than 4 HD are allowed a Saving throw or die. This effect lasts in the area for one year. For 100 years, no plant life will grow in this area and animals will avoid it.

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