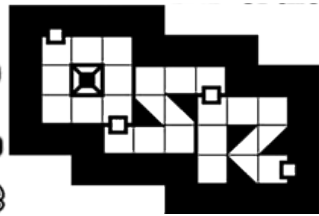


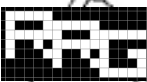
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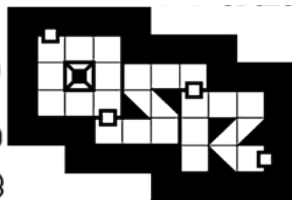


EXCAVATION OF THE TOMB OF LORNINANE





Hobbs & Friends of the



An OSR Zine

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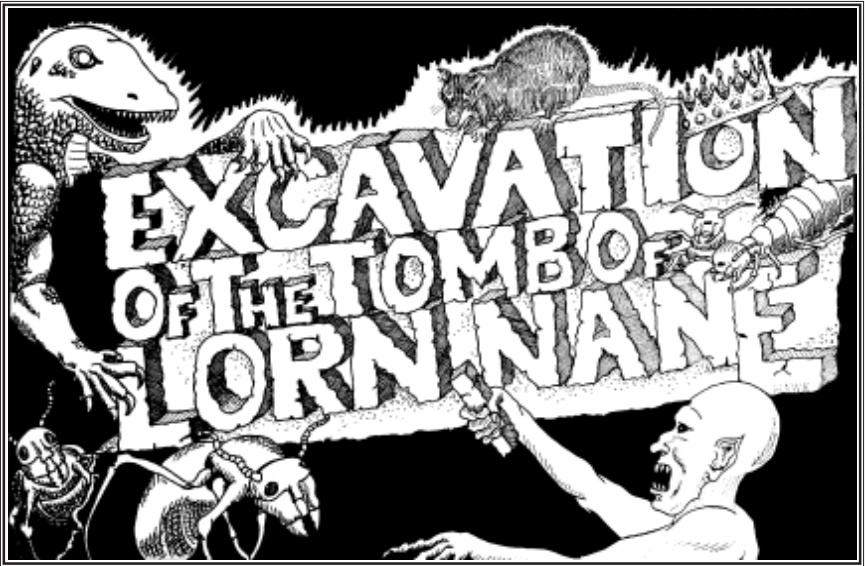
OSR Adjacent

Hey folks. I'm Chris and I'm the editor of this zine. I just wanted to let you know this is my first **foray** into making any kind of magazine... or zine in this instance. I've also always been kind of OSR adjacent. It's been interesting reading Hobbs' work and listening to him on the podcast as it's helped me get to know a little bit of the OSR community. I really enjoy it. The people, the games, the camaraderie, everything about the OSR that I've been a part of has been highly enjoyable and entertaining. I'm also very proud to be a part of this publication and this community. I'm still adjacent in a lot of ways to the OSR but I hope with time and some effort on my part I'll feel just at home in the OSR as I do everywhere else in the Gameosphere.

With that said I'm happy to have helped contribute this to the OSR, the first issue of Hobbs and Friends of the OSR Zine. I hope you all enjoy it and we'll be back in a few months with issue two.

Chris Sniezak





Here lies Lorninane, Lord of Rhode-in-the-Hills. His tomb, long lost to the sands of time was discovered once more by Chandri, a Mibishal Archivist and great admirer of Lorninane's work. The Rhodashan, Lorninane was known as a powerful Summoner and Chandri believed his Tomb might hold the secret of Opjimar's past. He devised a plan to excavate Lorninane's Tomb and held no reservation nor cost. His minions built him a laboratory in the Badlands nearby where Yakin half-breeds were produced and the canyon surrounding the Tomb was slowly exhumed. Chandri also built a Minaret within the Excavation site for housing and experimentation of an artifact found within the Upper Tomb of Lorninane.

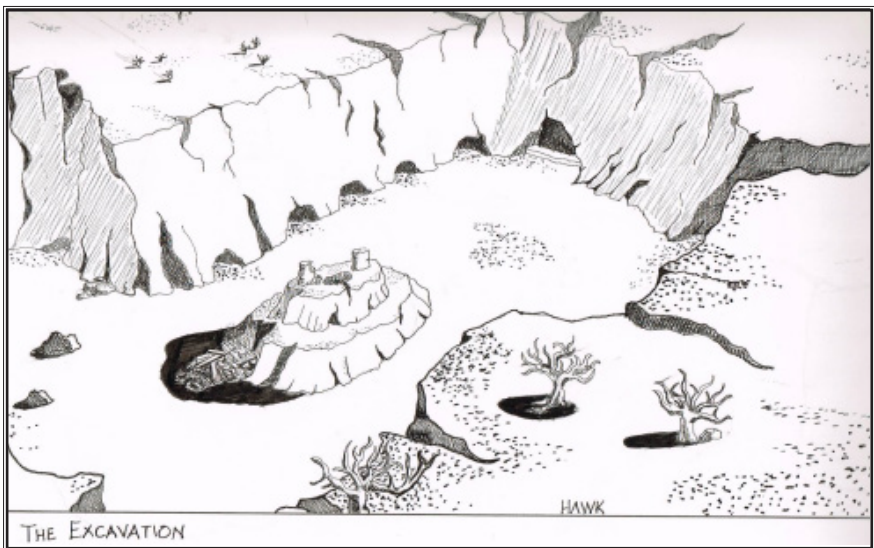
Unfortunately, a Kamaran rebellion overtook the excavation site and Chandri nor his findings or results were ever found. Since then, the Vitem (raw magical energy) has mutated natural creatures into abominations and drawn further horrors to the location. What mysteries lie in Chandri's Minaret and further, the unplumbed depths of Lorninane's Tomb!?





The blowing sands of forty years since the Excavation was in use have begun to overcome the work of the slaves and Yakin Chandri used. A large terraced area dominates the central area of the canyon and various caves and elevated plateaus dot the cliff walls. Creatures of Chaos are drawn by the Vitem, still pulsing in the undead remains of Lorninane's Tomb. The canyon has become haunted by Yakin and demonic creatures.

Chandri's home, a Minaret located in the southern portion of the canyon, was buried first by an Earth Elemental and then the sands of time. The status of the Minaret is a testament to the Karaman Revolution a few decades passed and it contains the fading soul of an Earth Elemental and the forces of a partially human Ant Queen. It has very recently been found by an exploring Yakin shaman.



Excavation Area

A. The south-eastern portion of the excavation is dominated by an underground spring-fed mire. The area is perpetually a slimy sluice of mud. A few years ago, a Mudman and his minions escaped from the Laboratory to the east and found their way here. The Mudman found an electrum crown and a gilded bone scroll case before escaping the Laboratory. He holds court daily over his minions and otherwise whiles away his time, keening for the Vitem hidden somewhere below the floor of the canyon.





The Mudman's bloated body flab covers an average sized naked male form. His head is mostly bald with sporadic patches of hair clumped about his scalp, which are beginning to grow up and over the electrum crown perched awkwardly on his fleshy skull.

Five attendants slink slowly about the sluice. Their long, gangly forms are grey-skinned and sallow. Straggly hairs hang limply from their heads and claw-fingered hands loll at the ends of too long arms. A crude bench has been carved from the sandstone and a loose pile of coins gleams upon it in the daylight.

Mudman HD 3 HP 13, AC 3 [16] #AT 1, Claw d6, Spec: Regen 1 hp per rnd, XP 120

5 Minions HD 1 HP 4, 6, 3, 6, 2, AC 5 [14] #AT 3, 2 Claw d2/Bite d4, Spec Normal Weapons do half damage, XP 60

Treasure. Electrum diadem 200 gp, 2000 sp, Gold-gilded bone scroll case 100gp (Map to Bhumiya, arcane scroll *Protection from Good*, *Silent Step*[Written in Mibishal])

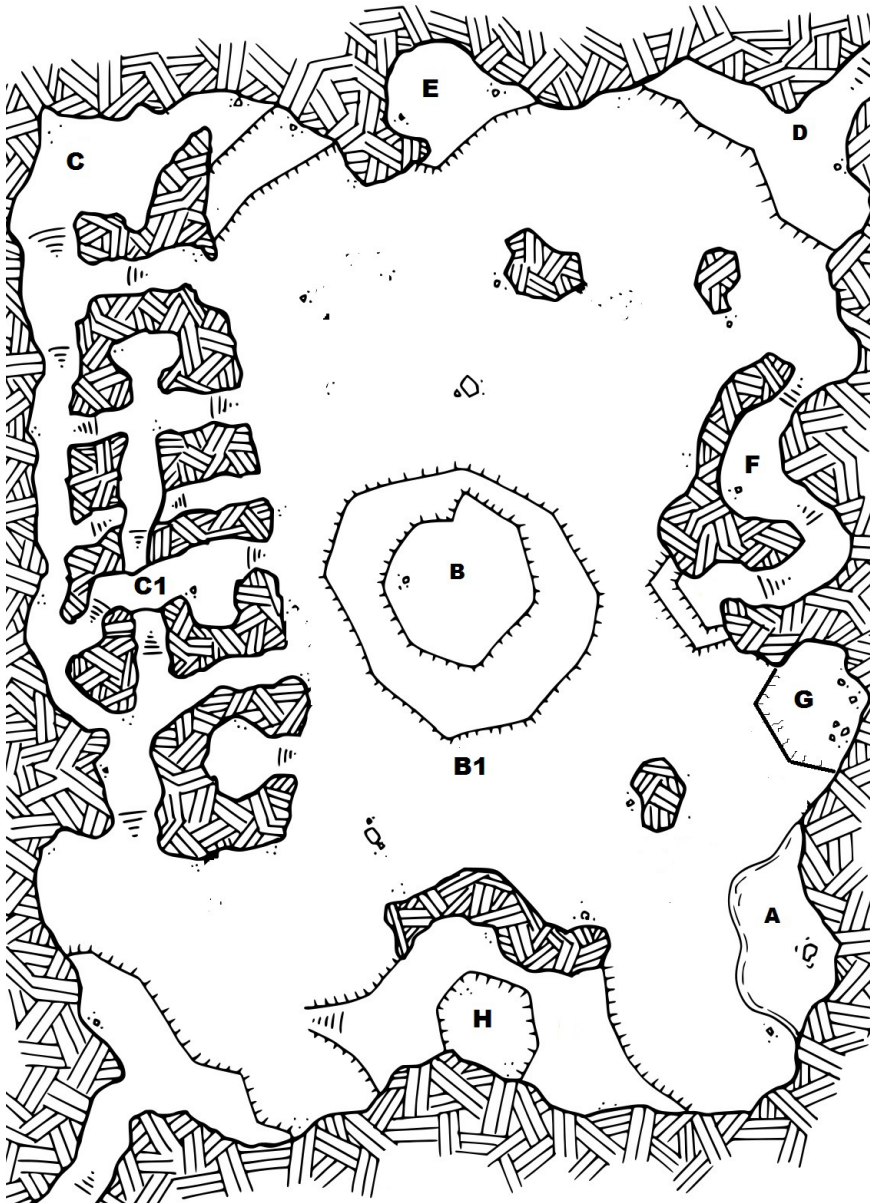
B. The ground here stretches above the sandy floor of the excavation in two large tiers. Whatever stairs that provided ascent have fallen to disrepair in the past decades. The tiers are about 15' in height and traversing each tier is slightly difficult. Two massive limestone pillars, bearing worn facades difficult to discern, guard either side of a hole dug into the upper tier's earthy floor. Darkmantles have made a lair of the area, hiding in the nooks and crannies of the pillars' upper reaches. They starve for the blood and flesh of any victims foolish enough to approach.

3 Darkmantles HD 1+2, HP 4, 5, 10, AC 5 [14], #AT 1, Constriction d4, Spec: Suffocation, Darkness 15', XP 45





The Excavation Level





Treasure. A compartment within one of the pillars is trapped with Aken Spore, and a cloud of the spore is expelled if a hidden latch isn't depressed.

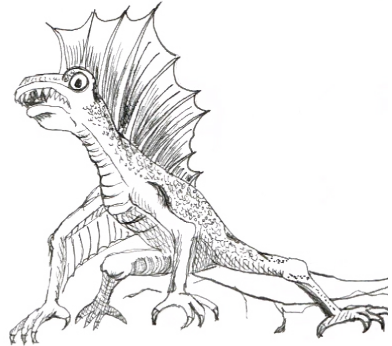
The Aken Spore will attack any air breathing creatures within twenty feet of the pillar. Anyone failing their ST with a +2 bonus will be infected and the Spore will attach itself to the capillaries of the nose and throat of its victim, causing 1d6 choking damage and incessant hacking as the victim attempts to expel the spores (-1 to all attack or skill rolls for 1d10 days and stealth is impossible).

An expertly Carved Sandstone Dragon with pearl eyes 800gp (eyes worth 100 gp ea) (From Rhodashan era worth half on open market lies within the hidden compartment).

B1. A tumble of old lumber is jumbled here with an infestation of termites. The Vitem below has caused a couple of them to grow to larger size. Amidst the ruin of the wooden jumble, an old coffer can be discovered. It contains 2 pieces of ceramic pottery made by the Mibishal artist, Deshas. The pieces are in poor shape and worth a mere 100 gp each to non-collectors.

2 G. Termites HD 2+2 HP 13, 16, AC 5 [14] #AT 1, Bite 2d4, XP70

C. These caves were used for various purposes during the days of the excavation, such as catacombs and living areas. Now they are prowled by two mated Giant Draco Lizards and their brood. 75% chance of encountering a young Lizard, but any threat will cause a mate to come running.



2 Adult G. Draco Lizard HD 4+2
HP 25, 26, AC 5 [14], #AT 1, Bite
d10, Spec: Glide, XP 140

6 Young HD 2+1 HP 16, 8, 15, 7, 6, 6, AC 6 [13], #AT 1, Bite d6,
Spec: Glide, XP 75

Treasure. Amidst the tunnels, a few victims have been dragged back to the lair. The treasure of these remains consist of: 1000 gp,





three precious stones (pearl 250gp, aquamarine 500gp, alexandrite 500gp), Chereti's corpse (Elite Thieves tools +5% pick locks, ***Chereti's Hand Drawn Treasure Map depicting the location of his treasure in AREA G***, Cloak of Shadows 1/day +10% to hide in shadows).

C1. Catacombs – The walls of this chamber are lined with catacombs. The bones of slaves were placed here by Chandri for further use once their living coil expired. They were left with what little they had. The little regard given to their bodies was given to their corpses, as they were tossed into little dug-out nooks, sometimes two or three to each cranny. Disturbing the remains of these beleaguered souls can have variable effects:

One turn of searching offers 2d10 coins and roll a d4 to consult the table below:

1. 1d6 skeletons awaken and attack
2. 1d6 clay utensils worth 5 gold daric each to a history aficionado
3. Collapse! searcher takes 1d6 dam from collapsing portion ST +1
4. Soul drawing – Vitem in the area causes a Collapse! (see above) and a **skeletal mass** is born from the wreckage. HD 3+1 HP 24 AC 8 [11] #AT 2 Claws d6, XP 250

D. A Band of Yakin have inhabited the North Eastern portion of the Excavation. They are exploring the area trying to find what calls them (the Vitem below). Their camp consists of a few hide yurts and themselves. They fear the creatures about the Plateau, and the Lizards, and search the other areas instead, forever drawn by the Vitem.

Yakin Champion HD 3+1 HP 17, AC 4 [15], #AT 3 or 1, 2 claws/1 bite - d3/d3/d8 or +1 (STR) Flint sword 1d6+2 (STR), XP 50

5 Yakin HD 2+1 HP 12, 16, 12, 11, 12, AC 5 [14], #AT 3 or 1, 2 claws/1 bite - d3/d3/d8 or +1 (STR) Spear 1d6+1 (STR), XP 35

Treasure. The Yakin Champion has a +1 Hide Shield with a painted symbol of Thoth-Mannan in blood on it. It has Firebreak +5 to ST vs Fire damage. There is also 1000 ep, 6 giant feathers 12gp each, a roll of silk (4 stone, 400 gold), two pouches of wolfsbane ($\frac{1}{6}$ stone, 20 gold), and 4 agate 25 gp/ea.





E. Ruin - Remnants of Mibishal habitation still remain in this secluded area of the excavation. A building of adobe and sandstone is partially buried in white sand. The area was briefly explored by the Yakin, but nothing of interest was found. There is a partially obscured area in the back containing some tablets discovered in the entry chamber of the crypt. They tell a brief synopsis of Lorninane and have some value to scholars (6 ea worth 100gp tablets in stone coffer .5 stone for each tablet and 1 stone for coffer). Amidst the tablets is also a sandstone tablet of *Read Languages*[*Written in Rhodashan*]. The Tablets also depict a sketch of a circular room and details about using the rods to twist the central pillar, which in turn moves the bridge in **Area A** of the **Crypt of Lorninane**.

F. The landing amidst the stairs is extremely dangerous and has caused its fair share of deaths amongst tomb robbers. The ceiling is in dire disrepair and every round in this tunnel causes a slight cave-in. Each round spent in this tunnel requires a single Saving Throw from a randomly determined character in the area. Failure means a few stones have fallen causing 1d6 damage. If three saving throws are failed, the third one represents a complete collapse of the tunnel. Anyone within is likely killed. Prior victims of the treacherous area have left a few coins. Every round of searching per searcher can locate 1d10 gold worth of coins.

G. A single wall of sandstone remains here to block the wind. Whatever purpose the building was once used has been forgotten, and nothing of value is easily visible. Chereti's treasure lies here, buried amongst a stone cairn and blowing sand. It's virtually impossible to find without Chereti's map found in the lair of the *Giant Draco Lizards in Area C*.

A stone coffer. Within the coffer is map to another adventure or random treasure, an Onyx Skull that can cast *Summon Iska* (it has a total of 20 charges, but each use has an accumulating chance to misfire, and the Iskas attack the user instead. 15 charges remain. Every time the skull is used, roll 1d20. If it equals the number of charges or below the Iskas are loyal; otherwise, they attack the summoner, spell as *Summon Berserker* but 1d4 Iskas are summoned instead), 4 clay vials of Neutralize Poison.

Iska HD 2, HP 10, AC 3, #AT 3 or 1, 2 claws/1 horn - d3/d3/d3 or 1 horn charge 1d6+3, Turned as a Zombie, XP 44





Iska are gaunt and tall undead. Their features are obscured by a bloody sheen, as if a bony carapace clawed itself from the flesh beneath. They appear humanoid goats standing about six feet tall. Grey to black fur covers their bodies and thick, broad horns jut from top of their skulls and curl away like long-horn cattle or yak. Their legs are reversed as a goat or dog. Iska are tenaciously hungry and this is represented by their difficulty in being turned.

H. A Yakin shaman of the tribe in the North East has made this area his camp. It consists of a couple small yurts made of an unknown hide. He and his attendants had hoped to secure the diadem of the Mudman or gain entrance to the Tomb. Instead, they have discovered another ruin and have forced entrance into the upper portions of Chandri's Minaret. The shaman and three of his attendants are below exploring the minaret. Two Yakin warriors are here, awaiting their master's return and guarding the campsite.

Shaman HD 3+1, HP 17, AC 4 [15], #AT 3 or 1, 2 claws/1 bite - d3/d3/d8 or +1 (STR) Flint club 1d6+2 (STR), XP 150, Spells: *Command, Cr It Wounds, Trance*

5 Yakin HD 2+1 HP 12, 16, 12, 11, 12, AC 5 [15], #AT 3 or 1, 2 claws/1 bite - d3/d3/d8 or +1 (STR) Spear 1d6+1 (STR), XP 35

Treasure is hidden amidst the yurts: giant draco lizard horn ($\frac{1}{6}$ stone, 14 gold), five bricks of salt ($2\frac{3}{6}$ stone, 35 gold), eight nuggets of gold (2 stone, 80 gold), scrimshawed baton of bone (*Wand of Wind* [Casts *Gust of Wind*] 7 charges, Secondary Power Awareness)

Chandri's Minaret

As the Mibishal Archivist, Chandri continued his work on the Excavation, he had his slaves build him a home on-site. In time, the Minaret was finished and became a home for Chandri, his wife Ahira, their retainers, and other scholars from around the known world interested in Rhodashan migration to this area. By the time of the Karaman Rebellion, Chandri had not quite opened Lornininane's Tomb, but they had removed the vitem drawing device used by Lorninane. Chandri termed the device, Phlogistanal Crystalgraph and copied the methodology of siphoning and storing the energy of the Magical Vitem, though he never found the location of the Vitem within Lornininane's Tomb.

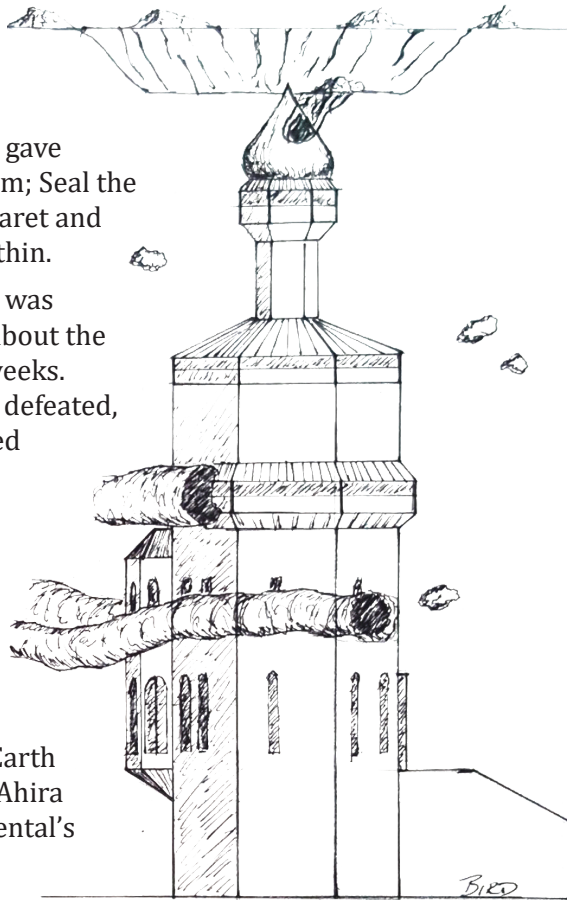
During the attack of the Rebellious Karamani, a dissident Summoner drew an emissary from the Elemental Plane of Earth, the Earth





Elemental Bargrival, to assist in the battle. As the rebels fell to Chandri's magic and his minions, the Summoner gave Bargrival a last ultimatum; Seal the Archivist within his Minaret and destroy all Mibishals within.

The Elemental did as he was bid and a roving battle about the Minaret continued for weeks. Eventually, Chandri was defeated, but not before he hatched a plan to save his wife Ahira, by mutating her into a Queen of ants and giving her the ability to control the enlarged Nkosan Albino Ants. Bargrival cannot return home to the Elemental Plane of Earth until he kills Ahira, and Ahira cannot escape the Elemental's symbiote Sentinels or the buried Minaret while Bargrival lives.



The Mibishal that fell in their chambers have become a mutated type of undead from the Vitem housed in the Crystalgraph below.

The Yakin Shaman and his men had discovered the very tip of the conical Minaret and forced entry to the topmost floor of the tower and began to explore, inevitably drawn by the Chaotic song of the Phlogistanal Crystalgraph below.

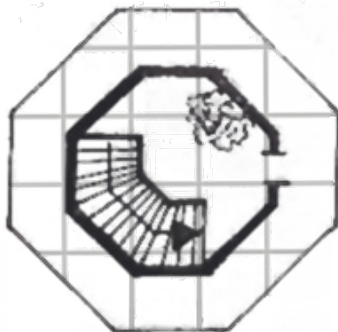
Every hour in the Elemental controlled portions of the Minaret a random check for a Sand Sentinel is made. Roll a d6. On a 1 the Sand Sentinel finds the interlopers. Each subsequent check increases the 1 in 6 chance until a Sand Sentinel eventually finds any intruders.





Spinneret

The hole in the spinneret's ceiling is a 10' drop to the topmost floor, which contains only a spiral staircase descending into the minaret. A large hole approximately 3 feet across allows access in and out of the Minaret. Sand has begun to blow in from above. The air has a musty feel to it and the scent of decay and deep earth teases the olfactory senses. A soft breeze draws the flames of open light sources down into the depths of the stair.



3rd and 4th Floor

A. Sand piles dot the stairs and chamber as a bloody ichor trails down the spiral staircase. They continue downward until they dead end at pile of sand and rubble, making further decent impossible. An arch leads away from the stairwell and into a large chamber.

B. Upper Hall - Piles of sand abundantly litter this area and more blood, from the staircase, spots the hall. Some old piles and bits of leather lie near the sand piles, as well as some Mibishal styled weapons, pitted and rotted from unused age. Droplets of blood make a trail leading from the stairwell to the north-eastern most door. The Central pillar is embossed with an alabaster facade chipped into sinister frescoes. The art is disturbing, yet beautiful. If entrepreneurial folk could remove the embossments wholesale would take some time and care, but could yield a hefty sum. All the while, exploring Sand Sentinels prowl the minaret searching for interlopers.

C. Study - Once plush accouterments, long rotted and fallen to tattered debris, are strewn about this chamber. Crimson runes are encircled upon each wall, ceiling, and floor of the hallway, warding against Elementals. Within, Chandri did his last plotting, and though aged, some of his work is evident. Vellum scrolls litter the floor accompanied by ink wells, quills, and wax tablets. Arcane symbols are omnipresent, and a large glass case--now shattered--rests crookedly upon dried earth. Albino ants of the Nkosan Coast were once contained within, but later ensorcelled to giant size. One of the





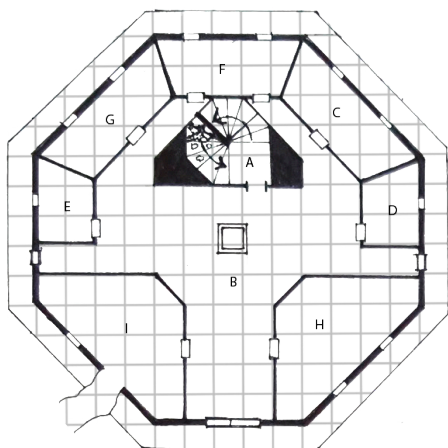
vellum parchments details the enacting verbiage and creation of a permanent insect control serum. There are also vague notations visible on a wax tablet next to a thick, iron rod. This rod can assist in opening **Entry Chamber of Lorninane's Tomb**.

Treasure. Scroll of ward vs. magic (Gael), two attractive rugs (14 stone, ten gold), three bottles of wine (1 3/6 stone, 15 gold)

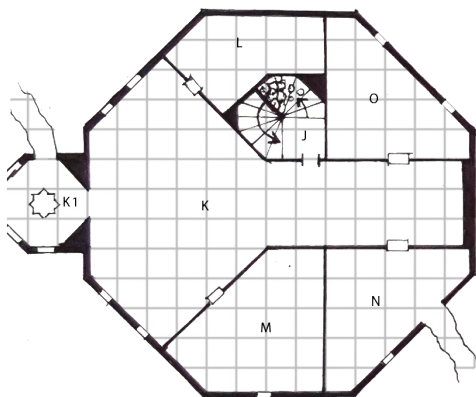
D. Closet - Only busted crates and boxes seem to remain here, contents strewn about and rotted away. Careful searching will discover a vial of perfume, rare (125 gold); two sticks of incense, rare (26 gold); and pouch of slivered malachite (10 gold).

E. Servants Quarters - A Dusk ghoulish resides here and will be awoken upon entering the desiccated remnants of its bedchamber. The creature appears an emaciated woman, fine long black hair still lustrous, hanging about her head and shoulders. She is dressed in adequate silks cut in the Mibishal way.

Dusk Ghoul HD 2 HP 8, AC 3, #AT 3, 3 Bites, d3/d3/d3, Spec:



4th Floor



3rd Floor

Bite causes Paralysis with failed save - 1d4 Turns, XP 34

F. Library - The Yakin Shaman and his retainers have holed up here after their battle with two Sand Sentinels. One of the Yakin is badly wounded and lies on the remains of a table. Stone shelves once full of wax tablets and scrolls litter the walls. Anything legible upon these





artifacts have been lost to the sands of time.

Shaman HD 3+1 HP 17, AC 4 [15], #AT 3 or 1, 2 claws/1 bite - d3/d3/d8 or +1 (STR) Flint club 1d6+2 (STR), XP 150, Spells: *Command, Cr lt Wounds, Trance*

3 Yakin HD 2+1 HP 12, 16, 12 AC 5 [14], #AT 3 or 1, 2 claws/1 bite - d3/d3/d8 or +1 (STR) Spear 1d6+1 (STR), XP 35

G. Servant's Chambers - A Dusk Ghoul lies on what is left of the bed it used when it served Lord Chandri.

Dusk Ghoul HD 2, HP 8, AC 3, #AT 3, 3 Bites, d3/d3/d3, Spec: Bite causes Paralysis with failed save - 1d4 Turns, XP 34

H. Chandri's Bedchamber - Chandri's Journal can be found here with his specter constantly reading it. The Specter lacks enough substance to be a threat but attempts to interact with any intruders.

Very little of Chandri's journal survived the trauma of the escape of the albino ants and the transmutation of Queen Ahira. The last few entries detail finding the central set of tiers during the excavation and the dangers of the leathery-winged dark mantles and the entry chamber below. A sketched drawing of the entry chamber of Lorninane's Tomb can be found, detailing the various pillars, statues, and the hefty iron rods. He hasn't quite figured out the puzzle enabling entry, but he does detail how the trap was set off a few times before they began moving the Crystalgraph and gave up on entry to the tomb proper.

I. Ahira's Bedchamber - 4 Albino Ants are sifting through things in this chamber at their "Queen's" behest. With minimal searching, the ant tunnel leading outside and into the elemental earth can be found along the south-western curve of the chamber.

4 Albino Ants HD 2 HP 8, 7, AC 4, #AT 1, Bite d4, XP 40

See Antling Tunnels (pg 15)

J. Ascending Stairs - White sand fills the ascending stairs and dribbles out onto the landing, making ascent impossible. Descent to the second level is still possible.

K. A Dueling Hall - A large combat took place here. Though the combatants are difficult to discern, the remnants of arms and armor, prove at least one side consisted of Karamani Rebels. The other side bears the iconology of Mishibi arms-men. Vitem is strong enough that four Dust skeletons rise to attack. Chandri's corpse lies here,





face planted, right arm outstretched, and finger pointing towards the Summoning Nexus. Tattered remnants of a book remain tucked beneath his left arm and body, none of it is legible but the Rhodashan word “Banishment” along the spine. A pouch of diamond dust can be found in Chandri’s pocket, as well as a non-descript ring on the pinky finger of his left hand.

4 Dust Skeletons HD 1 HP 6, 1, 2, 5 #AT 1, sword d6, XP 18

Treasure. Pouch of Diamond Dust 100gp, Nondescript ring 10gp

K1. Nexus – This was Chandri’s ritual summoning circle. The Vitem is lacking to use it for its intended purpose, but if Vitem charged crystal rods from the charging chamber below, the Summoning Ritual could be completed that was begun so long ago. Once complete, the Earth Elemental will be banished regardless of its original terms.

L. Closet – Only busted crates and boxes remain here, their contents strewn about and rotted away. Careful searching will discover a few items of worth.

Treasure. A bag of exotic tea (5 stone, 75 gold), bag of textiles (5 stone, 25 gold), fur cape (1 stone, 100 gold), and eight bundles of furs (24 stone, 120 gold)

M. World Mural – A mostly destroyed mosaic map of the nearby region can be found on the Eastern wall. An astute observer with a keen mind might be able to make out two distinct maps of the same area. One appearing to be a desert and the other a verdant forestland. Through exhaustive research and effort Chandri, has depicted the way Opjamar once looked and how it looks now after the Rhodashan desolation.

N. Laboratory – This door was smashed in and all the paraphernalia within destroyed decades ago. Still, there is a hidden cache of potions beneath the detritus in a stone coffer near the ant tunnel.

Treasure. Potions: *Extra-Healing, Invisibility, Water Breathing, Human Control*

O. Apprentice Chambers – A single bloated Dusk Ghoul remains in this chamber. The creature’s stomach sometimes kicks, or a face can be seen floating beneath the skin. The remaining apprentices were consumed by this one and have now become human faced, albino giant rats.





Dusk Ghoul Apprentice HD 2, HP 8, AC 3, #AT 2, 2 claws d6/d6, Can cast *Wall of Smoke* and *Spider Climb* at will, XP 124

3 G. Rats HD 1d4, HP 2, 1, 1, AC 2, #AT 1, bite d3, Spec: If bit roll ST or be diseased, XP 5. Note: Disease will vary from game to game so you might have to make a ruling if disease isn't covered in your game. A couple options are; they start turning into an Albino Rat as the disease, or just give them the black plague which will kill them in less than 2 days if it's not dealt with.

Treasure. Amidst the scattered contents of the chamber are things forgotten by the apprentice since his death and "rebirth." 1,000 silver coins (1 stone, 100 gold), lapis lazuli (25 gold), onyx (50 gold), pouch of birthwort (10gp), five glass prisms (50 gold), and 12 silver arrows (60 gold).



Antling Tunnels

Wandering creatures here. Roll a d3 when your system of choice rules, or whenever you deem necessary.

1. **Albino Ants:** 1d3 **workers** [HD 2, AC 3, #AT 1, bite d4] and 1 **warrior** [HD 3, AC 4, #AT 1, bite 2d4]
2. **Albino Ants:** 1d3 **workers** [HD 2, AC 3, #AT 1, bite d4]
3. **Ants v Dusk Ghoul:** 1d2 **workers** [HD 2, AC 3, #AT 1, bite d4] trying to corral a **dusk ghoul** [HD 2, HP 8, AC 3, #AT 3, 3 Bites, d3/d3/d3, Spec: Bite causes Paralysis with failed save - 1d4 Turns, XP 34]



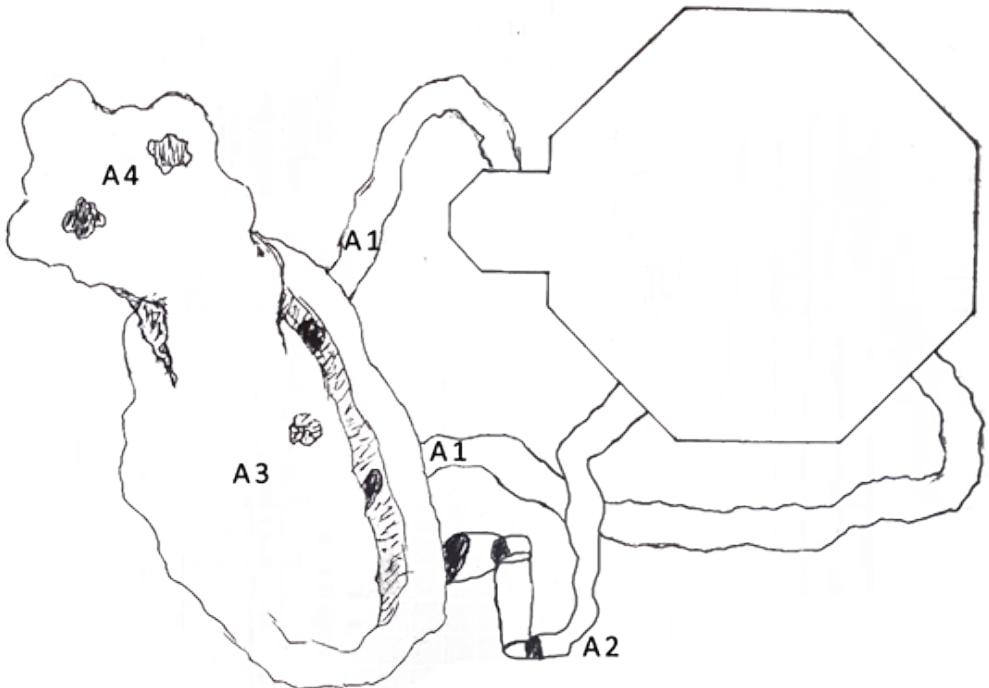


A1. This tunnel is about 3 feet in diameter in most places and slopes at a minimal gradient before opening up. In spots, the ground is obviously freshly dug, and, if not careful, men walking past will tumble into the tunnel below, taking 1d6 of damage and a 50% chance of extinguishing any light source.

A2. The tunnel once more narrows and extends about twenty feet before the ceiling lifts away in concentric rings and continues on. The ledge is about one foot wide and can be traversed with some difficulty. It goes upward about 35 feet before it curves away into another tunnel.

A3. This appears to be some sort of storage chamber for the ant colony. Amidst the obvious trash are some real treasures, pilfered from various areas of the Minaret. Ten sticks of incense, rare (80 gold); an emerald (1,000 gold); garnet (250 gold); set of engraved teeth (100 gold); and three sets of engraved teeth (240 gold). Protecting this cache by way of proximity are some ant larvae.

6 Larvae HD 1, HP 8, 1, 8, 1, AC 3, #AT 1, leech mouth d3 + drain for d3 subsequent rds, XP 30





A4. Throne Room – Queen Ahira rules her kingdom from this heady chamber. Her throne is a raised dais of ant skulls and she's protected by two albino warriors. Three pits containing 2 larvae each are possible threats as the warrior ants will try and push attackers into them.

Queen Ahira has her treasured items placed haphazardly about her in the throne room.

6 Larvae HD 1, HP 6, 5, 3, 3, 2, 1, AC 3, #AT 1, leech mouth d3 + d3 drain subsequent rds, XP 30

2 Ant Warriors HD 3, HP 14, 10, AC 4, #AT 1, bite 2d4, XP 100

Queen Ahira HD 5, HP 23, AC 2, #AT 1, Poison bite - ST or die or Emit Choking Cloud - ST Make Save: -1 to all throws for d4 rounds / Fail Save: same as make save and 1 damage for d6 rds, XP 350

Treasure. 2,000 gold coins (2 stone, 2,000 gold); two bags of tea (10 stone, 150 gold); nine sticks of incense, rare (252 gold); emerald (1,000 gold); sunset amethyst (750 gold); vial of perfume, rare (25 gold); ivory trinket (500 gold); rich fur cape (1 stone, 1,100 gold); two statuettes (1/6 stone, 800 gold); three statuettes (2/6 stone, 3,000 gold); wrought bronze trinket (90 gold); wrought silver trinket (300 gold).





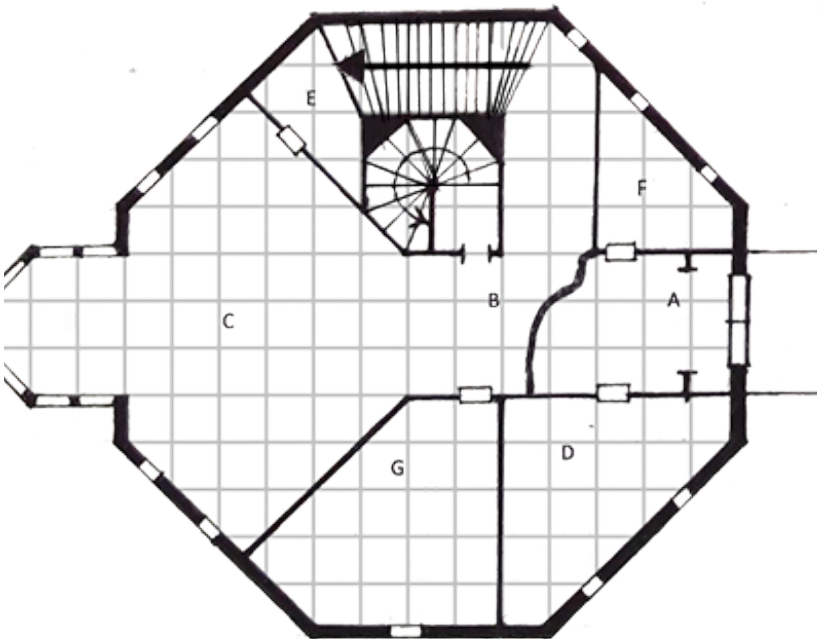
Minaret 2nd Floor

The essence of the Earth Elemental is stronger here on this ground floor, closer to his 'home' and it sends scouts about to ascertain further contaminants of its current environs. The scouts are tripod-like creations that have 360 degree vision. Every hour, a wandering monster is encountered on 1 on a d4. If a scout ascertains the location of interlopers it will return to Bargival, report. A sentinel will be created to deal with them.

Elemental Earth Scouts HD 1+1, AT 10+, #AT 2, Bash d4, Spec: Cannot be flanked, XP 125

Sand Sentinel HD 3, AC 3, #AT 1, Bash d6+2, Spec: ½ dam from mundane weapons, XP 250

A. Stair and Foyer – This area is completely consumed by the Earth Elemental. The summoning of the Karaman Elementalist was strong enough to curse the Elemental here with its mission. Its slow deterioration and weakening is evident by discoloration to the sandstone.



2nd Floor





B. Threshold - The Elemental Bargirval's essence is located here. It appears as a porous sandstone face, usually found slumbering unless one of the scouts finds something or a Sand Sentinel is needed. It speaks in a gravelly voice and wishes more than anything to finish the Mibishal presence here, as was vowed decades ago, so it may return home.

C. Entry Hall - Stone detritus and puffs of sand have shifted about the floor and coalesces in the corners of this hall. Old bones and sand-etched weapons litter the area. This is more evidence of combat between Karaman rebels and Mibishal forces.

D. Kitchen - Once a kitchen, now a relatively empty chamber. The refuse of decades old meals and preparatory tools litter the corners amidst cutting blocks and a large iron kettle, and etched glassware worth 120 gp). This chamber cannot be entered until Bargirval has returned to the Elemental Plane of Earth, one way or the other.

E. Storage - Busted crates and boxes remain here, their contents strewn about and rotted away.

Treasure. Careful searching will discover an old wooden chest containing 2000 silver coins (2 stone, 200 gold), and a wrought bronze candelabra (140 gold).



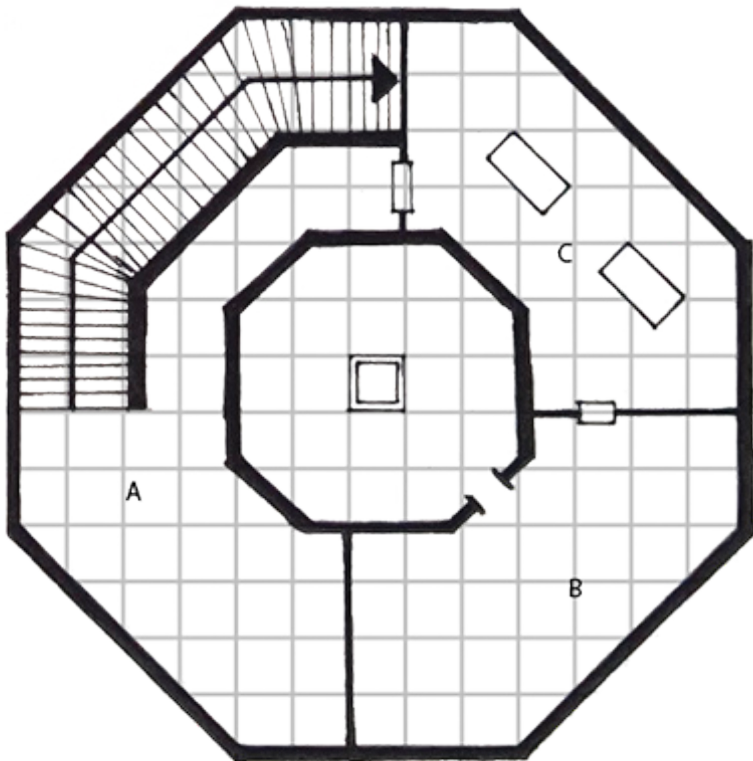


F. Guard Chamber - The banded oaken door to this chamber was nearly wrenched off of its hinges decades ago, and remnants of a battle are in evidence within. This chamber cannot be entered until Bargirval has returned to the Elemental Plane of Earth, one way or the other.

G. Dining Hall - Once opulent wooden tables and chairs filled this grand dining hall but all of that was destroyed by the combatants 40 years ago. A bit of upturned table can be discerned by the bones, weapons, and armor littering the chamber and a few bits of coins can be found (2d10gp) as well as a few trinkets and mementos worth (2d10gp)

Minaret 1st Floor

The Phlogistonal Crystalgraph dominates this level of the Minaret. It is located in the central section of the floor and gives off weak magical radiation, but it is still strong enough to instantly corrupt



1st Floor





mortals unprotected by the special suits in the Preparation Chamber. The Crystalgraph gathers lingering Vitae and deposits it in hand-held crystals that can be used to empower magical rituals and spells. It is likely that this machine and others created around the country of Opjamar were responsible for distilling the energy keeping the forest alive and desolating the area.

A. Aural Chamber – Piles of sand litter the descending stairwell into the basement and a brooding chill pervades the area. Low fog seeps in from the northern hall, obscuring the floor and legs of any would-be adventurers. Murals cover the walls showing an artistic rendition of the creation of the Phlogistonal Crystalgraph as well as the Preparation Chamber and Processional. The ghost of Chandri may make an appearance.

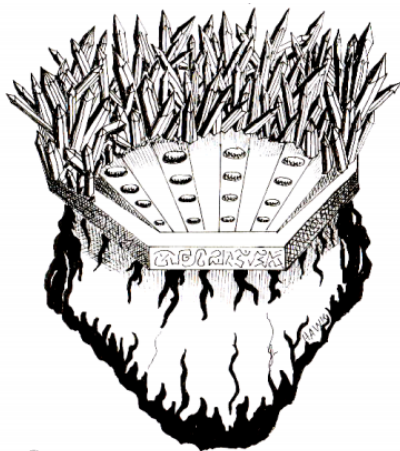
B. Processional – Those preparing to enter the Phlogistianic Chamber used this mural-filled, curving hallway to prepare their minds. Fractal art, now faded, covers both walls.

C. Preparation Chamber – This chamber was used to prepare the bodies of those working with the Crystalgraph. A cabinet rests behind the second pool, holding pristine white robes, gloves, leggings and feet wraps for 2 people. Two pools dominate the chamber, and the walls and floor are done in alabaster. Remnants of a lightning-blasted ochre jelly lurk in the pools within this room. An Ochre Jelly sits in one of the pools, and as soon as someone comes near it, the creature lashes out at them.

Ochre Jelly HD 2, HP 11, 10, 5, AC 1, #AT 1, Pseudopod d6, Spec: Immune to lightning and weapons, XP 115

D. Phlogistonal Crystalgraph

- AA silvery film seems to cover the opening beneath the archway into this chamber, hindering view within the chamber behind the arch as if looking through water. It hinders viewing anything within the chamber behind the arch as if looking through water. A raised central plinth made of wrought black stone dominates the center of the room. Upon the plinth rests a flat, heavy slab of bluish-green





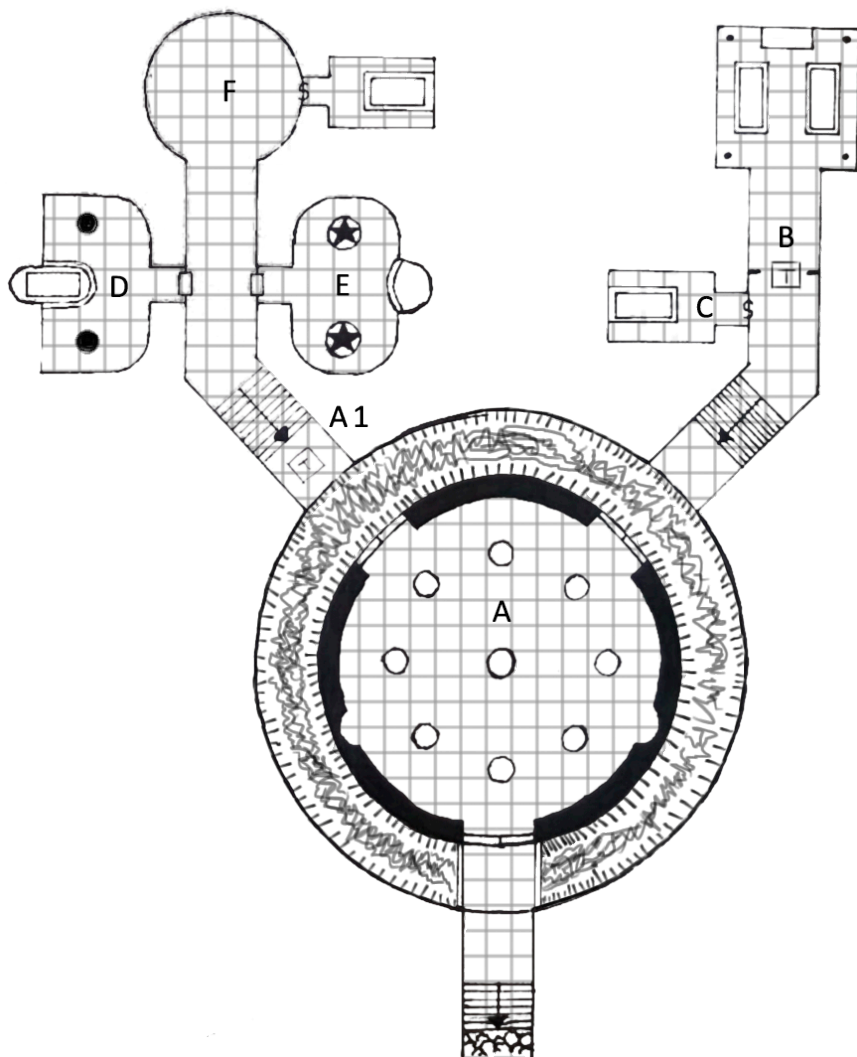
stone. The top of the slab is covered in rows of slots projecting from the thick edge overlaid in crimson, writhing runes. Behind the rows of slots, the surface of the slab sprouts with softly glowing crystals whispering with a somniferous cacophony. One slot is filled with a crystal spike pulsing with an inner jade luminance. Withering swells of energy lap about the chamber, causing lethargy and magical corruption in anyone in the presence of the Crystalgraph without the proper protection (found in **Chamber C**).

Please see the magical corruption table found later in this 'zine (pg 30).

The Crypt of Lorninane, Lord of Rhode-in-the-Hills

A. Entry Chamber – A wicked gale blows about this circular room carved from the living sandstone. It is nearly 100' across and the hole from the upper tier of the plateau above is visible near the apex of the domed ceiling 60' above. Eight pillars surround a central stanchion, all once etched with now incomprehensible iconography. There are two semi-circular shaped alcoves and three double doors positioned symmetrically around the room. The tempest seethes from the southernmost double doors carrying sand and debris, frothing about the pillars, and scouring manmade markings into nigh unintelligible scratches. Low piles of sand have accumulated in the alcoves and the curvatures of the walls within have left some markings intact, yet hidden. The western alcove holds bits of crystal from the Crystalgraph that once rested here. The other holds a rack of stone with four orifices, three of which hold long iron rods. The last hole is empty. The southern double doors were wrenched open by Chandri's minions after removing the Crystalgraph, and now the tempest from the arching corridor plagues the Entry Chamber with dangerous winds. (Every turn spent in the Entry Chamber slowly rends unprotected flesh from the sand and crystal bits borne by the gale force winds (1d6 of damage per turn). If the southern doors were somehow shut and blocked, the winds would no longer cause any trouble to adventure seekers within.





The Puzzle. The other two double doors open upon the hall that surrounds the Entry Chamber. This Hall is filled with an angry air elemental, mindlessly furious at ageless entrapment here by Lorninane's followers to protect their master's tomb. (This Elemental could be banished with the rites found in Chandri's Minaraet.) Leaping from Entry Chamber to the hallways beyond is sheer folly with the rage of the Air Elemental and anyone doing so will surely be killed by slamming into the chipped walls of the hallway beyond.

By turning the Central Pillar in the Entry Chamber, the bridge can be moved around the windy corridor. The pillar is very difficult to





turn however; it requires 100 pts of Strength and considerable time. It takes 3 turns to move the bridge between the two northernmost corridors and 4 turns to move it from the southern corridor to either of the others. If the rods are slotted into the Central Pillar they can double the Strength of the character using that rod to turn the pillar.

Burn Strength. If four characters combined Strength (with the rods) still isn't enough to turn the pillar, you could allow the PCs to burn their strength at a point for point loss. This ability score will return at 1 point per day of rest.

A1. A pit trap is located here to foil the unwary. Any person traversing this hall has a 2 in 6 chance of tripping the trapdoor and falling down the slanted chute beneath opening into the Circular Hall and getting pummeled by the Air Elemental there. Once the trapdoor is tripped, a Dex check is required by the 'tripper' to not fall down the chute, as well as the rank in front and behind the 'tripper'. If this trap is sprung, one of the statues from Chamber E will animate and investigate.

B. Frescoes along this hall depict the courting of Lorninane's wife, Lithalle. Her crypt is hidden behind a fresco of their actual marriage ceremony (Chamber C). The chamber beyond the arch holds the remains of those responsible for Lithalle, her parents. This crypt is protected by a scything blade halfway between the arch and the burial chamber. ST or take d10 damage. The altar is made of alabaster and has a great value if it could be removed. Upon the altar are some golden trinkets valuing 1000 gp.

C. Lithalle's Crypt – At the turn of the hallway is a large depiction of the marriage ceremony between Lorninane and Lithalle. Their hands are held apart, palms towards each other, and the others are gripping an over-sized ring. To open the door without danger, the two arms must be pulled towards each other to have their palms touch. If this isn't done before depressing the ring being held by both, a jettison of acid will be expelled from multiple tubes hidden among the mural frescoes. PCs standing within ten feet of the secret door along either hall take 2d8 points of damage (ST for half). A fine sandstone sarcophagus is revealed behind the secret panel. Upon the sarcophagus are the remains of Lithalle. Her corpse are adorned with rotted silks of the finest quality and some jewelry worth 1000gp.





D. Fake Crypt – A heavy stone door marked with the sign of Lorninane guards this chamber. This odd-shaped crypt is dominated by the raised dais, pillars, and sarcophagi on the western wall. The pillars and sarcophagi are filigreed in gold and two clay amphorae rest to either side of the dais. A mummified Tarantula was interred amongst the shadows above the pillars and sarcophagus. All the golden filigree is fake. Each amphora holds naught but ash and the husks of thick, auburn maggots.

Undead Giant Tarantula HD 4, HP 18, AC 4, #AT 1. Bite - d8
Poison or Barbed hair - d4 poison Spec: Always goes last after its initial ambush. The beast can fire 1d2 barbed hair up to a single creature within 30ft. The barbed hair does 1 point of damage plus d4 damage from poison ST for half damage from bite or barbed hair.

E. Two statues of turquoise shaped in the form of Shala rest here. If the pit trap is sprung, one will animate and investigate. The Vitem here is only strong enough to animate one of the statues at a time. A font in the Eastern wall holds a phosphorescent ooze. This is the Vitem causing problems about the Excavation site. It can be bottled with corruption chances. (Shala is one of the many deities of the setting. She is a minor goddess of War and Love often depicted with four arms.)

2 Statues HD 3+1, HP 16, 16, AC 5, #AT 4, Arm Bashes d6/d6/d6/d6, XP 200. Once destroyed, the larger parts of turquoise can be sold as 5 pieces worth 100 gp each.

F. As this circular chamber is approached, one of the statues animate in area E and move out to kill any interlopers. If a statue remains in Chamber E after the first is destroyed, it will animate and engage. The walls of the tunnel leading to this chamber, and within, depict the life of Lorninane, his triumphs, discoveries, and successes. The wall frescoes are interspersed with shelves cluttered by clay utensils and items Lorninane might need in his further excursions into other worlds. All of these mundane items are worth triple their normal value due to fine Rhodashan craftsmanship. The eastern wall holds an onyx disc that seems to soak up any ambient light. It appears as an eclipsed sun among the wall murals, with supplicants bowing towards it from either side. The disc is actually a door that must be pushed aside to allow ingress to Lorninane's burial chamber.





If the disc is shoved aside a sleep spell is released in gaseous form and a portcullis drops to seal off the chamber. Unless dispersed, each member is allowed a ST at +2, otherwise falling into an endless slumber until awoken. A swarm of carnivorous beetles sweeps from the back of the small crypt and swarms about the larger chamber. Anyone covered by them is devoured to their bones in a matter of seconds.

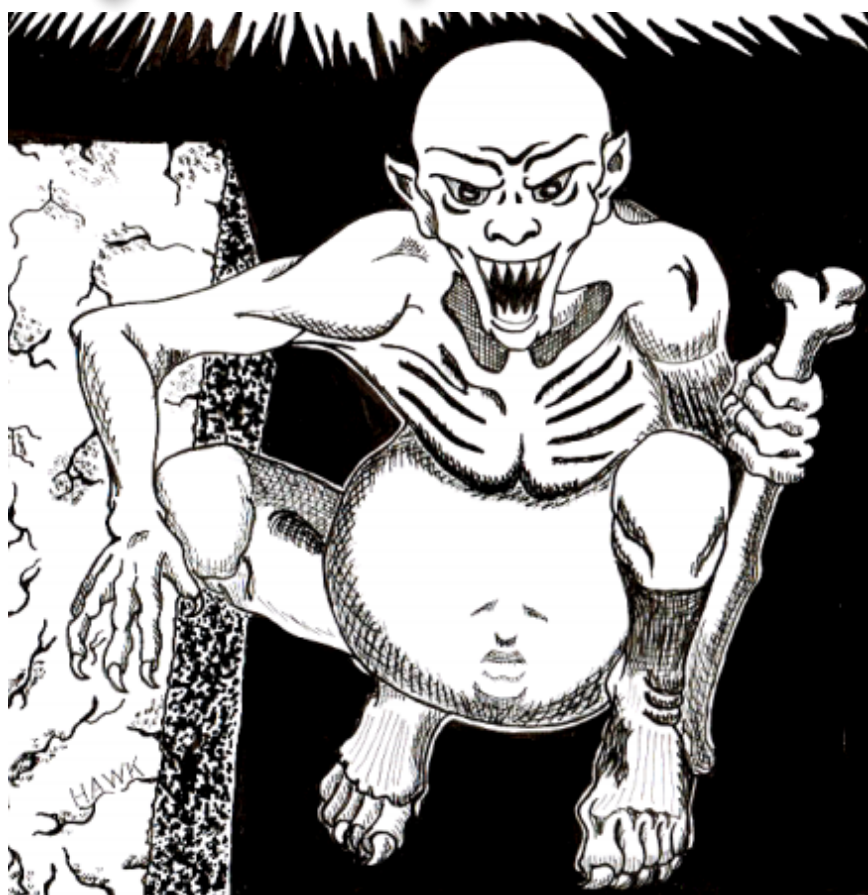
Treasure. Lorninane's fortune can be found amongst the chamber's niches and crannies: 2000 sp (2 stn), 1000 ep (1 stn), four jugs of fine wine (4 stn, 400 gp), 4 pouches of saffron (.5 stn, 60 gp), some semi-precious stones (moonstone 50gp, tiger eye 25gp, crystal 25gp, lapis lazuli 50gp), and Lorninane's Warhammer (Serniloss Finality +1, may cast Hold Person on a hit, 1/day)

End





Magical Corruption



The magic of wizards and sorcerers, witches and warlocks, is all drawn from a spiritual power found within the inner forces of the primordial. These may be hidden pockets or ley lines, mystical alignments of obscure formulae, or incomprehensible euclidean calculations; gyrations of the inscrutable heavens. Sometimes, this force can gather in stone obelisk or simply a pool of ooze. This is known as Vitae or Vitem, the spirit of the Aether itself and it is powerful, too powerful for the unprotected user and even being near it can be corruptive.





We are presenting magical corruption mechanics here to use in your OSR games. The idea is the nature of magical corruption is compounded by the length of time of the exposure and the intensity of the magical corruption. These mechanics are attempting to simulate what would happen if a magical form of radiation existed.

Exposure

When a character is exposed to this kind of corruption decide if it is Major or Minor before they make their saving throw. Then decide if this is instant transformation or if it's going to be a change over time. In either case, roll on the appropriate table and apply the Corruption. If it's instant give it a painful description and then they have the issues instantly. If it's a change over time make yourself a note and have them change over a week or a month, making it uncomfortable and narrating the small changes as time goes on.

Major Corruption

Enfeeblement. Your character loses strength and vitality over a long period. Lose 1d4 points of STR or CON (roll randomly to decide which one is lost). One point of the loss is permanent and the rest returns at a rate of one point per month.

Eyes Affected. Your characters ryes are mutated by Vitae. Your eyes turn milky white and you can no longer see normally but you gain the ability to do two of the following. Roll a d4 and re-roll repeated numbers:

1. **Infraision.** The character can see the heat signatures of things.
2. **Night vision.** The character can see in the dark but is blinded in the presence of torch light or anything brighter than that.
3. **Magic vision.** If it has a magical aura the character can see it against a background of black. Otherwise they're blind.
4. **Far Vision.** The character can only see things at a distance and everything else is a gray blur.





Minor Corruption

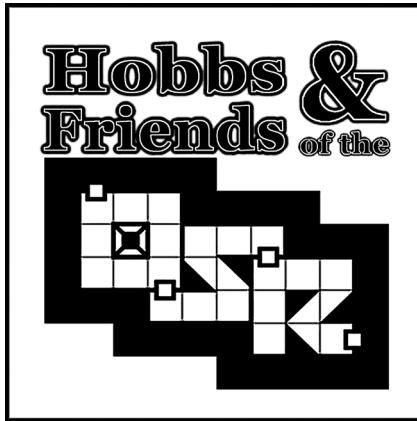
Roll a d6

1. The character loses all body hair and their hair straightens and changes colors, the GM chooses the color.
2. The characters face becomes ulcerated, if lanced a greenish goo is emitted (can be used for magical concoctions and has a magical aura). The character has -1 to Reaction Rolls
3. The character's lungs become infected. They cough up a green phlegm (-1 to Con).
4. The character has sinusitis. Their nose runs constantly with a green goo.
5. The character ears are affected. Roll a d20
 - **Odd.** Ears enlarge increasing the characters hearing
 - **Even.** Ears shrivel closing the characters ear holes and deadening them.
6. Vitae pierces the very soul. Your character is overcome with chills and the shakes. You gain the following.
 - The characters teeth are chattering constantly. They lose the chance of stealth due to constantly chattering teeth. This can be overcome with a Will test (wisdom check).
 - The characters hands gain the shakes. They have a -1 to all fine motor skill tests (pick locks, pick pockets, etc).





Thank you to the following Patrons of



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Grady "Give Me" Moore

Ryan "Keep Giving Me" Moore

Craig "Just Craig" Craig

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Steve "Superman" Sigety

Tim "Don't Eat My" Shorts

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Matt "Keep Drawing" Jackson

John "Get your Flower outta my" Potts.

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Hobbs and Friends of the OSR Zine

Editor Christopher M. Sniezak

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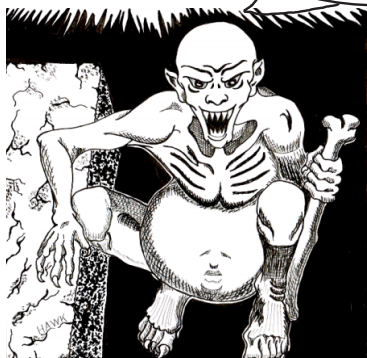
Minaret Maps by **John Bird**

Tomb of Lorninane Map by **John Bird**

Excavation Map by **Matt Jackson**

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Hobbs, why do I eat people.
That's like way to much
food. Can't I eat just a foot
or a finger? It'll be like
finger food.



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