

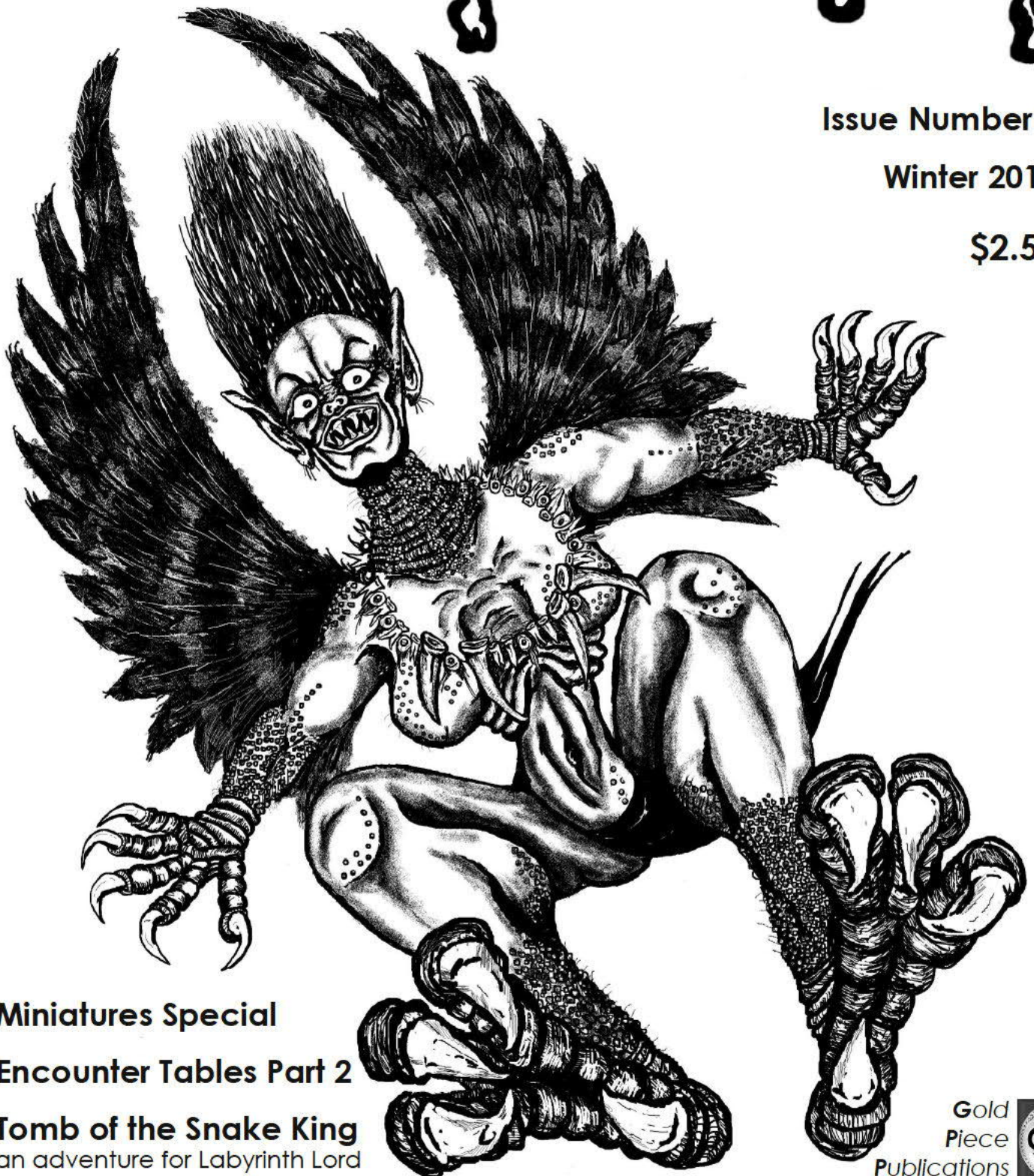
A magazine for old school fantasy roleplayers

Labyrinth Lord

Issue Number 7

Winter 2011

\$2.50



Miniatures Special

Encounter Tables Part 2

Tomb of the Snake King
an adventure for Labyrinth Lord

Gold
Piece
Publications



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Play-testing: R. Depper, C. Kitchener, A. Alonso, M. Regan and P. Regan

All rulebook page number references are shown as:

(LL p##) *Labyrinth Lord Revised Edition 2009*

(AEC p##) *Advanced Edition Companion 2010*

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Editorial

I recently did a quick analysis of *Oubliette* sales and downloads since the last issue. Almost 70% of the readership were from the US/Canada and just 14% were from the UK. The rest were mostly from mainland Europe, with a handful or so from Australasia.

In the eighties, the RPG craze was huge in the UK, so I'm sure that the OSR has untapped potential here. To help promote this issue of *Oubliette* and the OSR in the UK, I've produced a special mini issue (*Oubliette Issue 6.5*). I'll be taking copies with me to London's *Dragonmeet* show at the end of November and I'll also be mailing copies out to UK games stores throughout December.

Next year, I'd like to establish a presence at one or two of the UK conventions. At both of the UK conventions that I attended earlier in the year, Old School games were being played, but there wasn't a single copy of a retroclone available to buy from the traders. The OSR Group in the States put together an impressive stand at Gen Con and I think their business model might also work well, albeit on a smaller scale, at some of the UK shows.

In the meantime, I hope you enjoy this issue, whichever part of the world it finds you in.

Peter Regan, Editor

The Pareto Dungeon

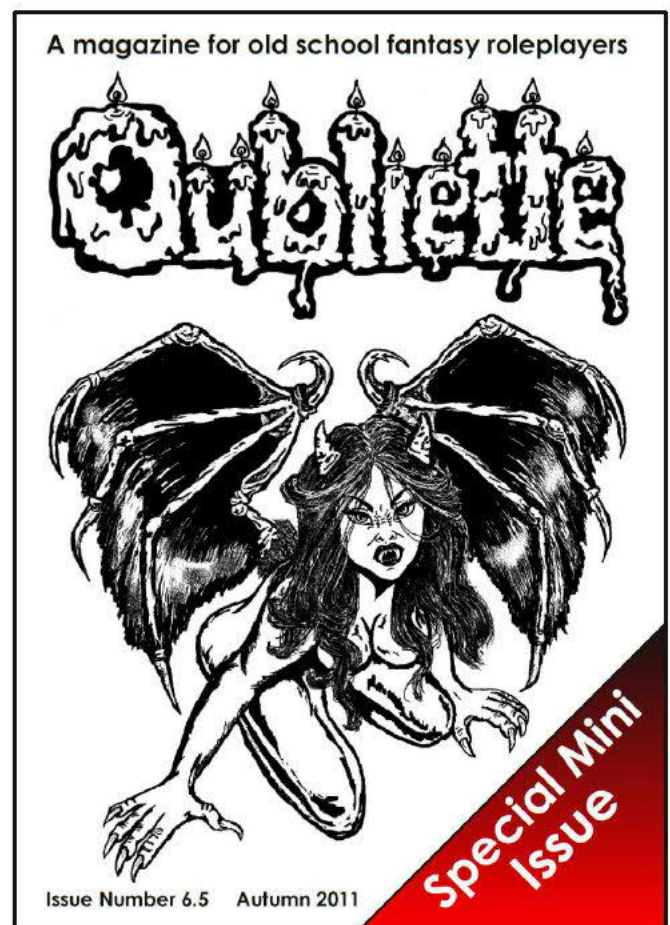
The Pareto Principle, or as it is commonly known, the 80-20 rule, is based on observations made by the Italian economist Vilfredo Pareto. In 1906, Pareto noted that 80% of the land in Italy was owned by just 20% of the population. He observed that many other aspects of the world seemed to follow the same rule. In modern times, the 80-20 rule is widely used in business where, as a rule of thumb, 80% of sales often come from just 20% of the customer base.

Old school games have a heavy reliance on the bell curve, which reflects normal distribution within a population. A normal distribution curve provides an effective method of defining ability scores. However, it really only provides a spread across a range that comprises mainly random elements. For many other elements of the game, a more unbalanced view of the world is required, and the Pareto principle is a neat filter to try out.

Here are a few examples of the *Dungeon Pareto Principle*:

- 80% of a dungeon's monsters should reside in 20% of the dungeon's rooms.
- 80% of the treasure should be held by 20% of the monsters.
- 80% of spells cast are taken from just 20% of a character's known spells.
- 80% of encounters are with just 20% of the monsters in the rule book.
- 80% of play uses just 20% of the gaming materials you buy.

Looking back over my notes from the last few *Stonehell* sessions that I've played in, the rule seems to stand up. Our party has rarely found more than one large haul of treasure during each session. And, although the spell casters in the party have a choice of over 20 spells from which to select, I can only remember us casting about five or so different ones between us. The other examples might not stand up if applied to every game I've played, but they certainly feel right for many of them.



Black & White vs Colour

Observant readers might spot the odd flash of colour in this issue. I still think of *Oubliette* as largely being a black and white magazine, but I no longer see it as a set rule. The maps in this month's adventure started out as colour originals and it seemed a pity to greyscale them. Colour is also a useful addition on the review pages, especially where photographs are included.

Of course, printed issues of *Oubliette* ordered from *Lulu.com*, will still be completely mono on the inside.

TALES FROM HELL: The A Team



Meanwhile, a little further up the tunnel...



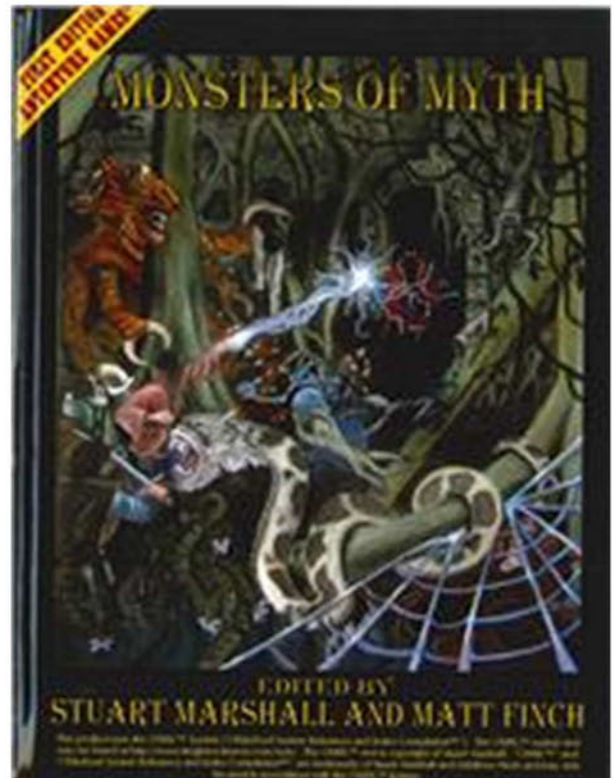
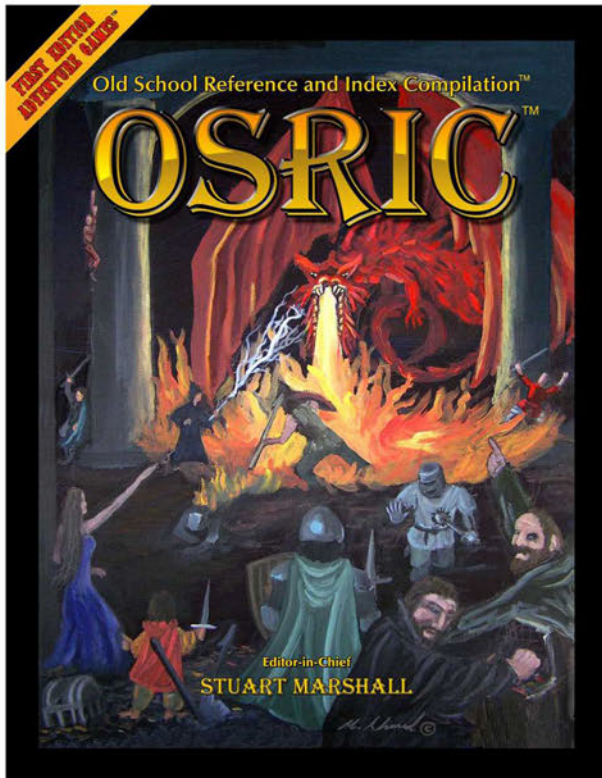
A few minutes later...



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Monster Club #11

The Naughty Step

This is a fiendish trap that was first developed by an evil magic-user. He grew tired of the ease with which groups of adventurers would slay the orc guards in his dungeon. In order to protect the entrance to his rooms, he set the trap near the bottom of a staircase. At the top of the stairs was a locked door with a small hatch in it.

The Naughty Step is set by casting a *glyph of holding* spell (see panel right) on the step in question. This causes the first person to stand on the step to be completely paralysed for one turn. The victim is aware of his surroundings, but may take no action, nor communicate in any way. Furthermore, the victim remains fixed fast to the step, making him immovable by others for the duration.

When triggered, the trap signals the orc guards (substitute with other goblinoids as required) in the room beyond the door at the top of the stairs. They can open the hatch to see who has been caught and, depending on who it is, they may elect to start shooting arrows at the victim. Alternatively, if they really want to make things nasty for the captive, they will pull a lever in their room that causes a stone block to fall from the ceiling directly above the step, dealing 1d6 damage. The following round, a large green slime will drop on to the victim and begin digesting him.

Once the effect of the *glyph of holding* wears off - in the unlikely event that the victim survived, he is free to move again. The orcs will replace the fallen stone block and reset the release mechanism. Then they will carefully collect the green slime in a stone trough and restore it to the trap from a secret room above. The orcs' master may then cast another *glyph of holding* spell and the trap is ready for the next visitor. Anyone may avoid the trap by simply not treading on the particular step on which the spell was cast. Occasionally, one of the orcs forgets which step is to be avoided and, naturally, gets the full treatment from his mates.



New Spell – Glyph of Holding

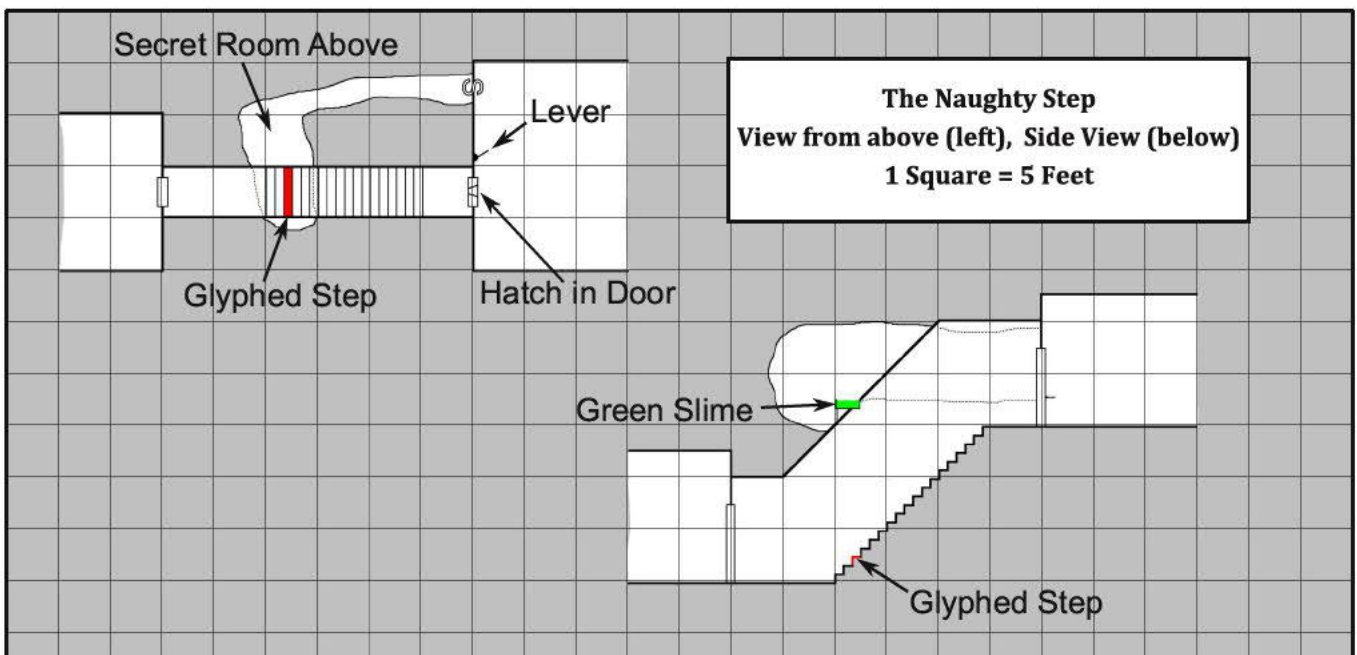
Magic-user level: 4

Duration: See below

Range: Touch

A *glyph of holding* may be cast on any fixed point of ground, where it will remain in place until a creature steps on it. The *glyph* may vary in size and shape, but may cover no more than 20 square feet of area.

When a creature steps on a *glyphed* area, it is held paralysed for one full turn. The creature remains aware of its surroundings, but may take no action, nor communicate in any way. Even with assistance or force, the creature may not be moved or lifted from the ground whilst the spell is in effect. No saving throw is allowed, but the *glyph* may be instantly negated/removed by a *dispel magic* spell.



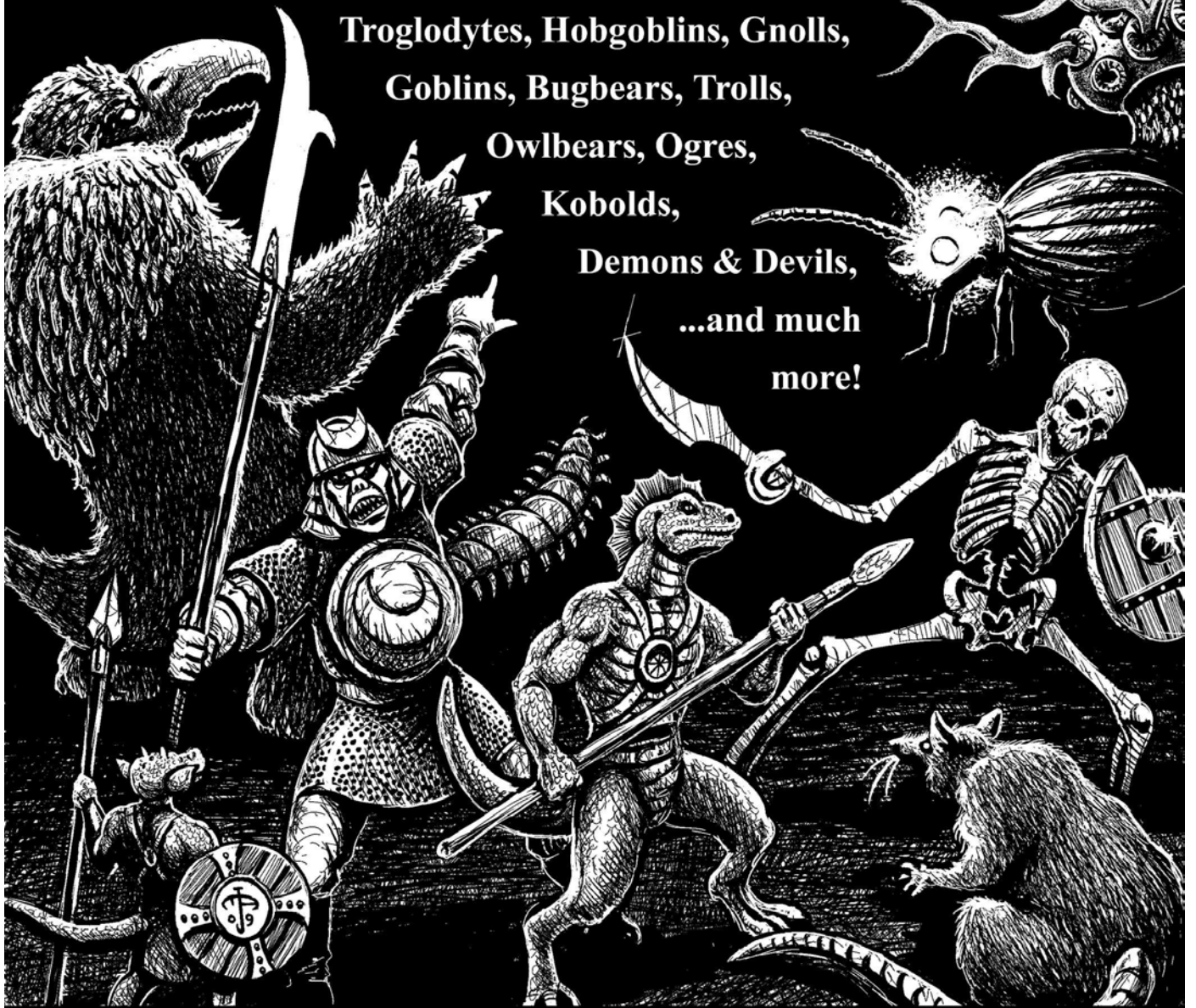
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Miniatures Special

An Interview with Richard Scott of *Otherworld Miniatures*

I recently had the good fortune to pay a visit to Richard Scott, owner of *Otherworld Miniatures*, and took the opportunity to ask him about *Otherworld's* extensive range of Old-School-inspired miniatures.

Peter Regan (PR): How did *Otherworld Miniatures* get started?

Richard Scott (RS): It all started in 2006, when I ran a D&D adventure based on the classic Trampier painting that was used on the cover of the first edition *Players Handbook*. I made an amateur model of the Demon Idol and it was really well received by the players. I'd been in contact with the sculptor Paul Muller, and thought it would be great to get a professional sculpt done of the Idol. I sold some old figures from my collection to raise the funds, and commissioned Paul to make one. At that stage, I had no plans to produce any for sale. However, I put up some photos of the Demon Idol on the *Dwarven Forge* and *Acaeum* forums, and got a great response. I started getting emails, asking if it could be put on sale. So I decided to cast a batch of 20 Idols to see if they would sell.

PR: Did you do the casting yourself?

RS: No. I got a mould-making company to make a mould from Paul's sculpt, and they then cast the Idol in resin. The first 20 sold quickly, followed by another 20, and before long, I'd nearly sold 100 of them – which got me thinking I could do some more figures. So with the cash generated by the sales of the Idols, I gave Paul another commission to sculpt the four Giants (Hill, Stone, Frost and Fire), and again got them cast in resin. From those sales, I then moved on to the range of Pig-Faced Orcs.

PR: So the Orcs were the first metal figures you produced?

RS: Yes. They're cast in pewter, which is mostly tin, with a tiny amount of lead. The company that makes the moulds for me, also does all of my casting. They then deliver a 60-70kg parcel to me every couple of months and the figures

are sorted, packed into blisters, and shipped to customers from here.

PR: How many figures do you now have in the range?

RS: There are nearly 300 individual figures so far.

PR: What influences you when deciding what new figures to produce?

RS: Really, I'm making figures for myself, and if other people like them, that's great. I don't usually produce figures based on their commercial potential, but I know that if the quality is there, then that will drive sales.

PR: You've mentioned Paul Muller sculpted the early releases. Which other sculptors have contributed to the range?

RS: I work with a handful of very talented people. Along with Paul, there's John Pickford, Jo Brumby, Matt Bickley, Pedro Navarro and Kev Adams.

PR: Does that make it difficult to keep the look and feel of the range consistent?

RS: Subject to their schedules, I'm always careful to pick the sculptor whose style is best suited to that particular figure. The sculptors are based in the UK, Europe and in the US, so there's a lot of back and forth emailing to brief them, and then ongoing communication all the way through the sculpting process. Some of them have set ideas on things, so it's a case of balancing their ideas and creativity with what's going to fit with the existing range.

PR: What's your gaming background?

RS: I started playing D&D in 1979 after getting a *Holmes Basic Set* for Christmas, and have been playing pretty much ever since (Richard gestures to three very large bookcases crammed with an enviable collection of RPG books and boxes). Currently, I'm playing in a monthly Labyrinth Lord campaign that's been running for about a year. The games are what inspire the miniatures, and are a constant reference for me. The imagery of the artwork from the late seventies and early eighties is what I'm trying to capture in the figures.

PR: With *Oubliette*, I've found the majority of our readers live in the US. Is the same true for *Otherworld's* customers?

RS: About 50% of orders are from the US and Canada, 20% or so come from mainland Europe, and the same from the UK. The overseas orders are mostly generated by OSR gamers, whereas in the UK, a lot of the customers are what I would class as miniature gamers.

PR: Do you ever get an order for one of every figure in the range?

RS: That's actually happened a few times. Every so often I'll get an email asking the total cost for one of every single *Otherworld* figure. I check the total price, apply a discount,



Otherworld's Demon Idol, complete with the DD1a Diorama Pack

and then send them a reply. Sometimes I never hear from them again, but sometimes I get the order. I also have about 25-30 long-standing customers who tend to buy one of each figure as it is released.

PR: What new releases have you got in the pipeline?

RS: John Pickford has recently finished a range of Goblin Wolfriders that have been added to the existing Wolves and Dire Wolves in the range. (Richard produces some of the sculptor's greens for me to see, and they look very good indeed). Then there's the first two of the long-awaited Labyrinth Lord boxed sets. They will feature figures from the existing range, along with a couple of new sculpts commissioned exclusively for these boxed sets. They've been delayed due to problems sourcing the boxes, but now they're nearly ready, and I think they'll be worth the wait. The sets have full-colour, Old-School-inspired artwork and come with foam-lined carrying cases to protect and store the figures in, so they'll be of practical as well as aesthetic value. I'd intended to include a short adventure in each box, but that hasn't been possible for various reasons. However, I do still plan to collate and publish all the adventures, once all the boxed sets are released. The sets also have the advantage of working out about 30% cheaper than the total price of the individual figures. The other thing I'm planning is a special set to mark *Otherworld's* fifth anniversary. It's an add-on kit for the Demon Idol figure, so it will have a couple of thieves and accessories to more fully represent the scene depicted in the original artwork.

PR: I guess the long-term aim is to have a figure for just about every Old School monster.

RS: That would be nice, and it seems to be going that way. What I'm also hoping to do next year, is release a range of player character figures. I'd like to put out a set of about 20 in one go, so all the basic character types required for an Old School game are represented.

PR: The very large figures you produce are resin, and the rest of the range is metal – Would you ever consider producing any plastic figures?

RS: No, you've got to be producing figures on a massive scale to be able to justify the costs. A single mould for plastic figures can cost thousands, whereas a mould for metal figures is less than £100. The process is also far more complex, as there's no tolerance or flexibility in the steel moulds used for casting plastic. With rubber moulds, you can have undercuts where part of the figure is buried in the mould – but because the mould is flexible you can pull the figure from it. That means the details on metal sculpts are often more 3D than they would be with plastic figures.

PR: What future plans do you have for *Otherworld Miniatures* as a business?

RS: The business has grown steadily over the last few years, despite a difficult economic climate, and I'd like to keep that growth going by adding new ranges and expanding the current ones. I moved to these new premises last year, which was a major step after running the business from my spare room and garage at home, and it has given me the space I'll need to expand in the future.

A Quick Guide To Casting Miniatures

The casting process for metal miniatures is pretty much the same today as it was 30 years ago. Back then, the majority of metal figures were cast in alloys that were mostly lead with a little tin. Sometimes they included a small amount of antimony to help improve fine detail. Now, the market is almost entirely lead-free, and figures are often cast in pewter. Old lead figures are easily distinguishable by their greater weight, and they are also easier to bend.

Step 1: A sculptor models an original figure. Depending on the design, a variety of materials can be used for this – many sculptors use two-part epoxy putty such as Green Stuff or Brown Stuff. This can be applied to a wire frame, a blank figure, or any other solid object that helps define the shape of the piece.

Step 2: Once completed, a soft mould is made from the original sculpt. If the figure is too complex to be cast as a single piece, the mould-maker will determine which sections need to be cast as separate pieces.

Step 3: Using this mould, multiple metal master figures are cast.

Step 4: The master figures are used to make a tougher, vulcanized rubber mould which will typically measure 2" thick and 12"-14" in diameter. Depending on the size of the miniatures to be cast, a mould might contain 10-20 castings.

Step 5: The mould maker carefully cuts the new mould in half, and adds locating studs to ensure the two 1" thick halves can be put back together firmly. Channels are cut into the mould to allow metal to reach the innards of the mould and to let the displaced air escape.

Step 6: The mould is placed into a spin-casting machine which clamps and spins the mould while molten metal is poured into it. This creates centrifugal force, and helps ensure the metal reaches into all the extremities of the mould.

Step 7: The figures are removed from the mould, and any excess metal is removed. Each mould can be used in this way hundreds of times before it needs replacing.

Otherworld Miniatures

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Hertfordshire
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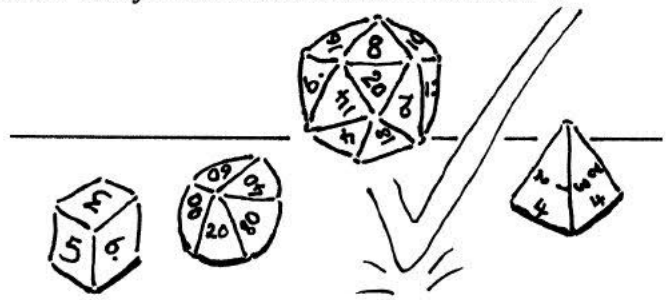
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The logo for Otherworld Miniatures features the word "Otherworld" in a large, stylized, gothic-style font with a white-to-black gradient and a glowing effect. Below it, the word "MINIATURES" is written in a smaller, clean, white, all-caps sans-serif font. The entire logo is set against a black background.

Monster Club #12

Monstermark Driven Random Encounter Tables for Labyrinth Lord: Part II Levels 4-6

This article picks up from where *Monster Club #10* in *Oubliette Issue 6* (p22) left off. In addition to Encounter Tables for levels Four, Five and Six, I have also included a sub-table for each level. These tables are intended to be used when an encounter with a demon, devil or dragon is rolled on one of the main tables. Keeping these creatures on separate tables also makes it easy omit them entirely in games where encountering such a creature would be out of place.



Devil, Demon and Dragon Tables

d00	Creature Type	No. Enc.	Stats	Level Four	Hit Points
01-20	Black Dragon	1	Move 240' (80')	HD 4 AC 2 Dam 2-5/2-5/2-20 + breath	21
21-30	Brass Dragon	1	Move 240' (80')	HD 4 AC 2 Dam 1-4/1-4/4-16 + breath	22
31-50	White Dragon	1	Move 240' (80')	HD 3 AC 3 Dam 1-4/1-4/2-16 + breath	16
51-70	Hydra, 6-headed	1	Move 120' (40')	HD 6 AC 5 Dam 1-10 x6	28
71-80	Quasit	1	Move 150' (50')	HD 3 AC 2 Dam 1-2/1-2/1-4 + poison	15
81-90	Imp	1	Move 180' (60')	HD 2+2 AC 2 Dam 1-4 + poison	12
91-00	Succubus	1	Move 180' (60')	HD 6 AC 0 Dam 1-3/1-3 + level drain	27

Level Five

01-10	Black Dragon	1-2	Move 240' (80')	HD 4 AC 2 Dam 2-5/2-5/2-20 + breath	21, 17
11-20	Brass Dragon	1-2	Move 240' (80')	HD 4 AC 2 Dam 1-4/1-4/4-16 + breath	22, 15
21-30	Copper Dragon	1	Move 240' (80')	HD 5 AC 1 Dam 1-4/1-4/5-20 + breath	25
31-40	Green Dragon	1	Move 240' (80')	HD 5 AC 1 Dam 1-6/1-6/3-24 + breath	24
41-50	White Dragon	1	Move 240' (80')	HD 4 AC 5 Dam 1-4/1-4/2-16 + breath	16
51-60	Hydra, 7-headed	1	Move 120' (40')	HD 7 AC 5 Dam 1-10 x7	32
61-70	Quasit	1	Move 150' (50')	HD 3 AC 2 Dam 1-2/1-2/1-4 + poison	15
71-80	Imp	1	Move 180' (60')	HD 2+2 AC 2 Dam 1-4 + poison	12
81-90	Succubus	1	Move 180' (60')	HD 6 AC 0 Dam 1-3/1-3 + level drain	27
91-00	Erinyes	1	Move 210' (70')	HD 6+5 AC 2 Dam 2-8 + paralysis	31

Level Six

01-10	Black Dragon	1	Move 240' (80')	HD 7 AC 2 Dam 2-5/2-5/2-20 + breath	35
11-20	Blue Dragon	1	Move 240' (80')	HD 6 AC 0 Dam 2-7/2-7/3-30 + breath	28
21-30	Brass Dragon	1-2	Move 240' (80')	HD 4 AC 2 Dam 1-4/1-4/4-16 + breath	14, 20
31-40	Bronze Dragon	1	Move 240' (80')	HD 6 AC 0 Dam 1-6/1-6/4-24 + breath	26
41-50	Copper Dragon	1	Move 240' (80')	HD 8 AC 1 Dam 1-4/1-4/5-20 + breath	39
51-60	Green Dragon	1-2	Move 240' (80')	HD 5 AC 1 Dam 1-6/1-6/3-24 + breath	24, 26
61-70	White Dragon	1-2	Move 240' (80')	HD 6 AC 5 Dam 1-4/1-4/2-16 + breath	28
71-80	Hydra, 8-headed	1	Move 120' (40')	HD 8 AC 5 Dam 1-10 x8	36
81-84	Quasit	1	Move 150' (50')	HD 3 AC 2 Dam 1-2/1-2/1-4 + poison	15
85-88	Imp	1	Move 180' (60')	HD 2+2 AC 2 Dam 1-4 + poison	12
89-92	Succubus	1	Move 180' (60')	HD 6 AC 0 Dam 1-3/1-3 + level drain	27
93-96	Erinyes	1-2	Move 210' (70')	HD 6+5 AC 2 Dam 2-8 + paralysis	31, 34
97-00	Bone Devil	1	Move 150' (50')	HD 9 AC -1 Dam 3-12 or 2-8 + STR drain	42

Dungeon Random Encounter Table: Level Four

d00	Creature Type	No. Enc.	Stats	Hit Points
01-05	Roll on the Level 3 Table			
6-7	Ant, Giant	1-6	Move 180' (60') HD 4 AC 3 Dam 2-12	14, 20, 15, 23, 15, 18
8-9	Ape, Albino	1-6	Move 120' (40') HD 4 AC 6 Dam 1-4/1-4	25, 17, 11, 21, 20, 15
10-11	Ape, Man-eating	1-4	Move 120' (40') HD 5 AC 6 Dam 1-4/1-4/1-8	29, 15, 21, 25,
12-13	Beetle, Giant Carnivorous	1-6	Move 150' (50') HD 3+1 AC 3 Dam 2-12	12, 15, 13, 14, 24, 10
14-15	Blink Dog	1-6	Move 120' (40') HD 4 AC 5 Dam 1-6	15, 19, 22, 18, 16, 11
16-20	Bugbear	2-12	Move 90' (30') HD 3+1 AC 5 Dam 2-8 or weapon	13, 17, 20, 12, 9, 15, 11, 17, 13, 11, 15, 16
21-22	Carcass Scavenger	1-4	Move 120' (40') HD 3+1 AC 7 Dam paralysis x8	14, 16, 9, 18
23-27	Demon/Devil/Dragon		Roll on the Demon/Devil/Dragon sub-table	
28	Doppleganger	1-4	Move 90' (30') HD 4 AC 5 Dam 1-12	19, 14, 18, 12
29-30	Gargoyle	1-6	Move 150' (50') HD 4 AC 5 Dam 1-3/1-3/1-6/1-4	20, 21, 16, 11, 15, 17
31	Gas Spore	1-3	Move 30' (10') HD 1hp AC 9 Dam 6-36 if burst	1 each
32	Gelatinous Cube	1	Move 60' (20') HD 4 AC 8 Dam 2-8	25
33-35	Ghast	1-4	Move 150' (50') HD 4 AC 4 Dam 1-4/1-4/1-8 + paralysis	19, 23, 15, 21
36	Gray Ooze	1	Move 10' (3') HD 3 AC 8 Dam 2-16	15
37-38	Gray Worm	1-3	Move 60' (20') HD 6 AC 6 Dam 1-8	32, 27, 26
39	Green Slime	1	Move 3' (1') HD 2 AC always Hit Dam digest flesh	11
40-41	Harpy	1-6	Move 150' (50') HD 3 AC 7 Dam 1-4/1-4/1-6 + charm	18, 20, 12, 15
42-43	Hell Hound	2-8	Move 120' (40') HD 3 AC 4 Dam 1-6 or breath weapon	15, 14, 12, 19, 9, 14, 12, 20
44	Lizard, Giant Draco	1-4	Move 120' (40') HD 4+2 AC 5 Dam 1-10	20, 25, 17, 20
45	Lizard, Giant Horned	1-2	Move 120' (40') HD 5 AC 2 Dam 2-8/1-6	23, 28
46	Lizard, Giant Tuatara	1	Move 90' (30') HD 6 AC 4 Dam 1-4/1-4/2/12	30
47-48	Lycanthrope, Werewolf	1-6	Move 180' (60') HD 4 AC 5 Dam 2-8	20, 15, 11, 23, 18, 21
49-50	Minotaur	1-3	Move 120' (40') HD 6 AC 6 Dam 1-6/1-6	25, 34, 24
51-55	NPC Party	3-8	Move 120' (40') As class/race of each character	
56	Ochre Jelly	1	Move 30' (10') HD 5 AC 8 Dam 2-12	25
57-62	Ogre	1-6	Move 90' (30') HD 4+ 1 AC 5 Dam 1-10	22, 24, 16, 16, 19, 26
63	Otyugh	1	Move 60' (20') HD 6 AC 3 Dam 1-8/1-8/2-5	35
64-65	Owlbear	1-2	Move 120' (40') HD 5 AC 5 Dam 1-8/1-8/1-8 + hug	21, 29
66	Piercer	3-18	Move 10' (3') HD 2 AC 3 Dam 2-12	3, 9, 7, 6, 7, 4, 9, 6, 8, 8, 7, 11, 15, 11, 7, 5, 2, 9
67-68	Rhagodessa	1-4	Move 150' (50') HD 4+2 AC 5 Dam 2-16	20, 24, 17, 21
69	Rot Grub	5-20	Move 10' (2') HD 1hp AC 9 Dam death in 10-30mins	1 each
70-71	Shadow	1-8	Move 90' (30') HD 2+2 AC 7 Dam 1-4 + strength drain	15, 13, 9, 14, 12, 11, 13, 8
72-73	Snake, Giant Python	1-3	Move 90' (30') HD 5 AC 6 Dam 1-4 + 2-8 constriction	24, 27, 22
74-75	Snake, Giant Rattler	1-4	Move 120' (40') HD 4 AC 5 Dam 1-4 + poison	18, 20, 13, 17
76-77	Spider, Giant Blk Widow	1-3	Move 120' (40') HD 3 AC 6 Dam 2-12 + poison	16, 11, 11
78-79	Spider, Giant Tarantula	1-3	Move 120' (40') HD 4 AC 5 Dam 1-8 + poison	18, 17, 8
80	Statue, Animated Crystal	1-6	Move 90' (30') HD 3 AC 4 Dam 1-6/1-6	10, 14, 11, 13, 20, 23
81	Statue, Animated Iron	1-4	Move 30' (10') HD 4 AC 4 Dam 1-8/1-8	20, 16, 23, 19
82-83	Throghrin	2-8	Move 120' (40') HD 3 AC 6 Dam 1-3/1-3 or weapon	15, 12, 13, 7, 22, 17, 17, 9
84-85	Tick, Giant	3-12	Move 30' (10') HD 2 AC 3 Dam 1-4 + 1-6 blood drain	11, 11, 6, 9, 12, 5, 13, 12, 7, 4, 7, 7
86-87	Toad, Giant Poisonous	2-8	Move 90' (30') HD 2+2 AC 7 Dam 2-5 + poison	8, 16, 10, 9, 8, 15, 12, 14
88-90	Troll	1	Move 120' (40') HD 6+3 AC 4 Dam 1-6/1-6/1-10	29
91-92	Wasp, Giant	1-6	Move 210' (70') HD 4 AC 4 Dam 2-8/1-4 + poison	18, 22, 19, 15, 20, 17
93-94	Wight	1-6	Move 90' (30') HD 3 AC 5 Dam energy drain	15, 9, 18, 12, 14, 17
95	Yellow Mold	1-8	Move 0' (0') HD 2 AC always hit Dam 1-6	6, 7, 15, 10, 5, 14, 8, 13
96-00	Roll on the Level 5 Table			

Dungeon Random Encounter Table: Level Five

d00	Creature Type	No. Enc.	Stats	Hit Points
01-05	Roll on the Level 4 Table			
6-7	Ant, Giant	2-8	Move 180' (60') HD 4 AC 3 Dam 2-12	14, 20, 15, 23, 15, 18, 16, 20
8-9	Ape, Man-eating	1-6	Move 120' (40') HD 5 AC 6 Dam 1-4/1-4/1-8	29, 15, 21, 25, 30, 17
10-11	Basilisk	1	Move 60' (20') HD 6+1 AC 4 Dam 1-10 + petrify	25
12-13	Bear, Cave	1	Move 120' (40') HD 7 AC 5 Dam 1-8/1-8/2-12 + hug	27
14-15	Beetle, Giant Boring	1-4	Move 60' (20') HD 5 AC 3 Dam 5-20	25, 15, 29, 21
16-17	Carcass Scavenger	1-6	Move 120' (40') HD 3+1 AC 7 Dam paralysis x8	13, 8, 19, 15, 9, 18
18-19	Cockatrice	1-2	Move 180' (60') HD 5 AC 6 Dam 1-6 + petrify	25, 21
20-24	Demon/Devil/Dragon Roll on the Demon/Devil/Dragon sub-table			
25	Doppelganger	1-6	Move 90' (30') HD 4 AC 5 Dam 1-12	17, 11, 16, 21, 20, 18
26	Fungi, Violet	1-4	Move 10' (3') HD 3 AC 7 Dam rot	18, 8, 17, 12
27-28	Gargoyle	2-8	Move 150' (50') HD 4 AC 5 Dam 1-3/1-3/1-6/1-4	18, 22, 19, 15, 21, 23, 15, 15
29	Gas Spore	1-3	Move 30' (10') HD 1hp AC 9 Dam 6-36 if burst	1 each
30-32	Ghast	1-6	Move 150' (50') HD 4 AC 4 Dam 1-4/1-4/1-8 + paralysis	17, 16, 21, 20, 15, 18
33-35	Giant, Hill	1-2	Move 120' (40') HD 8 AC 4 Dam 2-16	43, 37
36	Golem, Flesh	1	Move 90' (30') HD 9 AC 9 Dam 2-16/2-16	42
37-38	Gray Worm	1-6	Move 60' (20') HD 6 AC 6 Dam 1-8	32, 29, 26, 25, 25, 24
39	Groaning Spirit	1	Move 150' (50') HD 7 AC 0 Dam 1-8 + keening	35
40-41	Hell Hound	2-8	Move 120' (40') HD 4 AC 4 Dam 1-6 or breath weapon	21, 23, 15, 15, 18, 25, 20, 16
42-43	Jackalwere	1-4	Move 120' (40') HD 4 AC 4 Dam 2-8 + sleep	18, 14, 22, 19
44-45	Lizard, Giant Horned	1-3	Move 120' (40') HD 5 AC 2 Dam 2-8/1-6	15, 29, 25
46-47	Lizard, Giant Tuatara	1-2	Move 90' (30') HD 6 AC 4 Dam 1-4/1-4/2/12	24, 34
48-49	Lycanthrope, Wereboar	1-4	Move 150' (50') HD 4+1 AC 4 Dam 2-12	12, 13, 21, 22
50-51	Lycanthrope, Werewolf	1-6	Move 180' (60') HD 4 AC 5 Dam 2-8	15, 25, 18, 17, 11, 23
52-53	Lycanthrope, Weretiger	1-2	Move 150' (50') HD 5 AC 3 Dam 1-6/1-6/2-12	21, 30
54-55	Manticore	1-2	Move 180' (60') HD 6+1 AC 4 Dam 1-4/1-4/2-8 + spikes	27, 31
56-57	Medusa	1-2	Move 90' (30') HD 4 AC 8 Dam 1-6 + poison, gaze	16, 20
58-60	Minotaur	1-6	Move 120' (40') HD 6 AC 6 Dam 1-6/1-6	32, 29, 25, 24, 34, 20
61-62	Mummy	1-2	Move 60' (20') HD 5+1 AC 3 Dam 1-12 + disease	27, 30
63-67	NPC Party 3-8 Move 120' (40') As class/race of each character			
68	Ochre Jelly	1	Move 30' (10') HD 5 AC 8 Dam 2-12	25
69	Otyugh	1	Move 60' (20') HD 7 AC 3 Dam 1-8/1-8/2-5	40
70-71	Owlbear	1-3	Move 120' (40') HD 5 AC 5 Dam 1-8/1-8/1-8 + hug	25, 18, 21
72-73	Phase Tiger	1-2	Move 150' (50') HD 6 AC 4 Dam 2-8/2-8	29, 26
74	Piercer	3-18	Move 10' (3') HD 3 AC 3 Dam 3-18	18, 14, 12, 12, 17, 13, 18, 11, 12, 11, 10, 20, 13, 9, 13, 12, 13, 10
75-76	Rhagodessa	1-6	Move 150' (50') HD 4+2 AC 5 Dam 2-16	23, 17, 26, 23, 16, 11
77	Rot Grub	5-20	Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	1 each
78	Rust Monster	1-2	Move 120' (40') HD 5 AC 2 Dam rusting	21, 25
79-80	Scorpion, Giant	1-2	Move 150' (50') HD 4 AC 2 Dam 1-10/1-10/1-4 + poison	20, 16
81-82	Spectre	1-2	Move 300' (100') HD 6 AC 2 Dam 1-8 + level drain	26, 25
83-84	Statue, Animated Stone	1-3	Move 60' (20') HD 5 AC 4 Dam 2-12/2-12	19, 20, 20
85-86	Tick, Giant	3-12	Move 30' (10') HD 3 AC 3 Dam 1-4 + 1-6 blood drain	19, 17, 18, 13, 6, 11, 6, 15, 9, 14, 14, 15
87-90	Troll	1-2	Move 120' (40') HD 6+3 AC 4 Dam 1-6/1-6/1-10	28, 35
91-92	Wasp, Giant	1-10	Move 210' (70') HD 4 AC 4 Dam 2-8/1-4 + poison	19, 14, 18, 22, 11, 29, 15, 18, 21, 20
93-94	Wraith	1-3	Move 240' (80') HD 4 AC 3 Dam 1-6 + level drain	24, 19, 23,
95	Yellow Mold	1-8	Move 0' (0') HD2 AC always hit Dam 1-6	11, 12, 14, 8, 15, 10, 9, 12
96-00	Roll on the Level 6 Table			

Dungeon Random Encounter Table: Level Six

d00	Creature Type	No. Enc.	Stats	Hit Points
01-05	Roll on the Level 5 Table			
6-7	Ant, Giant	2-12	Move 180' (60') HD 4 AC 3 Dam 2-12	14, 20, 15, 23, 15, 18, 16, 20, 19, 21, 27, 23
8-9	Ape, Man-eating	2-8	Move 120' (40') HD 5 AC 6 Dam 1-4/1-4/1-8	24, 29, 15, 21, 25, 30, 17, 23
10-11	Basilisk	1-2	Move 60' (20') HD 6+1 AC 4 Dam 1-10 + petrify	25, 29
12-13	Bear, Cave	1-2	Move 120' (40') HD 7 AC 5 Dam 1-8/1-8/2-12 + hug	34, 30
14-15	Beetle, Giant Boring	1-6	Move 60' (20') HD 5 AC 3 Dam 5-20	21, 15, 29, 25, 30, 19
16	Black Pudding	1	Move 60' (20') HD 10 AC 6 Dam 3-24	49
17-18	Cockatrice	1-4	Move 180' (60') HD 5 AC 6 Dam 1-6 + petrify	21, 25, 30, 24
19-23	Demon/Devil/Dragon	Roll on the Demon/Devil/Dragon sub-table		
24	Fungi, Violet	1-4	Move 10' (3') HD 3 AC 7 Dam rot	18, 10, 12, 17
25	Gas Spore	1-3	Move 30' (10') HD 1hp AC 9 Dam 6-36 if burst	1 each
26-29	Giant, Hill	1-4	Move 120' (40') HD 8 AC 4 Dam 2-16	37, 43, 40, 29
30-32	Giant, Stone	1-2	Move 120' (40') HD 9 AC 4 Dam 3-18	47, 41
33	Golem, Bone	1	Move 120' (40') HD 8 AC 2 Dam 1-8/1-8/1-8/1-8	39
34	Gorgon	1	Move 120' (40') HD 8 AC 2 Dam 2-12 or breath weapon	35
35	Green Slime	1	Move 3' (1') HD 2 AC always hit Dam digest flesh	11
36	Groaning Spirit	1	Move 150' (50') HD 7 AC 0 Dam 1-8 + keening	35
37-39	Hell Hound	2-8	Move 120' (40') HD 5 AC 4 Dam 1-6 or breath weapon	22, 26, 21, 21, 20, 16, 23, 21
40	Lamia	1	Move 240' (80') HD 9 AC 3 Dam 1-6	42
41	Lammasu	1-2	Move 240' (80') HD 7+7 AC 6 Dam 1-6/1-6	42, 43
42-44	Lizard, Giant Tuatara	1-3	Move 90' (30') HD 6 AC 4 Dam 1-4/1-4/2/12	34, 24, 28
45	Lurker Above	1	Move 90' (30') HD 10 AC 6 Dam 1-6 + suffocation	51
46-47	Lycanthrope, Werebear	1-2	Move 120' (40') HD 6 AC 2 Dam 2-8/2-8/2-16 + hug	26, 30
48-49	Lycanthrope, Weretiger	1-4	Move 150' (50') HD 5 AC 3 Dam 1-6/1-6/2-12	21, 28, 19, 26
50-51	Manticore	1-3	Move 180' (60') HD 6+1 AC 4 Dam 1-4/1-4/2-8 + spikes	31, 27, 25
52-53	Medusa	1-3	Move 90' (30') HD 4 AC 8 Dam 1-6 + poison, gaze	20, 16, 25
54-57	Minotaur	1-8	Move 120' (40') HD 6 AC 6 Dam 1-6/1-6	32, 29, 25, 24, 34, 20, 19, 26
58-60	Mummy	1-4	Move 60' (20') HD 5+1 AC 3 Dam 1-12 + disease	20, 27, 26, 19
61-65	NPC Party	3-8	Move 120' (40') As class/race of each character	
66	Naga, Spirit	1	Move 120' (40') HD 9 AC 4 Dam 1-3 + poison, gaze	41
67	Ochre Jelly	1	Move 30' (10') HD 5 AC 8 Dam 2-12	25
68	Ogre Mage	1-2	Move 90' (30') HD 5+2 AC 4 Dam 1-12	24, 29
69	Otyugh	1	Move 60' (20') HD 8 AC 3 Dam 1-8/1-8/2-5	38
70-71	Owlbear	1-4	Move 120' (40') HD 5 AC 5 Dam 1-8/1-8/1-8 + hug	29, 21, 25, 18
72-73	Phase Tiger	1-4	Move 150' (50') HD 6 AC 4 Dam 2-8/2-8	26, 29, 30, 20
74	Piercer	3-18	Move 10' (3') HD 4 AC 3 Dam 4-24	18, 20, 15, 19, 22, 18, 21, 23, 15, 15, 18, 25, 20, 9, 16, 11, 17, 16
75	Rot Grub	5-20	Move 10' (2') HD 1hp AC 9 Dam death in 10-30mins	1 each
76	Rust Monster	1-4	Move 120' (40') HD 5 AC 2 Dam rusting	25, 21, 18, 22
77-78	Scorpion, Giant	1-4	Move 150' (50') HD 4 AC 2 Dam 1-10/1-10/1-4 + poison	16, 20, 25, 19
79-81	Spectre	1-4	Move 300' (100') HD 6 AC 2 Dam 1-8 + level drain	25, 20, 34, 26
82-83	Tick, Giant	3-12	Move 30' (10') HD 4 AC 3 Dam 1-4 + 1-6 blood drain	18, 22, 19, 15, 21, 23, 15, 15, 16, 11, 17, 20
84-88	Troll	1-4	Move 120' (40') HD 6+3 AC 4 Dam 1-6/1-6/1-10	30, 26, 38, 27
89-90	Wasp, Giant	1-20	Move 210' (70') HD 4 AC 4 Dam 2-8/1-4 + poison	16, 17, 11, 16, 16, 11, 9, 20, 24, 15, 18, 15, 22, 22, 18, 19, 15, 10, 9, 20
91-93	Wraith	1-4	Move 240' (80') HD 4 AC 3 Dam 1-6 + level Drain	25, 15, 18, 19
94	Wyvern	1	Move 240' (80') HD 7 AC 3 Dam 2-16/2-16 + poison	38
95	Yellow Mold	1-8	Move 0' (0') HD2 AC always hit Dam 1-6	12, 9, 10, 15, 8, 14, 12, 11
96-00	Roll on the Level 7 Table			

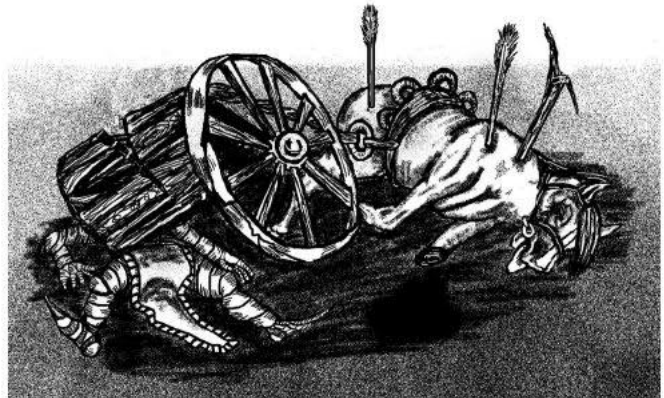
Newland Campaign Setting

Part II: Raiders

Most of Newland's pastures are given over to agriculture. The fertile land is ideal for raising crops and livestock alike. Farming drives the entire economy of the land. The dwarves trade precious metals and minerals for simple provisions, which allows the coffers of merchants and landowners to swell. Even peasant farm-workers in Newland rarely go to sleep hungry.

Lord Trago's lands cover a large portion of northern Newland, and scores of farmsteads pay rent for the privilege of working and living on his land. In return, Lord Trago offers a degree of protection against the constant threat posed by raiding goblinoids from the Great Forest. The northernmost farmsteads add their own defences in the form of ditches, walls and look-out posts. Almost every farmworker in the north is also trained in the art of the longbow. With enough warning, most farmers can assemble a band of a dozen or more archers to protect their holdings. A dozen archers, trained to shoot for range as a single unit, are enough to make all but the largest enemy horde think twice before attacking. However, farm produce needs to find its way to market, and the main trade route runs parallel to the southern edge of the Great Forest for many miles.

The raiders from the forest are targeting the trade caravans with increasing strength and frequency. Lord Trago has been under constant pressure from worried merchants and it is only a matter of time before he is forced to take steps to bolster security on his roads.



Lord Trago is also considering a further problem with wider implications for the whole of Newland. The size and number of settlements in Newland increases every year, and whilst there is plenty of food to support an expanding population, in as little as a decade, lumber will be in short supply. Of course, the Great Forest would yield an almost limitless supply of lumber, but he is reluctant to establish a camp there until he has a better measure of any hostile creatures in the forest.

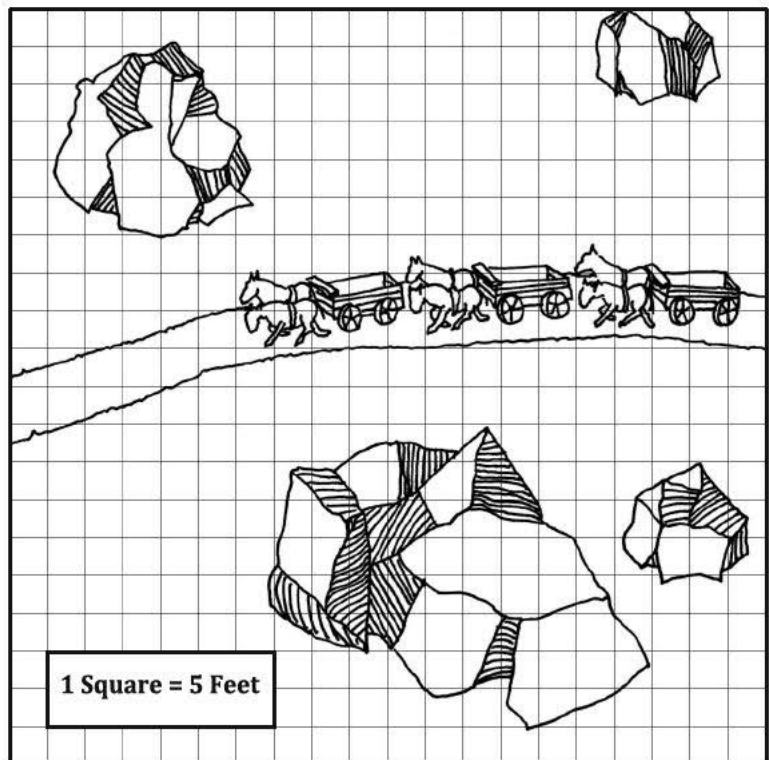
This section details the five different bands of raiders that dwell in the forest and their typical modus operandi when attacking a trade caravan.

Orcs

The Great Forest is home to several orc tribes. They are hostile to each other and will fight other tribes to protect and/or expand their territory. They also despise the larger goblinoids (bugbears and ogres) that reside in the forest, but they also fear them and tend to keep well away from their settlements. Some orcs will use trained wolves or even dire wolves to hunt with, and guard their camps during daylight hours.

Orcs will attack any group on the road, provided that they can muster a raiding party at least twice the size of the target group. They will use scouts to track a caravan and then ambush it at a suitable location.

The example in the map to the right shows a typical orc raiding party, positioned behind large boulders on either side of the road. They will launch a surprise attack with missile weapons, and initially shoot to wound the horses or oxen pulling the lead wagon. They will concentrate their fire on caravan guards or anyone bearing arms. If this opening tactic results in the desired confusion and causes a few casualties amongst the travellers, the main body of orcs will charge and attack. Unless the caravan has skilled individuals to fight back, or some form of magical assistance, the orcs' superior numbers will usually grant them a swift victory.



Sample Orc Raiding Party

24 Orc warriors Move 120' (40') AC6 HP5, 1, 8, 2, 3, 3, 7, 1, 2, 6, 7, 3, 4, 5, 6, 2, 4, 4, 5, 6, 2, 4, 3 Assorted hand weapons 1d6 damage (6 have short bows 1d6 damage)

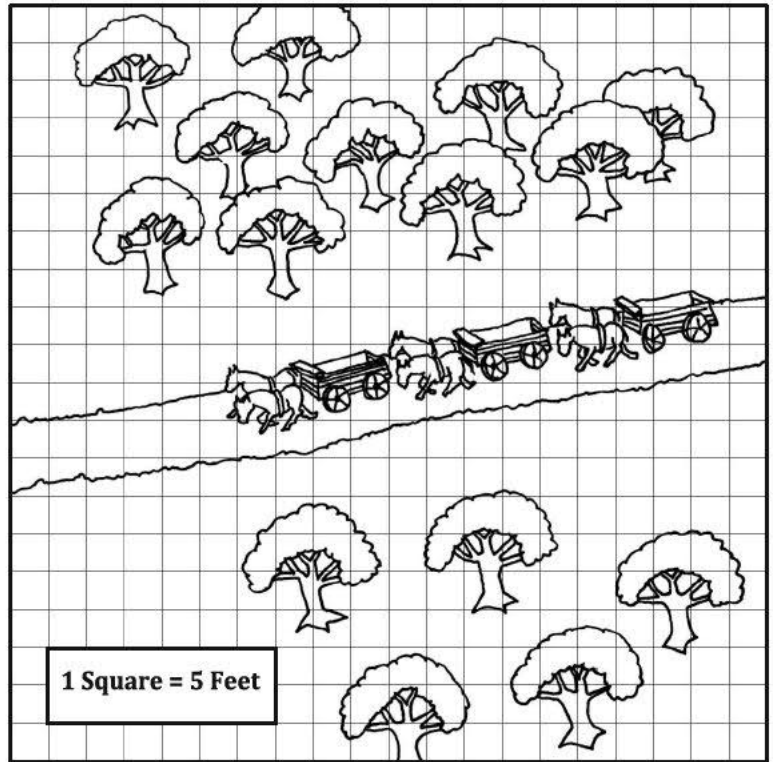
1 Orc sub-chief Move 120' (40') AC6 HP5, 1, 8, 2, 3, 3, 7, 1, 2, 6, 7, 3, 4, 5, 6, 2, 4 Large hand weapon 1d8+1 damage

Bugbears

There has only been one report of a bugbear raid in recent times, but it was against a very large, well-guarded caravan, from which just one survivor managed to escape. He told of a great bear that charged the caravan head-on and then was joined by other giant bear-like creatures wielding great clubs and axes. As he fled, he turned back and saw them ripping wagons to pieces and slaughtering terrified horses.

There is actually only one tribe of bugbears in the southern portion of the Great Forest – the fearsome Blood Beards. They have the ability to commune with the bears that live around their camp, and their witch doctor is able to call on the bears to do his bidding. The Blood Beards are feared throughout the forest and even ogres and hill giants will think twice before crossing them.

The bugbears usually call on one or two grizzly bears and set them charging towards a caravan as it approaches. Then, as soon as the bears reach the caravan, the bugbears will break cover and join the attack. The bugbears are so aggressive that their frenzied violence continues long after they have defeated their opponents. They often fight amongst themselves over the spoils of a raid and they delight in destroying anything they are not able to carry off into the forest with them.



Sample Bugbear Raiding Party

8 Bugbears Move 90' (30') HD3+1 AC5 HP16, 8, 9, 12, 10, 20, 15, 12 Assorted large hand weapons 1d8+1 damage

1 Grizzly bear Move 120' (40') HD5 AC6 HP22 2 claws, bite, hug* 1d4/1d4/1d8/2d8 damage

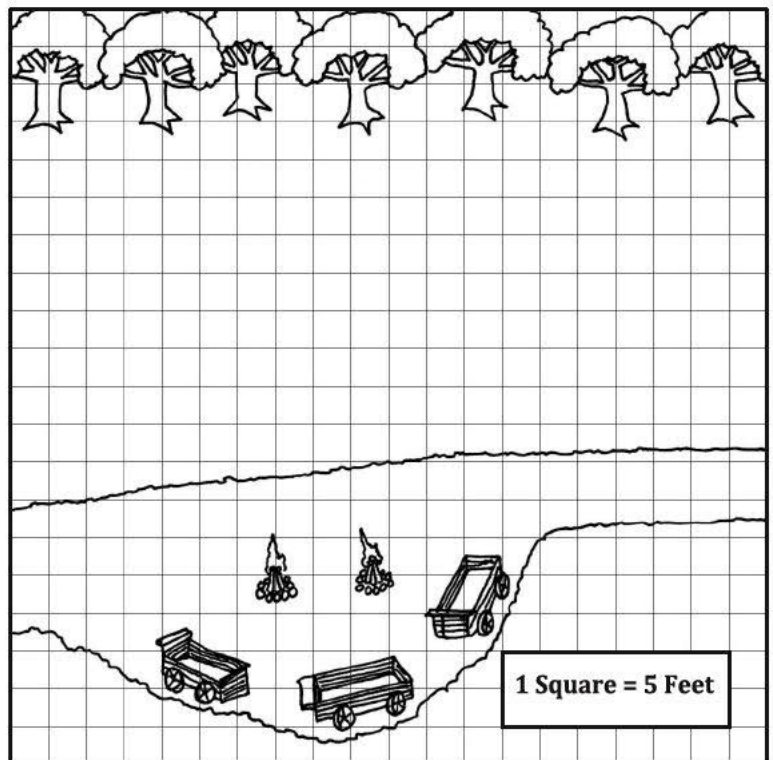
**If both claws hit.*

Ogres

There are several ogre clans in the Great Forest and they have all been known to raid caravans on the North Road. They lack the speed and cunning of the orcs, and the sheer aggression of the bugbears, but they make up for it with their great size and strength. Experienced caravan guards know that if they can't bring down at least half a party of marauding ogres by mid-charge, their best option is to flee. The ogres are simply too powerful at close quarters for guards to engage more than a couple of them at once.

Waiting until a caravan makes camp for the night, and then charging in to attack, is about the strategic limit of an ogre raiding party. Ogres are not built for speed or long distances, making it fairly easy for the group being attacked to grab a box of valuables and flee to safety. Once the ogres have taken their pick of the caravan's cargo, and it is safe to return to the campsite, the caravan can make repairs, and continue on its way the following morning.

Although few lives are lost from ogre attacks the number of raids by Ogres is on the increase. Trade in the north is a fine balance that requires the merchants, farmers and even the dwarves to feel safe to go about their business. This has led Lord Trago to consider using military patrols to guard trade caravans on the North Road where it passes close to the Great Forest.



Sample Ogre Raiding Party

5 Ogres Move 90' (30') HD4+1 AC5 HP19, 20, 17, 25, 14 Spiked clubs 1d10 damage

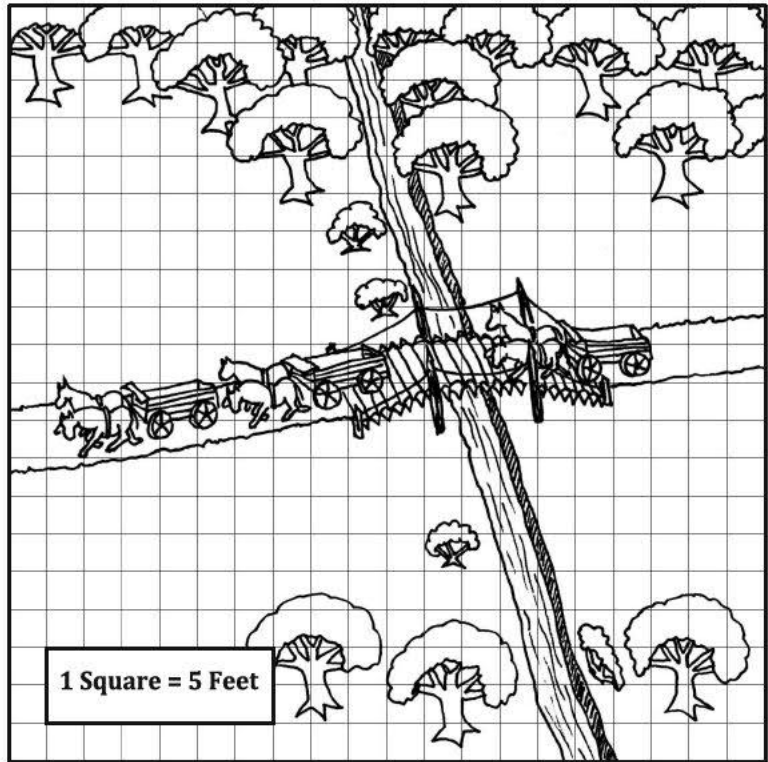
Kobolds and Goblins

These smaller goblinoids don't have tribal territories in the Great Forest. However, they do exist as slaves or servants kept by orcs and ogres. They live off the scraps of their masters, and have to endure cruel treatment. Escape from captivity would be relatively easy for many of them, but the forest is far too dangerous a place to make it worthwhile. An exception to this is a breakaway resistance group of kobolds and goblins, who have a secret lair that offers a safe haven for their kin. They survive by trapping game and stealing what they can from other factions in the Great Forest.

The resistance have not raided a trade caravan yet, but as their numbers and confidence grow, it is only a matter of time before they look to the road for a means of acquiring supplies.

A joint kobold and goblin raid will rely on stealth or distraction and will often involve some form of trap on the road. They will only take goods that they can carry easily, and will try to avoid hand-to-hand combat unless cornered.

Once back in the protective cover of the forest, the kobolds will make every attempt to cover their tracks, to shake off any pursuers and protect the location of their lair.



Sample Kobold and Goblin Raiding Party

20 Kobolds Move 60' (20') AC7 HP3, 2, 1, 1, 4, 3, 2, 1, 4, 3, 1, 1, 4, 1, 4, 1, 2, 3, 3, 2, 4, 2, 3, 1 Assorted hand weapons 1d4 damage (6 have very short bows 1d4 damage)

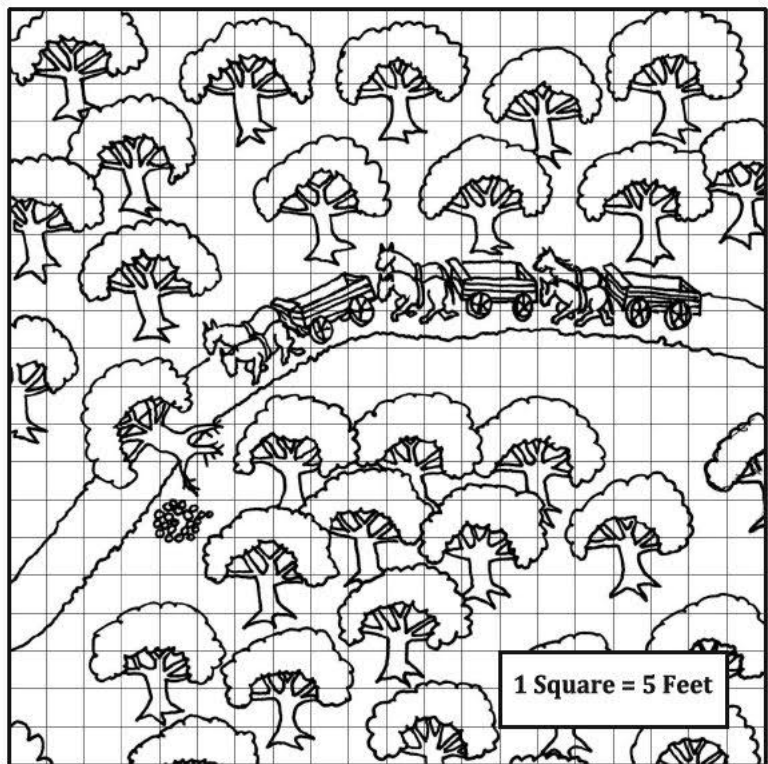
8 Goblins Move 60' (20') AC6 HP5, 1, 7, 2, 3, 3, 7, 4 Assorted hand weapons 1d6 damage (2 have short bows 1d6 damage)

Hill Giants

Newland's history tells tales of battles between giants and the earliest northern settlements. No one at Trago Hall has ever seen a giant but the Dwarves tell of bands of giants in the Great Forest on the north side of the rift who still pose a threat. They also tell stories of stone and frost giants who live in the mountains that circle the ice plate.

If a band of hill giants raids a caravan it will likely be on the road that leads to the Northern Stockade. If they start carrying out raids closer to Trago Hall, then it is fair to assume that they have established a settlement on the south side of the Rift*. There is also a chance that any group of hill giants will also have some ogres with them.

If a group of hill giants decides to raid a caravan, they need to do little more than plant themselves in the middle of the road and wait for the caravan to come within boulder-throwing range. Their size and power mean they have little to fear unless there is a powerful spell-caster, or a score of archers that the caravan can bring to bear.



Sample Hill Giant Raiding Party

4 Hill giants Move 120' (40') HD8 AC4 HP28, 21, 39, 25 Giant-sized clubs 2d8 damage, they may also hurl rocks within a range of 200' causing 2d8 damage

**In my own campaign I'm saving anything to do with giants until later on.*

Monster Club #13

Newland Bestiary: Part I

Forest Spiders

Forest Spiders are a species of giant spider found in dense forests, where they form large colonies under the control of a single Queen. A colony will typically have as many as 50 full-grown spiders, although far larger colonies are feasible provided that the surrounding food-chain can support them. One third of the spiders will be bred as hunters who will hunt for food and fiercely protect the colony's territory. The rest will be workers who maintain the colony. Forest spiders can spin cord, but it is not sticky enough for webs. Instead, they use it to suspend themselves from tree branches or to bind paralysed prey.

Forest Spider, Hunter

No. Enc: 1d6 (3d6)
Alignment: Neutral
Movement: 150' (50')
Armour Class: 6
Hit Dice: 3
Attacks: 1 (bite)
Damage: 1d8
Save: F2
Morale: 8
Hoard Class: VI
XP: 80



These four-foot-long spiders jump from trees or other forest cover, onto unsuspecting creatures beneath. This allows them to surprise victims on a roll of 1-4 on a d6. They attack with powerful jaws that deliver a mild, paralysing venom. Bite victims must save versus Poison or be slowed. However, two failed saving throws leaves the victim fully paralysed for several hours.

Forest Spider, Worker

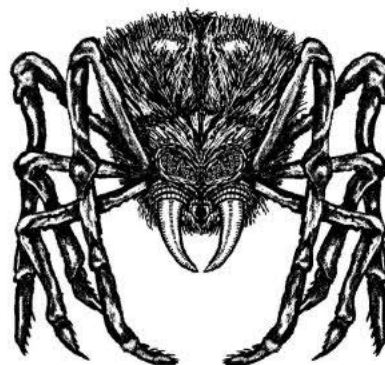
No. Enc: 1d6 (6d6)
Alignment: Neutral
Movement: 150' (50')
Armour Class: 7
Hit Dice: 2
Attacks: 1 (bite)
Damage: 1d4
Save: F1
Morale: 7
Hoard Class: VI
XP: 29



These are slightly smaller (3 feet long) than the hunter variety of forest spiders. Both are the same species but the workers are not given the same hormones by the Queen in the early stages of their development. Workers will rarely be found away from the centre of the colony where their Queen nests. They build nests, tend to offspring and store food. Worker spiders can still fight aggressively, and have the same ability to deliver venom as hunters. However, their jaws are far smaller and less powerful, hence the lower (1d4) roll for damage.

Forest Spider, Queen

No. Enc: 1 (1)
Alignment: Neutral
Movement: 90' (30')
Armour Class: 4
Hit Dice: 7
Attacks: 1 (bite)
Damage: 2d6
Save: F5
Morale: 10
Hoard Class: VI
XP: 1,140



In every colony of forest spiders there will be a single Queen. She is an enormous beast measuring 10 feet in length. Her incredible bulk means that she has a slower movement rate than hunter and worker forest spiders. The Queen does not spin cord, and cannot climb trees easily due to her great bulk. She spends most of her time in the centre of a large nest which her workers build and maintain for her.

The Queen will fight to the death if she is cornered, or if her eggs or young offspring are threatened. In combat, her powerful bite also delivers a more potent variety of forest spider venom, which will paralyse after one failed saving throw. If a paralysed victim is bitten again, he must make another saving throw or he will die after 3d6 rounds have passed.

A forest spider Queen has a limited telepathic ability which allows her to control the other forest spiders in her colony. She can call and give simple global commands to all spiders within a 100 yard radius. Although the spiders may not respond telepathically to their Queen, they will always have a sense of her location whilst they remain within 100 yards of her location.

Tree Demon

No. Enc: 1 (1)
Alignment: Chaotic
Movement: 90' (30')
Armour Class: 4
Hit Dice: 6
Attacks: 1 (fist)
Damage: 2d6
Save: F6
Morale: 7
Hoard Class: XX
XP: 570



A smaller (8-10 feet tall), malevolent cousin of the treant. These solitary creatures hate the presence of humanoids in their territory. They will hide and ambush any such trespassers, surprising them on a roll of 1-3 on a d6. If they perceive a threat to be too much to handle, they will remain hidden and track their quarry at a distance, waiting for the best moment to strike. Rangers, halflings, and elves can spot a hiding Tree Demon on a roll of 1-2 on a d6; other characters get a 1 in 6 chance.

Tomb of the Snake King

A Labyrinth Lord Adventure for 3rd to 5th Level Characters



Preface

For thousands of years, the snake people thrived. They raised a great city at the foot of the sleeping fire mountain and basked in its warmth. When the earth split and the mountain spewed fire over the lands, the civilization of the snake people was lost forever. All that remains now are the ruins of their southernmost outposts and temples, hidden under the canopy of the Great Forest.

Labyrinth Lord's Background

This adventure is the second in an ongoing series for use with the Newland Campaign Setting. Campaign background can be found in *Oubliette Issue 6* which also includes the first adventure in the series: *Shame of the Shaman*. The introduction below assumes that the party have successfully rescued Lord Trago from the previous adventure. The introduction also contains an account of an ogre raid on a caravan that the party are guarding. If you prefer, this account can be removed from the introduction and you can play the raid out, using the details in the Newland Campaign article in this issue. If you have an existing campaign, then the adventure can just as easily be dropped into a forest location on your map and played without any introduction as a stand-alone adventure.

Introduction

For a week, you are the toast of Trago Hall. A feast is held to honour your victory over the orcs, and the successful rescue of Lord Trago and his Knights. Inevitably, life slowly returns to normal. All too quickly, your names are back on

the duty board. You don't really want to go back to the routine of work, but if you don't, then it would only be a matter of time before you get asked to vacate your lodgings.

The caravan heads out and takes the west road for Far Keep, with a shipment of general provisions, weapons and armour. There are the usual threats from wild animals every so often, but well-built fires and a quick volley of arrows are enough to keep them back.

The attack comes one night's travel from the West Tower, on the last leg of the journey. Three ogres – big ones. They erupt from the tree line and charge. By the time they're in range, the whole camp is awake. A dozen crossbows fire at the three moonlit shapes. One staggers and falls, but the other two keep coming. Another volley, and the second of the hulks goes down. The last one breaks into the camp, pushing past a terrified cart horse. He swings his huge club wildly, seeking any target. You're ready for him, and a moment later he's lying face down, dead, with a massive axe wound to the back and a slash across the belly from one of your swords. You check the other two who fell outside the camp. One is dead from the half dozen bolts which struck him. There's no sign of the first one, but from where he fell, a fresh trail of blood leads back into the forest. The camp stays on alert for the rest of the night in case the survivor returns with more of his kind.

There is no further attack. The sun rises, and the following two nights also pass without incident. You take a well-earned rest before heading back to Trago Hall the following day. The wagon drivers are nervous on the return journey, but nothing of note occurs.



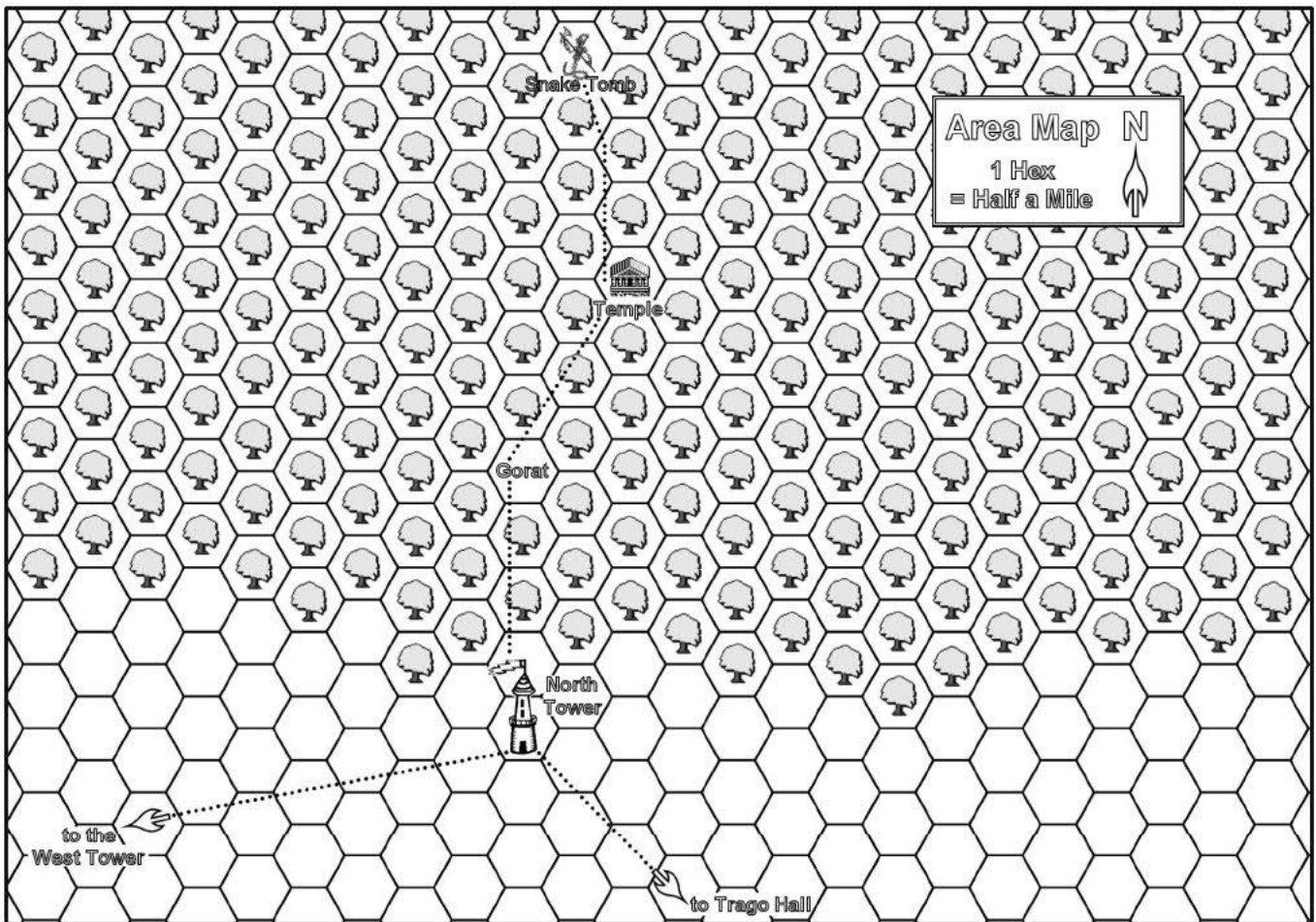
Upon your return, you learn of other caravans which have been attacked, one by a bigger group of ogres who have killed several guards before making off with a few barrels and crates. Lord Trago calls a meeting to discuss the raids. After listening to accounts from the worried traders, he rules that all caravans will, from now on, be escorted by a full patrol of his men. Even the least intelligent amongst you realizes that you've all just been made redundant. However, at the end of the meeting Lord Trago asks you to remain for a private word.

He proposes a scouting mission to further identify the reason behind the increase in raids. He suggests a base camp be set up in the temple site, used until recently by the orcs. He will provide men and provisions to maintain and secure the place. He suggests that as few have ever ventured far into the forest, you should first explore to the north as far as the rift. If you are successful, he will provide more support for future ventures. In return, he asks that he receives a quarter share of all treasures found. Whilst you are away, he will hold your rooms in the bunkhouse for you, and will also extend the use of his personal vault to store any valuables that you do not wish to travel with.

You reach the site of the abandoned temple and smile as you remember your heroic exploits there last month. The glory may have been short-lived, but the loot amounted to more than you would make guarding trade caravans for a lifetime. Maybe your scouting mission will present opportunities for further adventure. However, the forest is full of hidden dangers, so you travel with caution, and the wizard's raven flying overhead always watches for danger.

The air in the temple is somewhat fresher than the last time you visited. Within a couple of hours, Trago's men have made the main hall habitable and even repaired the outer doors. A fire is set for cooking, and after a warm meal, you do your best to grab some sleep. At dawn, you take another bowl of the previous night's stew for breakfast, bid farewell to the safety of your new base, and set off into the forest. There are no maps. You do not know how far it is to the rift – only that it lies to the north. Nor can you guess what hazards await you.

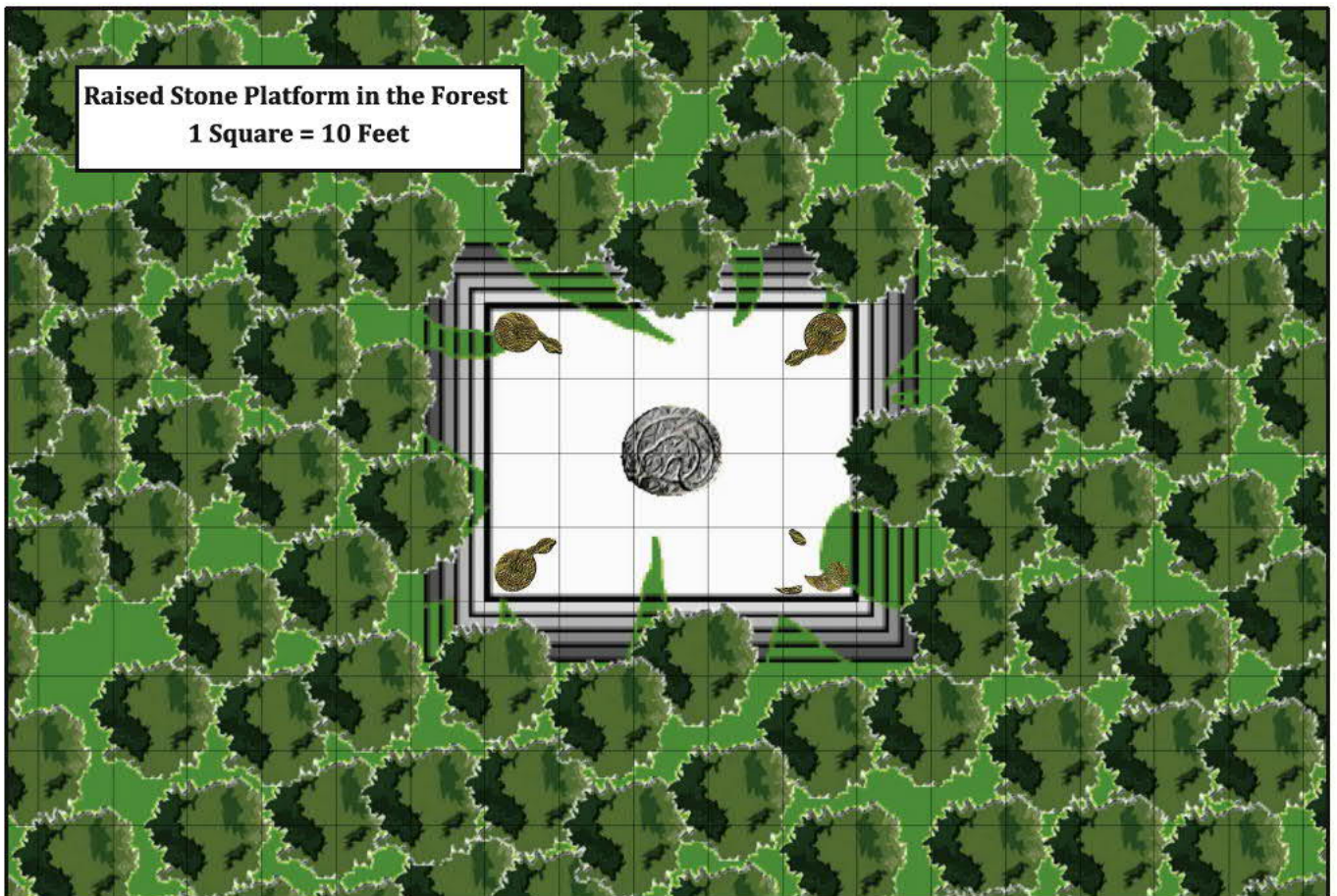




Random Encounters in the Forest

Once the party enter the forest, the LL should check for random encounters every hour. During the day, there is a 1 in 6 chance of an encounter. At night, there is a 2 in 6 chance. Roll a d12 and consult the table below to determine what is encountered. Forest spiders and tree demons are new monsters (see p17).

1	1-3 Axe Beaks	Move 180' (60')	HD3 AC6 HP10, 16, 13	Claws x2, bite 1d3/1d3/2d4 damage
2	1-6 Bees, Giant Killer	Move 150' (50')	HD½ AC7 HP3, 2, 4, 1, 3, 3	Sting 1d4 damage +poison
3	1-2 Black Bears	Move 120' (40')	HD4 AC6 HP21, 17	Claws x2, bite 1d3/1d3/1d6 damage
4	1 Insect Swarm	Move 60' (20')	HD2 AC7 HP8	Multiple bites 2 damage
5	1-10 Stirges	Move 180' (60')	HD1 AC7 HP4, 5, 2, 8, 3, 1, 6, 6, 2, 4	Drain blood 1d3 damage
6	2-8 Ticks, Giant	Move 30' (10')	HD2 AC3 HP10, 8, 5, 12, 3, 7, 9, 13	Drain blood 1d4 damage
7	1-4 Wild Boars	Move 150' (50')	HD3 AC7 HP15, 12, 18, 9	Tusks 2d4 damage
8	2-12 Wolves	Move 180' (60')	HD2+2 AC7 HP13, 10, 7, 9, 15, 10, 11, 17, 6, 8, 9, 10	Bite 1d6 damage
9	1-6 Forest Spiders (Hunters)	Move 150' (50')	HD3 AC6 H17, 12, 20, 14, 8, 15	Sting 1d4 damage +poison
10	3-4 Ogres	Move 90' (30')	HD4+1 AC5 HP18, 13, 22, 19	Club 1d10 damage
11	4-6 Bugbears	Move 90' (30')	HD3+1 AC5 HP11, 17, 13, 19, 7, 12	Weapons 1d6+1/1d8+1 damage
12	1 Tree Demon	Move 90' (30')	HD6 AC4 HP30	Fist 2d6 damage



Raised Stone Platform

Travel through the forest is slow going. With no path to follow apart from an occasional game trail, you must cut your way through the oppressive undergrowth. Roots break the surface, waiting to trip you, and branches, pushed aside by your companions, whip at you with every step. Ahead, there is a slight break in the canopy overhead. As you draw closer, the trees give way to a small clearing in which a rectangular stone platform holds back the forest.

The platform is roughly 20' by 25' and about 6' high. Steps ascend to it on all sides. In each corner, is a round, stone column about 10' high. Three of the columns have large, stone snakes coiled around them. The head of each snake extends above the top of its column and points downwards towards the centre of the platform. The column on the south eastern corner is damaged, and stones from it, and the serpent once wrapped around it, lie broken at its base. In the centre of the platform, is a circular, stone slab about 6' in diameter and 4" thick. It has a pattern on it depicting a coiled serpent. Where the serpent's eye should be, there is a hole a few inches across.

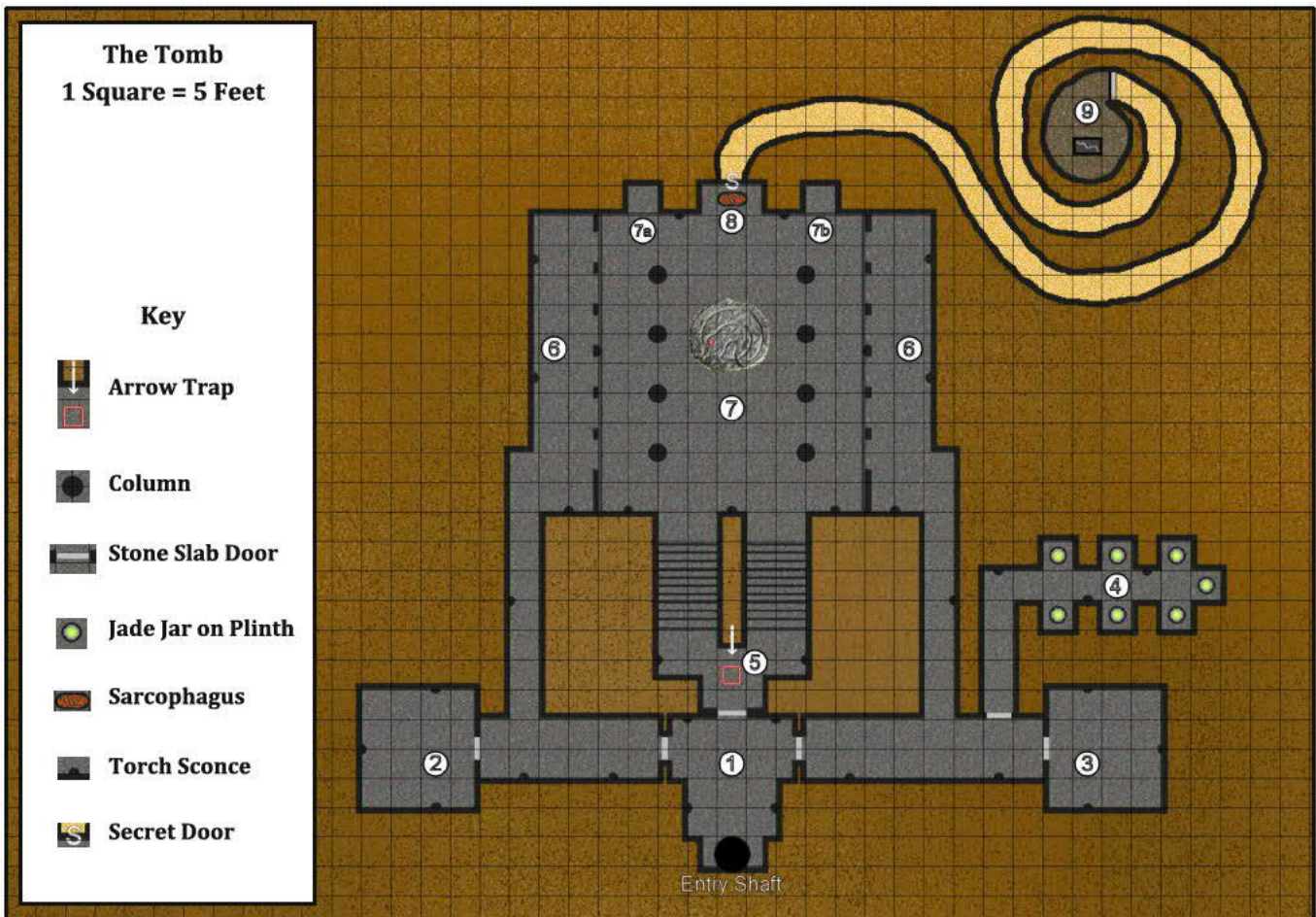
Inspection of this hole will reveal that set into it is a metal bar which, if grasped, may allow the slab to be moved. If any creature touches or steps onto the slab, purple gas will jet from the nostrils of the three snake statues on the columns. Anyone on the platform must make a save versus Breath Weapon to avoid becoming unconscious for 2d4 turns. Anyone on the steps around the platform must make a dexterity check (roll under dexterity on a d20) to avoid having to make a saving throw. The gas disperses after three rounds. No further

gas is released if the slab is touched again, but the trap automatically resets by the next day. The gas also contains a substance that will attract one or two giant constrictor pythons, each arriving 2-12 rounds after the gas is released. The snakes will drop from trees and attack aggressively.

2 Giant Pythons Move 90' (30') AC6 HD5 HP27, 21 Bite 1d4, Constrict 2d4

The cover slab may be moved by a character making a successful strength check (roll under strength on a d20). If a rope is tied to the metal bar inset in the slab, two or more characters, pulling together, can move the slab easily. Once moved to one side, the slab reveals a circular shaft that descends vertically into darkness. If a light is dropped or lowered into the shaft, it will show that there is a stone floor some 30' below.





The Tomb

The tomb, although dug into the earth, has stone-built walls and ceilings. Underneath the undisturbed dust and cobwebs, the floors are of highly polished stone. The doorways in the tomb are sealed with large stone slabs. They need to be dug out to gain access, and this takes 2d4 rounds. There are no light sources anywhere in the tomb. However, there are sconces for holding torches at 20' intervals on most of the walls.

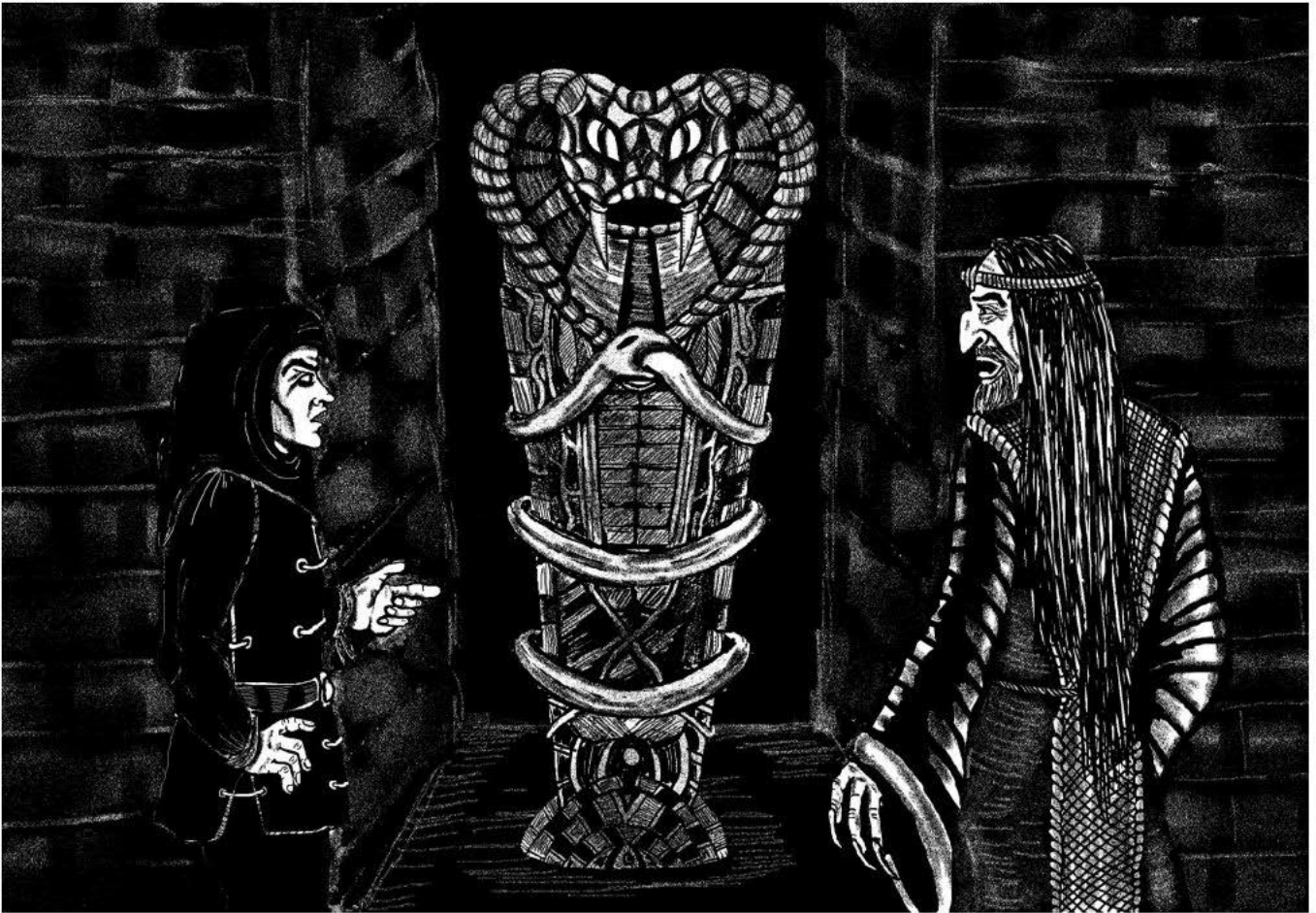
1 Entrance Chamber – The shaft drops down into this chamber. There are portals leading from it, each sealed with a stone slab. The central portal is larger than the ones to the sides and its stone slab has a coiled serpent pattern etched on it.

2 Burial Chamber – This chamber is littered with bones; some look human, others seem to be from half-man, half-snake creatures. Closer inspection of the bones will show that some have the remains of shackles attached to them. They are, in fact, the Snakeman King's guards, servants, builders and slaves – probably entombed alive when their master was laid to rest.

3 Mural Room – The walls in this chamber are decorated with intricate mosaics that depict a half-snake, half-human hero (the Snakeman King) in combat with giants, trolls, dragons and other creatures of legend.

4 Preservation Hall – In this hallway are seven alcoves, each with a stone pedestal in it. The pedestals are decorated with coiled serpents, and each has a sealed, green jade jar on top of it. The jars contain the preserved internal organs of the Snake King.





5 Arrow Trap – In the centre of the wall here, about 4' from the floor, an arrow trap has been set, which activates by a pressure plate in the floor. It strikes as a 2HD monster and does 1d8 damage but can only hit a target that is over 4' tall. Two parallel staircases lead down and open onto the floor of the tomb's main chamber.

6 Viewing Galleries – On either side of the tomb's main chamber (location 7), is a viewing gallery some 8' above the floor level of the main chamber.

7 Main Chamber – This large area has a ceiling 20' high, supported by 8 columns. A large, 12' diameter, coiled serpent design is set into the centre of the floor. There is a large, red, glowing gem inlaid in the eye socket of the serpent. If this is touched, two snakeman skeleton guards burst through the wall (locations 7a and 7b) and attack.

2 Snakeman Skeleton Guards Move 90' (30') AC5 HD6 HP25, 31 Bite 1d6, Scimitar 1d8

8 Sarcophagus – At the back of the chamber is a large, upright sarcophagus. Metal snakes wind around the stonework, and the largest has a head biting its own tail, which serves as a catch to seal the cover. If the sarcophagus is opened with force, the skeletal form of the Snakeman King will spring out and attack, whereas if it is opened with stealth (eg. *open locks* roll), the Snakeman King will remain motionless. He carries a large halberd and wears what remains of once ornate armour. Around his neck is a gold amulet set with 20 red gemstones. 14 of these glow brightly, and the other 6 simply look like coloured glass. The amulet is magical and will protect the wearer from any form of poison. Every time it does this, another of the gemstones is drained.

Snakeman Skeleton King (Animated Skeleton) Move 90' (30') AC4 HD9 HP45 Bite 1d8, Halberd 1d10+1

Behind the Sarcophagus, is a secret door. If opened, it will reveal a winding tunnel about 4' in diameter, dug into the earth.

9 Treasure Chamber – The stone slab door forms an air-tight seal to this room. The air in the room is slightly pressurised and the slab will potentially hit with some force (1d4 damage) any who open it, unless they make a save versus Breath Weapon. The sudden release of pressure will also cause a cloud containing *dust of blindness* to be blown out, blinding anyone within 10' of the entrance for 1d6 turns (save versus Breath Weapon to avoid).

The chamber has rough stone walls. In the centre, is a large, stone chest with a catch in the shape of a serpent biting its own tail, similar to the one on the sarcophagus. The contents of the chest are covered by a very fine sheet of gold material (200gp). Touching this will activate the iron cobra concealed under it. The other items in the chest are: a scroll with the magical control words for the iron cobra, a pouch of small gems (250gp), 3 glass jars containing very fine powders (*dust of blinding* 2 uses, *dust of disappearance* 3 uses and *dust of appearance* 3 uses), 2,000 ancient gold coins (worth 3,000gp in gold – or possibly far more to a collector), and large amount of copper utensils, jewellery and sundries, all badly tarnished and corroded (no real value).

Iron Cobra Move 120' (40') AC0 HD1 HP8 Bite 1d3 + poison (save at -2)

Tomb of the Snake King Monsters

Snakeman Skeleton

No. ENC: 1d4 (2d6)
ALIGNMENT: Chaotic
MOVEMENT: 90' (30')
ARMOUR CLASS: 5
HIT DICE: 6
ATTACKS: 2 bite, weapon
DAMAGE: 1d6, weapon
SAVE: F5
MORALE: 12
HOARD CLASS: None
XP: 820



A snakeman has the head of a snake and a thick, snake-like body and tail. Snakemen may measure up to 20 feet in length and will normally hold themselves upright, making them appear six to eight feet tall. Below the head, the creature has powerful humanoid shoulders, arms and hands. These physical characteristics allow a snakeman to bite opponents and also attack with a weapon.

As undead animated skeletons, snakemen do not have any ability to constrict victims and they have no venom to inject with a bite attack. Like other skeletons, they are immune to all forms of charm and sleep.

Snakeman Skeleton (Greater)

No. ENC: 1
ALIGNMENT: Chaotic
MOVEMENT: 90' (30')
ARMOUR CLASS: 4
HIT DICE: 9
ATTACKS: 2 bite, weapon
DAMAGE: 1d8, weapon +1
SAVE: F7
MORALE: 12
HOARD CLASS: None
XP: 2,400



A greater snakeman skeleton has the same characteristics as a regular snakeman skeleton but is much bigger. These creatures are very rare as any snakeman civilization will only produce one such creature, who serves as a leader. The creature may be as long as 25 feet, and over nine feet tall when upright.

Iron Cobra

No. ENC: 1
ALIGNMENT: Neutral
MOVEMENT: 120' (40')
ARMOUR CLASS: 0
HIT DICE: 1
ATTACKS: 1 bite
DAMAGE: 1d3 +poison
SAVE: F1
MORALE: 12
HOARD CLASS: See below
XP: 16



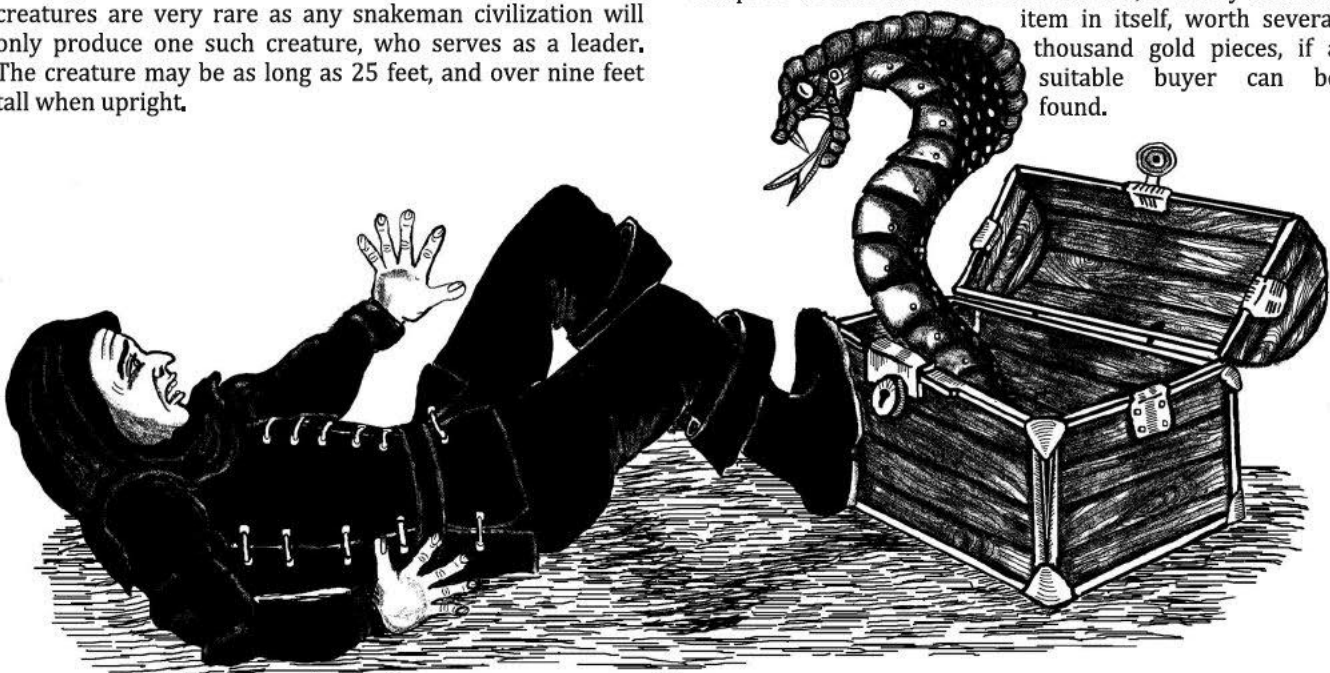
An iron cobra is not a living creature, but an animated magical construct. They are exceptionally rare and are thought to have been made by a high-level magic-user who used them to assassinate his enemies. From a distance they look like a regular cobra, measuring around three feet in length. Upon closer inspection, their metallic structure is revealed. They have intricately engineered bodies covered in overlapping metal scales. This, coupled with lightning-fast reflexes, makes an iron cobra a very difficult object to strike.

An iron cobra is controlled by a series of command words. With these, the snake's controller can give the snake simple, one-line instructions. If ordered to assassinate someone, an iron cobra has the ability to locate the intended victim with a form of magical, psychic tracking, provided the person is within a one mile radius.

In combat, the cobra will inflict damage with its bite, and also deliver a lethal poison that requires a save versus Poison to be made with a -2 penalty. The cobra can only deliver three poisonous bites before its reservoir runs dry. Poison may be topped up by the snake's controller, provided he can source a supply. On occasions, Iron Cobras have also been filled with poisons that cause sleep or paralysis in victims.

Iron cobras are totally silent when not moving and also have no body heat so they cannot be seen with infravision. An iron cobra has no treasure of its own but it may be found as a guardian of treasure. However, a deactivated iron cobra, complete with a full set of control words, is a very valuable

item in itself, worth several thousand gold pieces, if a suitable buyer can be found.



The 10-Foot Pole

The Best Two Silver Pieces You Will Ever Spend

A wooden 10-foot pole is a standard piece of equipment for almost every party in an Old School fantasy game. Over the years, there has been much discussion about whether the item was only included in the early editions of the game as a joke. However, even if it started out as a joke, players quickly bypassed any intended humour and began thinking up practical applications for their characters' poles.

The origin of the phrase, "I wouldn't touch it with a 10-foot pole" dates back to the 19th century and that, in turn, may have come from, "I wouldn't touch it with a barge pole" – which references the poles used by boatmen on rivers and canals. As an item in the game, I suspect that the inspiration for the 10-foot pole may have been the alpenstock (a long wooden pole with an iron spike on one end), which dates back to the middle ages. Alpenstocks were used by alpine shepherds as an aid for traversing glaciers and snowfields. An alpenstock could be used for balance like walking stick, and its tip could be pressed into the snow ahead to check for hidden crevasses. Later, the alpenstock became shorter, and a metal pick was added to the other end of the pole, creating the first ice-axe.

Standard 10-foot poles will usually be cut from a hardwood like ash. This makes them very strong, but also heavy to carry. Characters may elect to cut their own poles from trees, but unless they know what to look for, these may not prove quite as straight or strong as ones carefully selected and worked by more experienced eyes and hands.

In a dungeon environment, 10-foot poles have many uses, and ingenious players will continue to think up new applications for them. However, poles are also bulky and awkward to carry in a dungeon environment! If you've ever tried walking around your home with an 8-foot length of timber, it's all too easy to knock something over with it, or bang it against a wall. With an even longer item in a darker, potentially more cramped location, characters' poles will often bang against, walls, doorways and even fellow adventurers.

Here are some improved versions of the 10-foot pole that characters could commission a friendly blacksmith to make for them:

Alpenstock



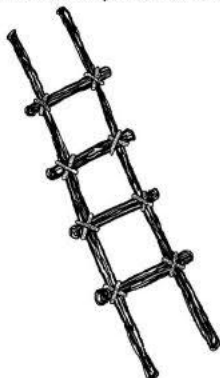
Lantern Pole



Hook and Loop



And here are some possible uses for a pair of 10-foot poles: ladder, bridge, stretcher, and the 17-foot pole (two 10-foot poles tied together)!



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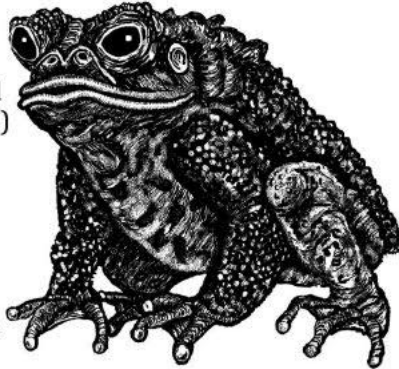
Found Familiar

Practical Petcare for Magic-Users

When a magic-user casts the spell *summon familiar* (AEC p78), depending on its success and the type of creature summoned, it can have a dramatic effect on the game. This series of articles examines the capabilities, advantages, and disadvantages of the various creatures that can become familiars.

The Toad

No. ENC: 1
ALIGNMENT: Neutral
MOVEMENT: 30' (10')
ARMOUR CLASS: 7
HIT DICE: 1 (2d4)
ATTACKS: 1
DAMAGE: 1
SAVE: F1
MORALE: 12
HOARD CLASS: None
XP: 10



There are many species of toad, ranging from tiny 2" long creatures, to beasts over a foot in length that can weigh several pounds. For game purposes I've selected the Cane Toad (*Bufo Marinus*) as the basis for a toad familiar. However, I've exaggerated their natural characteristics to make them more useful in play.

Cane toads typically measure 6"-12" long and weigh 1-3 pounds. Their skin is usually brown and they may have a speckled pattern on their backs. In the wild, they would normally live for 10-15 years but, living in relative captivity as a familiar, they can live for 30 years or more. Toads will eat pretty much anything moving, provided it gets within range of their long tongues and is small enough for them to swallow whole.

Toads have several characteristics that make them very useful to have as familiars. The exact scope and number of these traits should be decided by the Labyrinth Lord.

360 Degree Vision

The positioning of a toad's eyes on the sides of its head allows it easily to see all around with little or no head movement. This makes it very difficult for a toad to be surprised by another creature from behind.

Colour Change

Some species of toad can, at will, change their skin colour to blend in with their surroundings. Such an ability can make them very difficult to spot.

Predict Weather

Toads have an 80% chance of predicting any approaching unsettled weather several hours before it hits. They do this by sensing changes in atmospheric pressure and sampling the moisture levels in the air around them.

Secrete Poison

Many toads can secrete a mix of toxins from glands on their backs. In the wild, this helps to prevent the toads

from being eaten by predators. If a master chooses, he may harvest his toad's poison once per day. This will provide enough poison to coat a single dagger blade, or up to six arrow heads. The mix of toxins secreted means the effects of the poison may vary. Roll a d8 and consult the table below to determine the effect of each use.

1	Lethal Poison: Requires a save versus Poison or the victim dies with 2d6 rounds.
2	Burning Poison: Causes the victim's blood to burn and inflicts 3d6 damage (save for half damage).
3	Temporary Paralysis: Paralyzes the victim for 2-4 hours (save to negate).
4	Sickness: Causes the victim to be wracked with nausea for 2-4 hours. Movement is at half speed and no combat is possible (save to negate).
5	Weakness: Causes the victim to be weakened for 2-4 hours. Movement is at half speed and all attacks made suffer a -4 penalty to hit and a -2 damage penalty.
6	Hallucinations: The victim suffers from horrific hallucinations for 2-4 hours (save negates).
7	Delusions: The victim becomes delusional for 2-4 hours (save negates).
8	Drowsiness: The victim falls asleep. He will wake if shaken, but without constant attention will simply fall asleep again (save negates).

The magical link between a familiar and its master grants them the ability to communicate telepathically. The master of a familiar is also granted access to the familiar's senses. In practice, there are a variety of ways to approach this, and depending on how it is handled, it can have a drastic effect on gameplay. When a magic-user gains a familiar, the Labyrinth Lord should lay down some basic rules for the player as to the scope of any abilities the familiar grants him. As a guide, here are the rules I apply to them in my own games:

Whilst the toad is within 120' its master, the character's own eyesight has a far wider field of vision than normal. This improves the character's chance of observing anything of interest and/or danger in his surroundings. It also makes the character harder to startle and he will only be surprised on a roll of 1 on a d6.

If a toad's master spends 1d6 rounds concentrating, he can then link minds with the toad for 1d6 rounds and see, hear, smell, etc. everything the toad can. For the duration of this process, the character may not move, converse, or take any other actions. The link may only be maintained whilst the toad is within 120' of its master. If either master or toad is attacked, or subjected to some other shock or distraction, the link is broken. To a toad, a distraction might be spotting a potential predator, or noticing a nearby insect or other similar-sized, potentially edible object.

A toad has a base morale of 7. However, whilst it stays within 120' of its master it will always have an effective morale of 12.

Goblin Quest



Listen up, you worthless grots:
Go to The Necropolis.
Find the Black Fungus
which grows on the
Hero's Grave and
bring it to me.
Understood?



Mungus rhymes with
fungus - pass it on!

Tee hee hee hee hee hee!
Mungus the Fungus!



Fungus, hey?
How 'bout I
fist your face?

Hee hee!

Shut up
Big Nose!



STOP
WASTING
TIME!

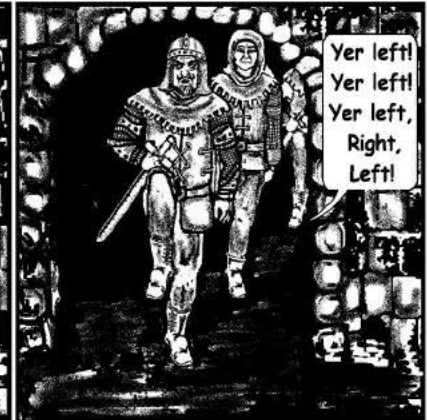
PAF!



Get that fungus to me before the
crowing of the cock or you will ALL
suffer a fate worse than death!



Under the cover of darkness, the goblins creep through
the town, tip-toeing ever closer to The Necropolis ...



Ver left!
Ver left!
Ver left,
Right,
Left!



HALT!
WHO GOES
THERE!

It's the Watch!
Quick, HIDE!



Miaow!



You there - under the blanket -
What's your business?



Psst - pretend to be drunk!

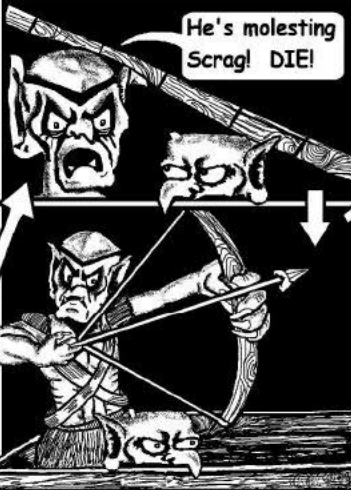
(Sung in the Common tongue)
Hic There was a little goblin
With an itchy, itchy noblin *Hic*



Move along there,
friend. Sleep it
off at home.

Yesh
Hofficah...

Wot do we
'ave 'ere?
Aww...
a wittle
pussy!



He's molesting
Scrag! DIE!



Eurgh!

THWACK!



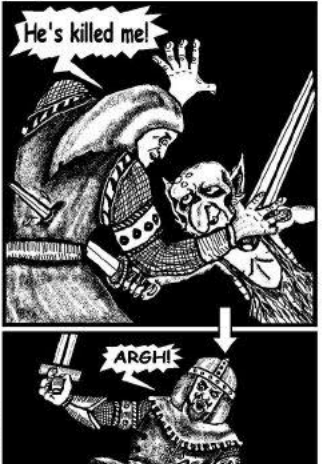
GOBLINS!
AND THEY'RE
COMPETENT!



ATTACK!



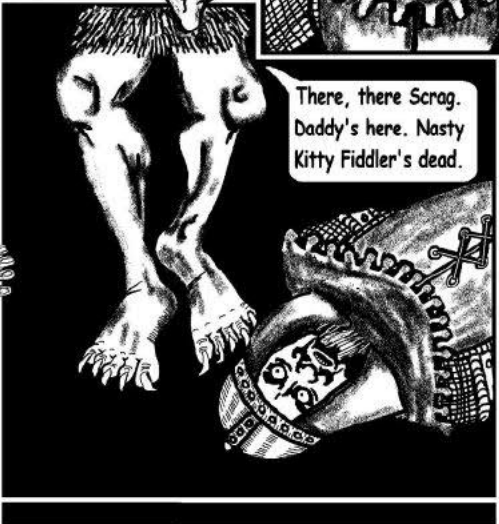
EAT STEEL!



He's killed me!



I only had - *gasp*
- two weeks left to
retirement - *expires*



There, there Scrag.
Daddy's here. Nasty
Kitty Fiddler's dead.



ZWHACK!

WILL OUR
HEROES COMPLETE
THEIR QUEST?
FIND OUT NEXT TIME
IN
THE NECROPOLIS
OF DOOM

What's in the Oubliette?

A regular review column featuring roleplaying game material, with frequent diversions into other games and the odd book, film or TV show. Product submissions for review are welcomed.



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Frost Giant £16.00, *Fire Giant* £18.00, *Hobgoblins (3)* £10.00, *Werewolf* £6.00, *Giant Rats (5)* £11.00, *Owlbear* £10.00
www.otherworldminiatures.co.uk

In the early 1980s, along with a love on roleplaying games, I also developed an addiction to buying and painting lead miniatures. My favourites were produced by *Asgard Miniatures* in Nottingham, who had a small shop with a casting machine in the back room. I was particularly fond of their *DA (Dungeon Adventurers)* range, which comprised over 80 figures, covering almost every first edition class/race character combination. These were clearly figures made by gamers, for gamers, as every adventurer came equipped with a backpack, rope, waterskin, and even a flask of oil. Good monster figures were harder to find. Even officially-licensed ranges didn't offer a wide enough choice, and were only available for the length of the licence agreement, making them risky to start collecting.

Fast-forward 30 years to the present day, and a quick browse of the *Otherworld Miniatures* website will reveal a vast range of Old-School-inspired monsters, every one of them looking like it has just stepped out of the classic first edition "*Monster Book*". The pewter figures are all 28mm scale, but they look fine next to my ageing 25mm scale figures. They are also really well-proportioned and posed. The range offers depth as well as breadth, too. If, for example, you are after Pig-Faced Orcs, there is a choice of 25 miniatures, allowing you to field even quite a large encounter, without having to use any duplicate models.

All the miniatures are highly detailed, though not in a way that makes painting them awkward. *Otherworld* employs a number of different sculptors, yet the figures still sit together well as a range. My review samples were all superb castings, requiring only minimal cleaning up with a craft knife. Many of the larger models require some assembly using glue and filler, but they are worth the effort.

An interview with Richard Scott, *Otherworld Miniatures'* proprietor, also appears in this issue (see pp8-9).



1



2



3

Key to Photos:

- 1: Frost Giant
- 2: Fire Giant
- 3: Hobgoblins
- 4: Werewolf
- 5: Giant Rats
- 6: Owlbear

Photos 1-4 and 6 are ©copyright
Otherworld Miniatures 2011



4

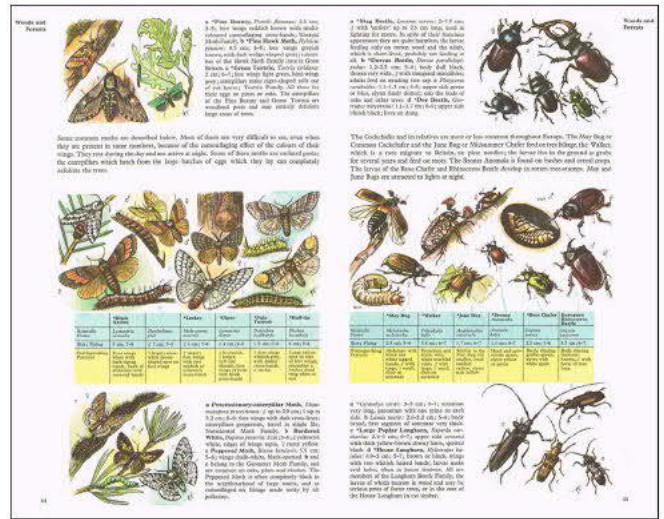
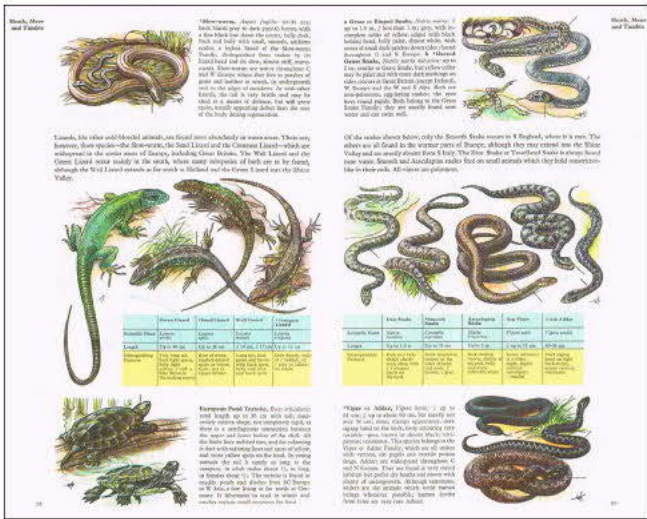


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The majority of *Otherworld Miniatures* ship in foam-backed blister packs (see left), whilst the largest, multi-part models come boxed. The whole range can be ordered online and shipped anywhere in the world from their UK headquarters.



6



A Natural History of Europe – by Harry Garms. Illustrated by Wilhelm Eigener
Out of Print Hardback Book \$/£ Check eBay and Amazon for used prices

I recently rediscovered the family copy of this book and, even though it was very tatty, I instantly remembered why I enjoyed it so much as a child. It presents over 2,100 plants and 1,400 animals found in the British Isles, Mainland Europe and their surrounding waters. At 358 pages, this is a hefty, hard-backed tome. The book is actually a translation of an earlier German book *Pflanzen und Tiere Europas* (Brunswick, Westermann, 1962).

The content of the book is split in to sections dealing with the following different habitats:

- Wood and Forest
- Heath, Moor and Tundra
- Freshwater
- Sea and Seashore
- Meadows and Pastureland
- Field, Garden and Park
- Mountains

From a gaming perspective, this is extremely useful when placing incidental flora and fauna details, but it is also useful when considering what the food-chain might be in a given location, and what monsters or giant animals might be added.

The book contains hundreds of colour illustrations, and even though the accompanying notes are brief, they give just enough to fire the imagination or prompt further research. Of course, everything in the book, and much else besides, is instantly available using *Google* or *Wikipedia* – but the internet simply can't match the painstaking organisation and layout that makes this book so user-friendly.

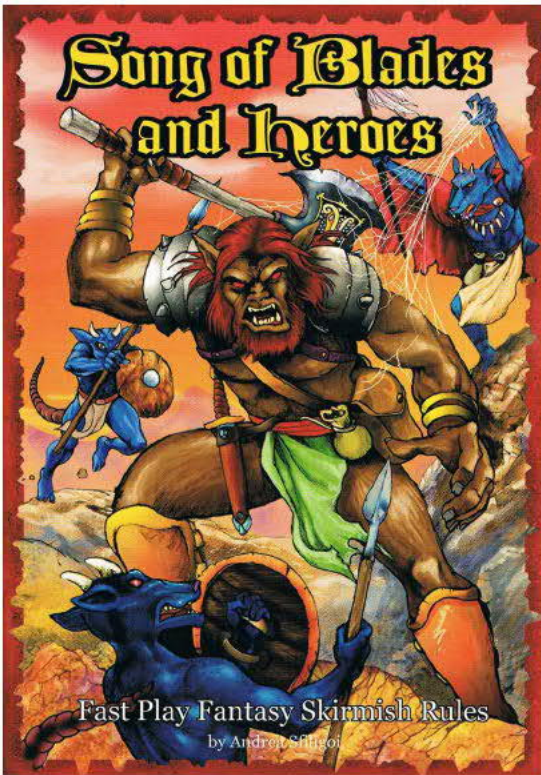
This book is long out of print but many, many copies were printed (mine is the second impression, printed in 1968) and it is still easy to find a good second-hand copy for a few pounds.

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 Original TSR Modules,
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We also have budget playing copies to help keep your coin pouch from getting too light. These classic items have seen plenty of use. Some look as if they may have fended off a hydra attack, but they are ready and willing to challenge another adventuring party.



Song of Blades and Heroes – by Andrea Sfiligoi
Fantasy Skirmish Rules £9.69 (print) £3.23 (PDF)
<http://songofblades.blogspot.com>

Once upon a time (actually 1980), a guy called Bryan published a science fiction skirmish game called *Laserburn*. It was a great little game and it still has an online following today. Bryan went on to much bigger things as the boss of *Citadel Miniatures* and then later, the whole of *Games Workshop*. From the top of his – erm – Citadel, he sent forth minions to scribe new rules for gaming with miniatures, and they created what we now know as *Warhammer*. I never really got on with *Warhammer*: the rules didn't grab me, and I didn't like the way the game was so closely linked to selling the company's latest hot new ranges of miniatures. More recently, *Mantic* have arrived on the scene with their own rules system for running games using fantasy miniatures. However, they also seem to have the same basic philosophy of using the game to sell lots of their own figures.

Andrea Sfiligoi's *Song of Blades and Heroes* is a fantasy skirmish game that works the opposite way around. It is a completely unassuming game that lets you play with whatever figures you already have, and encourages you to create stats for any figures not already covered by the rules. All you need to play is the 36-page rule book (available in PDF and printed editions), three six-sided dice, a measuring stick, figures or counters, and some sort of battlemat.

In the game, every figure has a point value and players agree at the start of the game how many points they each have available to spend. Every figure has just two game stats. Some have added special abilities. The first stat is Quality. This measures how effective the figure is, and helps it get more chances to perform *Actions* in the game. The other stat is Combat, which is simply added to a single d6 roll when fighting. The special abilities cover things like stealth, speed, ranged attacks, and magic. The game is then played using up to three d6s to make Action Rolls for each figure. Every result that is equal to or greater than the figure's Quality stat, grants that figure one Action. A single Action might be moving, attacking or firing a missile weapon.

Dwarves

Points 20	Quality 40	Combat 2
Special rules	Shield, Move, Strength	

Monsters

Points 40	Quality 20	Combat 4
Special rules	Blow, Hit, Knockout, Tough	

Carriers

Points 10	Quality 10	Combat 1
Special rules		

Some Actions allow "stacking". For example, two Actions may be combined to make a *Powerful Attack*, giving a +1 bonus to the Combat Roll. A player may continue making Action Rolls for all of his figures, but if at any point he rolls two failures, then play passes to his opponent. This simple mechanic is what drives the whole game, and it does so superbly. You can play it safe by rolling just a single d6 for each figure, or risk an abrupt end to your turn by rolling more dice to give your figures more Actions.

To play-test the game, I grabbed some goblin and kobold miniatures and a battlemat from a D&D game. They then had a simple fight at a crossroads (pictured below). Later, to add more interest, I gave the kobolds some caves to defend and bolstered their force with a handful of giant rats. The rulebook didn't have stats for the rats, but I quickly found an online points calculator, which helped me work out the points cost for them. Both games took only a few minutes to set up, and less than half-an-hour to play.

For me, the best thing about *Song of Blades and Heroes* is the way in which it encourages you to just pick up some figures and start playing. The game also has a strong online following. The *Song of Blades and Heroes* Yahoo Group has over 2,700 members, and along with discussion of the game, they also have loads of supplemental material for it, available for downloading. There are also several official supplements for the game. Of these, *Song of Gold and Darkness* really caught my eye as it gives rules to help run skirmish games in a dungeon setting. Andrea also has a roleplaying game in the works called *Tale of Blades and Heroes*, which I'll be sure to check out once it is released.





Lego Heroica Games – Widely Available

Dradia Bay \$14.99/£9.99

Waldurk Forest \$19.99/£14.99

Whenever I leave some miniatures out in our games room, I get pestered by my five-year-old daughter to play a game with her, making use of them. She has got the idea that I play games with monsters and adventurers, and roll dice to see who wins a fight – so that is what we play. We pick half a dozen figures each, I note down what hit points everything has, and then we grab some d6s and fight. A 5 or a 6 is a hit, then roll again for damage (another d6 roll but treat as a d3). Even though the rules make the game's outcome totally random, she tends to beat me, and will often produce imaginary *healing potions* to aid her wounded forces. She'll also quite happily involve a toy motorbike or locomotive with no warning whatsoever.

When she's a bit older, I'll run a proper roleplaying game for her, but until then, I've invested in a few *Lego* games to play with her. She loves building and playing them, and from my point of view, whilst they don't measure up to the likes of *Carcassonne* or *The Settlers of Cattan*, at least they make an attempt to include mechanics and rule options for more strategic play.

Earlier this year, *Lego* announced a line of fantasy games under the theme name *Heroica*. News of these filtered through the dedicated *Lego* blogs and even found its way onto a few *OSR* blogs. Now, the first four sets are out. Whilst each game may be played on its own, two or more can be combined to make a bigger game. This review looks at *Dradia Bay*, the smallest set in the range, and *Waldurk Forest*, one of the two medium-sized sets.

Both games come in sturdy, boardgame-style boxes that can store the games without completely dismantling them, which is a nice touch, and so much better than regular *Lego* boxes which have to be ripped open. You get bags of *Lego* pieces to build the game board, and also an assortment of heroes, monsters, weapons and other items to use in play. The figures included are micro-figures, rather than the larger, *Lego* mini-figures. I have mixed feelings about this as, whilst it does keep the games smaller, and therefore cheaper, it also reduces the usefulness of the figures when combined with those from larger-scaled *Lego* sets. Each game also boasts a large, rubberized, buildable *Lego* d6. Dice fans will probably

buy a set just to get their hands on one of these but, unfortunately, it can't be configured with regular 1-6 numbering unless you undertake some DIY. The boxes also contain an easy-to-follow instruction booklet, a rules booklet, and a fold-out poster map, which shows how to set up the game. The flip-side of the poster also has a neat little comic, featuring characters from the game. My daughter particularly likes the comic – it doesn't have any speech bubbles, so she loves to create and voice the story herself, based on the pictures.

In play, the games are quick and fun, typically lasting around 10 minutes. With all four sets combined, I would expect the game time to be around 30 to 40 minutes. The smallest game, *Dradia Bay*, is only for two players, and the game's size means that no strategic elements are included. The larger games introduce game mechanics which allow players to open or close magic portals or doors, to further their own progress and/or hinder that of other players. Rules for adversarial play are also included, where one player controls the party of adventurers, and the other player controls the monsters.

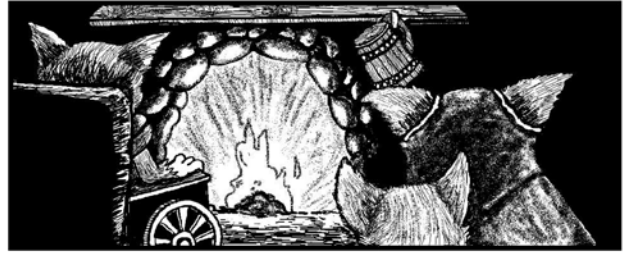
If you want a fantasy-themed game to play with younger kids, then *Heroica* is perfect. I know my daughter will be delighted when Santa Claus delivers the other two sets for her to open on Christmas morning. If you are a gamer who was hoping for a grown-up *Lego* dungeon-crawl game, *Heroica* isn't it. However, the raw components for such a game are all there, and if you *Google* "Heroica Rules Hack", I'm sure it won't take long to find what you need to turn *Heroica* into the game you wanted.



Waldurk Forest

MOUSE WATCH

ON A FILTHY DAY, HANNIBAL AND NIBS VISIT THE HOME OF THE ANCIENT ONE ...



HE REGALES THEM WITH TALES OF HEROISM



THEN FALLS SOUNDLY ASLEEP



HE'S SO AWESOME!



TEE HEE

WOT?

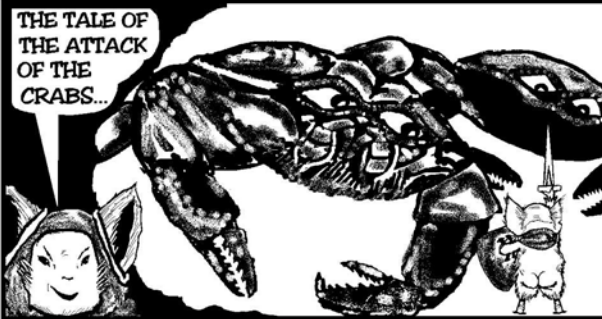


DON'T TAKE THE ANCIENT ONE SO LITERALLY, NIBS.

WHY?



HIS STORIES ARE METAPHORS. YOU HAVE TO INTERPRET THEM, TO REALLY ENJOY THEM. FOR EXAMPLE,



THE TALE OF THE ATTACK OF THE CRABS...



HIS CRABS WERE THE ITCHY KIND - GEDDIT?

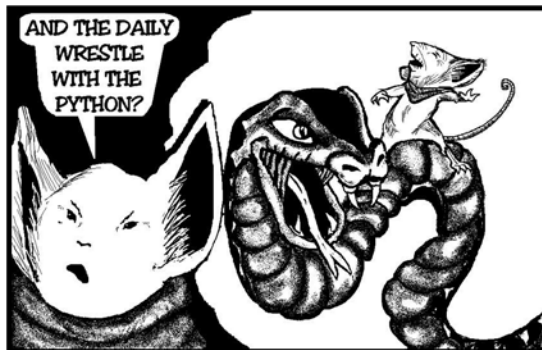


WHAT ABOUT THE COAXING OF THE GIANT TURTLE?

PRETTY POETIC DESCRIPTION OF A BOWEL MOVEMENT IF YOU ASK ME.



AND THE DAILY WRESTLE WITH THE PYTHON?



WHY DO YOU THINK I DIDN'T SHAKE HANDS WHEN WE ARRIVED?



OH YUCK!

THE SONG OF SITHAKK

Translated By Elk Runnymede

PART VII: A Dream of Blossoms



Sithakk stared into the limpid waters of the forest lake. The dimpled patterns on its sandy floor shimmered as a ripple spread across the glassy surface. A water lily floated into view, pushing its own tiny wavelets in front. The sun was warm on his back. He stretched out his right hand to touch the flower with its pure, white petals which turned pink towards the centre and darkened to a glowing red at the heart. His fingers brushed the water. It was cold as ice. He blinked. No lily. No lake. He shivered for a moment beneath his cloak. The dream was fled.

Briskly, Sithakk stretched, stood up and packed his bedding. Gently, he roused the comrades – lest any should wake in surprise, and their voices carry on the frosty air. Silently, they ate their bread with a little dried venison, some water, and a mouthful of warming mead from a flagon passed around the band – for there must be no fires to betray them.

And long before the sun had risen above the treetops, they were away, away north; nine running, nine riding, listening and ever-watchful of the forest, its birds, its animals – and the sky, the sky.

Once again, they followed a route that Ethelwynn had often taken with Maglic on his trading trips to the north. It was distantly parallel to the main route, but used mainly by herdsmen on their way to village markets, and thus largely seasonal.

Sithakk scanned the skies, coolly blue through the misty white clouds of morning. Silently, he enquired what Ethelwynn knew of the nature of the Soul-cloud, as a force to be reckoned with.

"I know little except that it is a grotesque evil and difficult of destruction. In the days, and months after its formation, it finds new power from the sun, and thus functions principally in the daylight, or in the dusk that precedes the night. Take care, my Lord, take care."

"I shall, my Prince," said Sithakk, patting the horse's neck, and glancing skywards once more.

The forest which shelters them is that distinctive mixture of pine and oak which typifies Sylvmorta's western plains as they stretch north, flat and featureless – save for the single rocky mass that is the Heights of Vallach – to the deep, salt-water inlet that separates this land from that of the Elvensmerts. There, the Firth of Fochrind blankets itself in billowing clouds which, tumbling, descend to touch the sea and hide the ice-

floes whose spirit-voices screech and groan the agony of their passing.

Warily, the company approached a clearing. Two went across first, while bowmen covered them from the margins. Strengorm re-entered the forest on the other side, re-emerging soon after to signal all was well. As Mikelthrot, his companion, stepped forward, a deafening explosion sent the company reeling. It was as if the ground beneath Mikelthrot's feet had erupted. His smoking body soared high in the air before crashing back to earth in a thicket a few feet from where Strengorm stood, dazed, in the shelter of an oak. There was a horrid smell of burnt flesh.

It was Fugolkep who broke ranks. Roaring like a buffalo in his rage and pain, he took off across the clearing, mindless of danger, gripped by the blood-lust of the avenger, brandishing his sword at an imagined enemy in the shadows.



All saw the bolt that felled him, the lightning that jerked his body and flipped him backwards. His corpse skidded several feet forward on its knees before rolling sideways, to lie with the burnt flesh spluttering at the back of the neck, a short distance from the body of his friend and comrade.

"Stand fast!" shouted Sithakk, but no-one was moving now. All eyes were fixed on the black cloud that had silently floated in, low and unseen, from their rear, and now ascended rapidly in the bright, morning sunshine, shrinking before their eyes as its distance from them increased.

Two cairns they made for their brothers beneath the branches of a broad oak, and said the sacred words. And that evening when the company made camp, the fallen were again remembered with wild tales, and the prayer that through truth and obedience all might one day sing in the Halls of the Gods, together once more.

The Old One wiped the remnants of his dinner from the corners of his mouth, yawned, and offered his final meditation on the Soul-cloud: "From what I have heard, a Soul-cloud can summon a lightning bolt to extinguish one life each day before its energy is spent and it must flee to the sun. The greatest Soul-clouds can kill two, as we have seen today. However, should a Soul-cloud cause similar numbers of monstrous dead to rise, the resultant death toll may be unlimited."

"A treat in store," said Sithakk darkly, unpacking his bedding.

The sun was high in the sky when the company arrived at a wide, swift-flowing stream. Sithakk signalled a rest, while he sought out a good place to cross. Watchful of the skies, he dismounted. A flash of colour There at his feet was a sprig of cherry blossom Pink and fresh, it rested in the grass several feet back from the river bank. Sithakk frowned. Spring budburst was only beginning for the oaks, and here was cherry blossom in all its bright beauty – and without a cherry tree in sight. He tensed, looking carefully for signs of who or what might have brought the blossoms to this spot. He sniffed the air seeking the scent of a fire from a dwelling, inspected the bank of the stream, but found no indication of anything but the birds and small woodland animals. On the other side of the stream, he saw one or two spring bulbs, but the vegetation was still relatively sparse as befitted the earliness of the season.

Sithakk stooped and picked up the sprig. The blossoms were fresh with the morning dew, the base of the stem still wet with uncongealed sap. He glanced across the stream again Before his eyes, an oak tree burst into leaf. In seconds it was clad in the fresh, yellow greens of spring And suddenly the oaks downstream and upstream sprang into leaf as budburst rippled along the banks, as if the God of Nature had blown his divine breath on each bud and tree successively. Hawthorn sprang into flower, and keck and fennel, and a host of wildflowers. Bullrushes and bog iris flowered with a desperation and convolvulus and morning glory scaled the trees and festooned the branches with blooms. The cherry sprig in his hand jerked as branch gave rise to branch, with blossoms, blossoms and more blossoms, while dancing in the stream a scattering of water lilies became a flood, became a torrent, until the stream was choked with water lilies, their flowers mounting high up the banks – and still they came. He stepped forward into a puddle of

water. It was cold as ice. He blinked. No stream. No water lilies, no morning glory, no hazel, no hawthorn He shivered for a moment beneath his cloak The dream was fled.

Silently, the comrades ate their morning repast, and unsmilingly drank of the mead It was a final, tacit act of respect, of lamentation. The flagon returned to the Old One, who replaced the stopper.

"Let us go then," said Sithakk, quietly. All rose as one. Flint-eyed, the warriors turned their faces to the north, and the journey began once more.

Oak, pine, and thicket. The hours passed quietly until midday, when Sithakk again asked one of the company to scale a tree to survey the forest ahead for signs of settlement, smoke, or an anomalous black cloud in a clear sky.

Fethord descended the tall pine with an urgency that foreshadowed his findings.

"It is back!" he hissed. "The cursed cloud returns. It lies two thousand paces to the south, but moves with a directness that suggests it is following the route we have taken."

"So," said Sithakk, "it has a patient intelligence that over-rides the cacophony of its hatred. I had hoped this was not so." He turned to the company: "Let us spread out and conceal ourselves at some small distance from the track. We must unload the horses, and remove their harnesses. Hide all that they carry, and then hobble the animals, all save my Ethelwynn Quickly!"

And so they hid. In a little while, the sun dimmed, and the birds fell silent as the pitch-black edge of the cloud encroached on the sun. Lying in a small hollow, covered by branches and leaves, Sithakk estimated that the main body of the cloud was indeed over the track. Faintly came a hissing murmur. Voices of the dead.



Then the crack of a lightning bolt: It jolted the earth in an instant of supreme violence. Sithakk felt it in the base of his spine, which rested awkwardly on a smooth boulder. Simultaneously, came a resonant clang and a silver shield flew high in the sky. Twisted, punched through, it juddered as it tumbled through the tree above Sithakk's head. He lay quiet and motionless, hoping that the others could summon the discipline to do the same.

A second detonation, a little further away, scattered earth through the trees, evoking a string of curses and obscenities, and Strengorm could be heard crashing through the undergrowth damning the dead of Sylvmorta with such bellicose originality that Sithakk could scarce restrain his laughter. He stood up quickly, in time to see the Soul-cloud soaring into the sky: darkness seeking the light – light feeding the darkness.

"What news?" called Sithakk. "Is anyone injured?"

"Haakel nearly joined his ancestors," said Reafwuldor, beaming with relief as he clapped his longtime workmate on the shoulder. "I told you to cover your shield with leaves before putting the branches on top. The shine of it could be seen from above, and –"

"Yes, yes!" shouted Haakel, still half deaf. "I left my shield just out of reach. Praise the Heavens – a foot closer, and I would probably be dead!"

"Probably!" roared Reafwuldor in good-humoured scorn. "Next time, you listen to Uncle Reafie Stick to farming You'll live longer!" Haakel staggered off, laughing his tensions away.

The Old One came over, smiling: "No No-one hurtBut did you hear Strengorm! Forgot to hide his pack. The second bolt destroyed it utterly, including the quart of Sylvmortan quince brandy he's been saving for a special occasion. Most of his clothes and bedding are holed and smell of burnt brandy. He's furious."

Quickly, the companions loaded the horses and were gone, lest the activity of the Soul-cloud should attract the curiosity of any forest-dwellers in the locality. To hasten the journey, Sithakk suggested that the companions eat only when it was their turn to ride.

It was the warmest part of the day, the sun having sunk from its zenith but not yet entered the floating mists that blurred the horizon. Ahead, the track forked left and right of a massive oak. One fork continued north. The other, slightly narrower, veered somewhat to the northeast. Sithakk urged Ethelwynn to the front of those on foot. As he approached the junction, the breath caught in his throat. Two hundred paces down the lesser track, a cherry tree was in full bloom.

He signalled the others to go past him and pause. "I have no recollection of this place," said Ethelwynn. "When I travelled this way with Maglic, there were tracks to the side, yes, but I have no remembrance of a choice such as this in our way ahead."

Sithakk gazed at the cherry tree. It could not be, and yet it was. It was an invitation. If he did not answer its call, he knew it would haunt his dreams, however long he might live. In such moments are destinies decided.

"Come," he said, with a nod to his companions. "We shall go this way."

They advanced down the track with caution, vigilant, and walking in silence. They passed the cherry tree, came round a bend, and unexpectedly, the forest floor was a mass of wild flowers. The air felt suddenly warmer. In front, their way stretched into the hazy distance, sloping ever so slightly into a shallow depression, while behind, the trees blended together in

such a way that the track seemed to end abruptly at the cherry tree.

The dwarves and their companions resumed their normal rate of travel. As they progressed, it was as if they travelled into the richness of a warm summer's day. The dwarves looked in amazement at oaks in full leaf and the rampant plant life that encroached on the path and rose higher and higher on either side, strewn with flowers and blossoms, dazzling in their multiplicity. At last, a lazy bend in the track brought them face to face with a veritable wall of flowers and thorns piled high, as if the vegetation had spilled over from the forest to block their path. Sithakk entered at a narrow space on the right and discovered that if they meandered in single file, their journey might still continue. He took Ethelwynn from the Old One, and at a walk, led the company as through a maze. Those at the rear became progressively more nervous, glancing behind, for it seemed the forest plants closed over when they had passed. For two thousand paces and more they progressed, cradled in the soft warmth of the sun. And then, surprisingly, it was finished, and the track opened out once more, to lead into a long, wide clearing, shimmering in the sun.

Sithakk suggested a rest. He selected a spot where the comrades might drink a little water in the shade, and yet keep watch on the clearing without being observed.



Stanriht sat, motionless, in the long grass. "Can any of you hear it?" he asked in a hissing whisper. Everyone froze, ears straining.

"A woman, or perhaps a girl, singing," said Wulfplih, quietly.

"By Hrath!" whispered Strongorm. "I hear it now, myself. It is a song of the South She sings in Dwarvish and of the harvest Such songs the women sing in the fields near my home!"

Sithakk swung into the saddle and moved Ethelwynn further into the clearing, followed by his companions, wary and watchful.

Sithakk narrowed his eyes as a shadow moved across the clearing, as when a thin cloud scuds across the sun. It was as if a veil of the thinnest silk had been dragged across his eyes with shadows and shapes embroidered upon it. He blinked, and suddenly it was there before him: a farmlet with a large barn, a field of vegetables and herbs growing with all the profusion of summer, a long low fence, and a wide wooden gate swinging gently ajar.

The horses shied. "Witchcraft!" muttered Wrecansith. Several of the dwarves evoked the protection of Hrath, extending their right arms towards the vision with index and little fingers raised, while others simply grasped the hilts of their swords. Sithakk and Ethelwynn waited a moment, unmoving.

"Come," said Sithakk, opening the gate as he passed, and the others followed into the grassy enclosure before the house.

The door of the farmhouse opened. A female dwarf stepped confidently down the three steps, and walked towards them. Her long-sleeved dress was of linen – light, earthy brown. Her shoulder-length grey hair was held with a band, blue as the sky, adorned with points of gold, and on her feet she wore the rope sandals of the South-Dwarvish peasantry. Around her neck, an intricate silver chain lay glittering. She carried a staff of ash decorated with spirals of bronze, and tall as her shoulder.

From behind the house came another – probably her daughter – who propped a scythe against the fence before moving to join her mother. She was completely unadorned, wore the same style of dress and sandals as the older woman, and her long chestnut-coloured hair, parted at the back, cascaded over her bosom, reaching to the waist.

Sithakk slid off his horse, took three formal steps towards the mother, and waited. "She is a Druid, and a powerful one " said the Old One quietly, behind him.

The woman approached, and stopped an arm's length before Sithakk. Her skin was brown, weathered by the sun into the precise patterns of vitality. Her eyes were alert, clear, unafraid, and bright like those of a hawk. She looked into Sithakk, long and deep, before she inclined her head:

"Vadron," she said in tones of calm neutrality, "You are welcome in this place. How may we assist you?" She extended her right hand, palm down.

Sithakk bowed deeply, and gently pressed the back of her fingers to his forehead. His companions dropped on one knee, heads bowed.

"Machter," he said respectfully, "we are travellers. We would rest here an hour and be gone."

"I am Eorthsong, and this is my daughter, Wudu-bled."

Sithakk took the daughter's outstretched hand, which trembled with a strange tension as he took it. "Shestre," he said quietly, his senses reeling, for Wudu-bled means



'wood-blossom' and his dreams, visions, thoughts asleep and waking, had been of naught but blossoms and more blossoms – blossoms in the wood.

"I am called Ethelwynn," said a voice inside Sithakk's head. Sithakk flinched. "I am sorry, my Lord," whispered Ethelwynn. "Someone asked my name, and in shock, I answered."

Wudu-bled gazed on Sithakk. Not a flicker disturbed her stillness. "It is *he*, Mother," she said, as one who states a simple fact. The mother's eyes ranged over Sithakk's companions. Their skin still had its strange pallor white marble dust of the quarry, ingrained in every pore.

"I do not understand," said Sithakk.

"You were *foretold*." Wudu-bled spoke with a strained intensity. "Scrying at midnight, time after time my mother foretold " And Eorthsong recited in a harsh, eerie chant:

"Behold a Warrior upon a Prince,
He leads the men of stone"

But explain me this " she stepped back, searching Sithakk's eyes. Her voice cut through the breathless air,

"Snake at his heart,
Pursued by earth and sky"

"That is easily resolved," said Sithakk, stunned, and feeling strangely disempowered.

"So be it," said Eorthsong. "Tonight, you and your companions will abide in the warmth of our barn, break bread, and drink."

"Your invitation honours the house of Isarnthrum." Sithakk responded quickly, spontaneously, caught up in the dizzying moment. And Eorthsong turned, spread her arms wide to the four winds successively, called out in a tongue unknown. The landscape beyond the fences dissolved, as a dense, blue, hazy mist descended – yet all within the bounds of the farmlet continued, bathed in a benign circle of warm sunlight.

DESIGNATION OF PRODUCT IDENTITY

The names: Oubliette, Monster Club, Shame of the Shaman, Tales from Hell, Inheritance, Mouse Watch, The Song of Sithakk, PC for PCs, Found Familiar, Goblin Quest, Newland, What's on the Battlemat? and PDF Heroes are product identity. All artwork, maps, diagrams, logos and design are product identity.

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**Drop in for the next
Issue of Oubliette
in the Spring**



Dungeon Random Encounter Table: Level Four

d	Creature Type	No. Enc.	Stats	Hit Points
	Roll on the Level 3 Table			
	Ant, Giant		Move 180' (60') HD 4 AC 3 Dam 2-12	
	Ape, Albino		Move 120' (40') HD 4 AC 6 Dam 1-4/1-4	
	Ape, Man-eating		Move 120' (40') HD 5 AC 6 Dam 1-4/1-4/1-8	
	Beetle, Giant Carnivorous		Move 150' (50') HD 3+1 AC 3 Dam 2-12	
	Blink Dog		Move 120' (40') HD 4 AC 5 Dam 1-6	
	Bugbear		Move 90' (30') HD 3+1 AC 5 Dam 2-8 or weapon	
	Carcass Scavenger		Move 120' (40') HD 3+1 AC 7 Dam paralysis x8	
	Demon/Devil/Dragon		Roll on the Demon/Devil/Dragon sub-table	
	Doppelganger		Move 90' (30') HD 4 AC 5 Dam 1-12	
	Gargoyle		Move 150' (50') HD 4 AC 5 Dam 1-3/1-3/1-6/1-4	
	Gas Spore		Move 30' (10') HD 1hp AC 9 Dam 6-36 if burst	
	Gelatinous Cube		Move 60' (20') HD 4 AC 8 Dam 2-8	
	Ghast		Move 150' (50') HD 4 AC 4 Dam 1-4/1-4/1-8 + paralysis	
	Gray Ooze		Move 10' (3') HD 3 AC 8 Dam 2-16	
	Gray Worm		Move 60' (20') HD 6 AC 6 Dam 1-8	
	Green Slime		Move 3' (1') HD 2 AC always Hit Dam digest flesh	
	Harpy		Move 150' (50') HD 3 AC 7 Dam 1-4/1-4/1-6 + charm	
	Hell Hound		Move 120' (40') HD 3 AC 4 Dam 1-6 or breath weapon	
	Lizard, Giant Draco		Move 120' (40') HD 4+2 AC 5 Dam 1-10	
	Lizard, Giant Horned		Move 120' (40') HD 5 AC 2 Dam 2-8/1-6	
	Lizard, Giant Tuatara		Move 90' (30') HD 6 AC 4 Dam 1-4/1-4/2/12	
	Lycanthrope, Werewolf		Move 180' (60') HD 4 AC 5 Dam 2-8	
	Minotaur		Move 120' (40') HD 6 AC 6 Dam 1-6/1-6	
	NPC Party		Move 120' (40') As class/race of each character	
	Ochre Jelly		Move 30' (10') HD 5 AC 8 Dam 2-12	
	Ogre		Move 90' (30') HD 4+ 1 AC 5 Dam 1-10	
	Otyugh		Move 60' (20') HD 6 AC 3 Dam 1-8/1-8/2-5	
	Owlbear		Move 120' (40') HD 5 AC 5 Dam 1-8/1-8/1-8 + hug	
	Piercer		Move 10' (3') HD 2 AC 3 Dam 2-12	
	Rhagodessa		Move 150' (50') HD 4+2 AC 5 Dam 2-16	
	Rot Grub		Move 10' (2') HD 1hp AC 9 Dam death in 10-30mins	
	Shadow		Move 90' (30') HD 2+2 AC 7 Dam 1-4 + strength drain	
	Snake, Giant Python		Move 90' (30') HD 5 AC 6 Dam 1-4 + 2-8 constriction	
	Snake, Giant Rattler		Move 120' (40') HD 4 AC 5 Dam 1-4 + poison	
	Spider, Giant Blk Widow		Move 120' (40') HD 3 AC 6 Dam 2-12 + poison	
	Spider, Giant Tarantula		Move 120' (40') HD 4 AC 5 Dam 1-8 + poison	
	Statue, Animated Crystal		Move 90' (30') HD 3 AC 4 Dam 1-6/1-6	
	Statue, Animated Iron		Move 30' (10') HD 4 AC 4 Dam 1-8/1-8	
	Throghrin		Move 120' (40') HD 3 AC 6 Dam 1-3/1-3 or weapon	
	Tick, Giant		Move 30' (10') HD 2 AC 3 Dam 1-4 + 1-6 blood drain	
	Toad, Giant Poisonous		Move 90' (30') HD 2+2 AC 7 Dam 2-5 + poison	
	Troll		Move 120' (40') HD 6+3 AC 4 Dam 1-6/1-6/1-10	
	Wasp, Giant		Move 210' (70') HD 4 AC 4 Dam 2-8/1-4 + poison	
	Wight		Move 90' (30') HD 3 AC 5 Dam energy drain	
	Yellow Mold		Move 0' (0') HD 2 AC always hit Dam 1-6	

Roll on the Level 5 Table

Dungeon Random Encounter Table: Level Five

d	Creature Type	No. Enc.	Stats	Hit Points
Roll on the Level 4 Table				
	Ant, Giant		Move 180' (60') HD 4 AC 3 Dam 2-12	
	Ape, Man-eating		Move 120' (40') HD 5 AC 6 Dam 1-4/1-4/1-8	
	Basilisk		Move 60' (20') HD 6+1 AC 4 Dam 1-10 + petrify	
	Bear, Cave		Move 120' (40') HD 7 AC 5 Dam 1-8/1-8/2-12 + hug	
	Beetle, Giant Boring		Move 60' (20') HD 5 AC 3 Dam 5-20	
	Carcass Scavenger		Move 120' (40') HD 3+1 AC 7 Dam paralysis x8	
	Cockatrice		Move 180' (60') HD 5 AC 6 Dam 1-6 + petrify	
	Demon/Devil/Dragon		Roll on the Demon/Devil/Dragon sub-table	
	Doppelganger		Move 90' (30') HD 4 AC 5 Dam 1-12	
	Fungi, Violet		Move 10' (3') HD 3 AC 7 Dam rot	
	Gargoyle		Move 150' (50') HD 4 AC 5 Dam 1-3/1-3/1-6/1-4	
	Gas Spore		Move 30' (10') HD 1hp AC 9 Dam 6-36 if burst	
	Ghast		Move 150' (50') HD 4 AC 4 Dam 1-4/1-4/1-8 + paralysis	
	Giant, Hill		Move 120' (40') HD 8 AC 4 Dam 2-16	
	Golem, Flesh		Move 90' (30') HD 9 AC 9 Dam 2-16/2-16	
	Gray Worm		Move 60' (20') HD 6 AC 6 Dam 1-8	
	Groaning Spirit		Move 150' (50') HD 7 AC 0 Dam 1-8 + keening	
	Hell Hound		Move 120' (40') HD 4 AC 4 Dam 1-6 or breath weapon	
	Jackalwere		Move 120' (40') HD 4 AC 4 Dam 2-8 + sleep	
	Lizard, Giant Horned		Move 120' (40') HD 5 AC 2 Dam 2-8/1-6	
	Lizard, Giant Tuatara		Move 90' (30') HD 6 AC 4 Dam 1-4/1-4/2/12	
	Lycanthrope, Wereboar		Move 150' (50') HD 4+1 AC 4 Dam 2-12	
	Lycanthrope, Werewolf		Move 180' (60') HD 4 AC 5 Dam 2-8	
	Lycanthrope, Weretiger		Move 150' (50') HD 5 AC 3 Dam 1-6/1-6/2-12	
	Manticore		Move 180' (60') HD 6+1 AC 4 Dam 1-4/1-4/2-8 + spikes	
	Medusa		Move 90' (30') HD 4 AC 8 Dam 1-6 + poison, gaze	
	Minotaur		Move 120' (40') HD 6 AC 6 Dam 1-6/1-6	
	Mummy		Move 60' (20') HD 5+1 AC 3 Dam 1-12 + disease	
	NPC Party		Move 120' (40') As class/race of each character	
	Ochre Jelly		Move 30' (10') HD 5 AC 8 Dam 2-12	
	Otyugh		Move 60' (20') HD 7 AC 3 Dam 1-8/1-8/2-5	
	Owlbear		Move 120' (40') HD 5 AC 5 Dam 1-8/1-8/1-8 + hug	
	Phase Tiger		Move 150' (50') HD 6 AC 4 Dam 2-8/2-8	
	Piercer		Move 10' (3') HD 3 AC 3 Dam 3-18	
	Rhagodessa		Move 150' (50') HD 4+2 AC 5 Dam 2-16	
	Rot Grub		Move 10' (2') HD 1hp AC 9 Dam Death in 10-30mins	
	Rust Monster		Move 120' (40') HD 5 AC 2 Dam rusting	
	Scorpion, Giant		Move 150' (50') HD 4 AC 2 Dam 1-10/1-10/1-4 + poison	
	Spectre		Move 300' (100') HD 6 AC 2 Dam 1-8 + level drain	
	Statue, Animated Stone		Move 60' (20') HD 5 AC 4 Dam 2-12/2-12	
	Tick, Giant		Move 30' (10') HD 3 AC 3 Dam 1-4 + 1-6 blood drain	
	Troll		Move 120' (40') HD 6+3 AC 4 Dam 1-6/1-6/1-10	
	Wasp, Giant		Move 210' (70') HD 4 AC 4 Dam 2-8/1-4 + poison	
	Wraith		Move 240' (80') HD 4 AC 3 Dam 1-6 + level drain	
	Yellow Mold		Move 0' (0') HD2 AC always hit Dam 1-6	

Roll on the Level 6 Table

Dungeon Random Encounter Table: Level Six

d	Creature Type	No. Enc.	Stats	Hit Points
	Roll on the Level 5 Table			
	Ant, Giant		Move 180' (60') HD 4 AC 3 Dam 2-12	
	Ape, Man-eating		Move 120' (40') HD 5 AC 6 Dam 1-4/1-4/1-8	
	Basilisk		Move 60' (20') HD 6+1 AC 4 Dam 1-10 + petrify	
	Bear, Cave		Move 120' (40') HD 7 AC 5 Dam 1-8/1-8/2-12 + hug	
	Beetle, Giant Boring		Move 60' (20') HD 5 AC 3 Dam 5-20	
	Black Pudding		Move 60' (20') HD 10 AC 6 Dam 3-24	
	Cockatrice		Move 180' (60') HD 5 AC 6 Dam 1-6 + petrify	
	Demon/Devil/Dragon		Roll on the Demon/Devil/Dragon sub-table	
	Fungi, Violet		Move 10' (3') HD 3 AC 7 Dam rot	
	Gas Spore		Move 30' (10') HD 1hp AC 9 Dam 6-36 if burst	
	Giant, Hill		Move 120' (40') HD 8 AC 4 Dam 2-16	
	Giant, Stone		Move 120' (40') HD 9 AC 4 Dam 3-18	
	Golem, Bone		Move 120' (40') HD 8 AC 2 Dam 1-8/1-8/1-8/1-8	
	Gorgon		Move 120' (40') HD 8 AC 2 Dam 2-12 or breath weapon	
	Green Slime		Move 3' (1') HD 2 AC always hit Dam digest flesh	
	Groaning Spirit		Move 150' (50') HD 7 AC 0 Dam 1-8 + keening	
	Hell Hound		Move 120' (40') HD 5 AC 4 Dam 1-6 or breath weapon	
	Lamia		Move 240' (80') HD 9 AC 3 Dam 1-6	
	Lammasu		Move 240' (80') HD 7+7 AC 6 Dam 1-6/1-6	
	Lizard, Giant Tuatara		Move 90' (30') HD 6 AC 4 Dam 1-4/1-4/2/12	
	Lurker Above		Move 90' (30') HD 10 AC 6 Dam 1-6 + suffocation	
	Lycanthrope, Werebear		Move 120' (40') HD 6 AC 2 Dam 2-8/2-8/2-16 + hug	
	Lycanthrope, Weretiger		Move 150' (50') HD 5 AC 3 Dam 1-6/1-6/2-12	
	Manticore		Move 180' (60') HD 6+1 AC 4 Dam 1-4/1-4/2-8 + spikes	
	Medusa		Move 90' (30') HD 4 AC 8 Dam 1-6 + poison, gaze	
	Minotaur		Move 120' (40') HD 6 AC 6 Dam 1-6/1-6	
	Mummy		Move 60' (20') HD 5+1 AC 3 Dam 1-12 + disease	
	NPC Party		Move 120' (40') As class/race of each character	
	Naga, Spirit		Move 120' (40') HD 9 AC 4 Dam 1-3 + poison, gaze	
	Ochre Jelly		Move 30' (10') HD 5 AC 8 Dam 2-12	
	Ogre Mage		Move 90' (30') HD 5+2 AC 4 Dam 1-12	
	Otyugh		Move 60' (20') HD 8 AC 3 Dam 1-8/1-8/2-5	
	Owlbear		Move 120' (40') HD 5 AC 5 Dam 1-8/1-8/1-8 + hug	
	Phase Tiger		Move 150' (50') HD 6 AC 4 Dam 2-8/2-8	
	Piercer		Move 10' (3') HD 4 AC 3 Dam 4-24	
	Rot Grub		Move 10' (2') HD 1hp AC 9 Dam death in 10-30mins	
	Rust Monster		Move 120' (40') HD 5 AC 2 Dam rusting	
	Scorpion, Giant		Move 150' (50') HD 4 AC 2 Dam 1-10/1-10/1-4 + poison	
	Spectre		Move 300' (100') HD 6 AC 2 Dam 1-8 + level drain	
	Tick, Giant		Move 30' (10') HD 4 AC 3 Dam 1-4 + 1-6 blood drain	
	Troll		Move 120' (40') HD 6+3 AC 4 Dam 1-6/1-6/1-10	
	Wasp, Giant		Move 210' (70') HD 4 AC 4 Dam 2-8/1-4 + poison	
	Wraith		Move 240' (80') HD 4 AC 3 Dam 1-6 + level Drain	
	Wyvern		Move 240' (80') HD 7 AC 3 Dam 2-16/2-16 + poison	
	Yellow Mold		Move 0' (0') HD2 AC always hit Dam 1-6	

Roll on the Level 7 Table