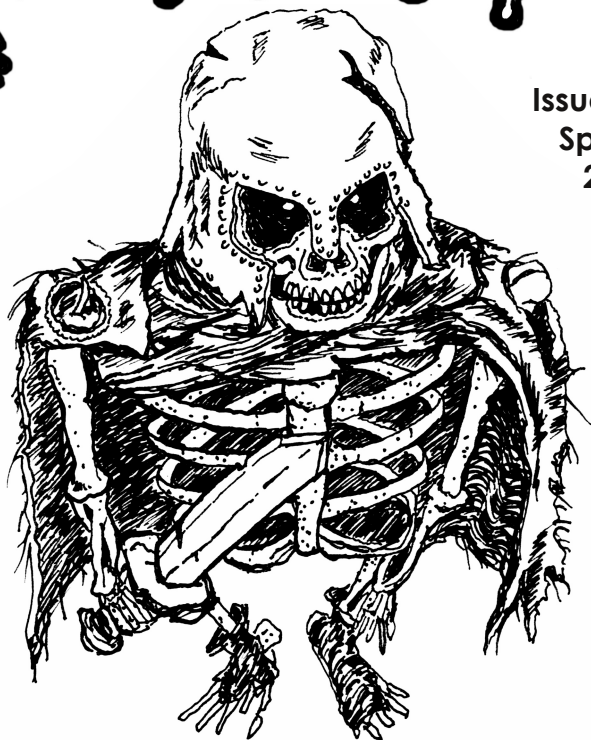


A magazine for old school fantasy roleplayers



Issue #9
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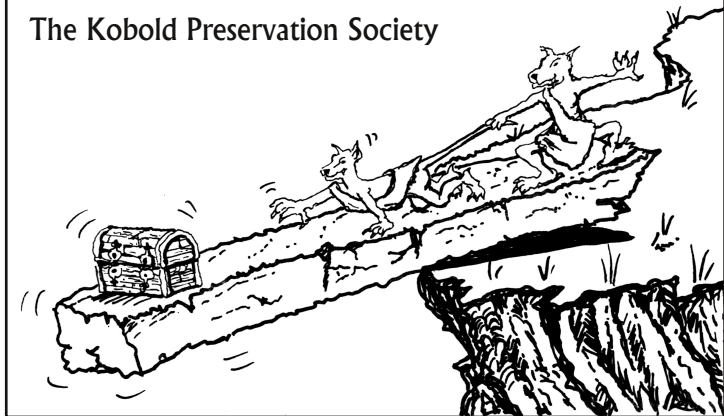
Mini-adventures, spells, magic items, monsters and more...

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Tales from Hell

The Kobold Preservation Society



Editorial

Oubliette is back! It may not be a full-size issue, but even in this compact form, the spirit of the magazine lives on.

Since the last *Oubliette*, I've been very active in other gaming-related ventures. I've run no less than 11 successful *Kickstarter* campaigns, to produce a growing range of printed mapping pads and character sheet pads (see the advert on the inside back cover).

I've also taken a stand at several UK gaming conventions, where I've sold a wide range of RPGs and miniatures, alongside my own printed pads. I always make a point of taking a range of OSR publications with me, as they were sadly lacking at most of the shows I'd previously attended.

If you would like a copy of this mini-issue in print, please visit the *Oubliette* blog (oubliettemagazine.blogspot.co.uk) and use the paypal buttons. Print copies may also be ordered from my webstore (www.Squarehex.co.uk). As an added bonus if you spend over £5 and enter the code "oub9" I will include a **free** copy with your order.

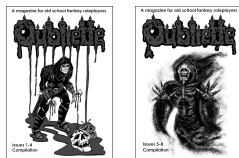
Peter Regan, Editor
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Oubliette Back Issues



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The Fella in the Cella

A Labyrinth Lord Mini-Adventure for Low to Mid-Level Characters.

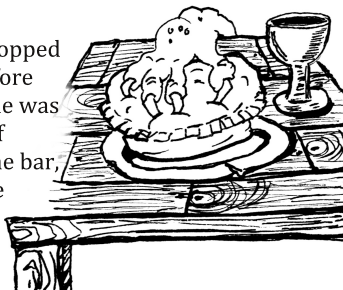
Introduction

The first thing that went missing was a meat pie. The cook thought little of it, until the next night half a wheel of cheese vanished. There was no sign of rats or mice – they wouldn't have carried off such large items anyway. It must have been one of the servants. Cook petitioned the steward to investigate the losses, and one by one the servants were brought in for questioning. Nobody cracked, and for the next two nights nothing more was taken.

Then two nights later, two bottles wine – the expensive ones that are stored under lock and key – went missing. There was a thief of some talent at work!

The next night the cellar was guarded. The steward posted men up and downstairs, and even put a man in the grounds by the outside entrance, where deliveries are unloaded directly into the cellar. Even though every man stayed awake, more food and drink was taken. However, late in the night the men all heard loud wailing sounds that echoed throughout the cellar. They held fast for the duration of their watch, but the next morning, rumours of the “Ghost of the Manor” spread all over the estate. With his household in a panicked state, the Lord asked his steward to visit the local church and seek spiritual guidance on the matter.

The priest was away. The steward stopped at the village inn for refreshment before heading back to break the news. As he was finishing the last of his ale, a group of travellers entered. They headed to the bar, ordered drinks, and began asking the innkeeper if he knew of any work thereabouts for a group of skilled individuals.



Labyrinth Lord's Background

The objective in this adventure is to solve the mystery of the ghost and the missing provisions. If successful, the Lord of the Manor may have other missions further afield for the party to tackle.

The thieving ghost is in fact a crafty old Goblomp (*see below*) named Oltrix. He was passing by the house several weeks ago, and sneaked in to the cellar whilst a delivery was being made. Being a gifted lockpicker with a good eye, he found first one, and then the rest of the cellar's secret doors. He has now made his new home in an area in the passageways that connect them.

Oltrix began by taking small amounts of food from the stores in the cellar. However, as the weeks have passed, he is stealing more obvious food items, and now he is also into the wine! The humans that live upstairs don't seem to know about the secret doors.

Last night the humans posted guards in the cellar, but they were no match for Oltrix. Goblomps are magical creatures, and Oltrix can make himself invisible at will. What Oltrix wasn't aware of, however, was the potency of the wine that he stole last night, which led to him wailing in his sleep for much of the night.

Goblomps are extremely rare. If captured, one could be a very valuable research subject for the right buyer, such as a high-level magic user.

Goblomp

No. ENC: 1

ALIGNMENT: Chaotic

MOVEMENT: 60' (20')

ARMOUR CLASS: 4

HIT DICE: 2

ATTACKS: 1

DAMAGE: 1d3 or Weapon

SAVE: F1

MORALE: 12

HOARD CLASS: None

XP: 20/29/36/47

Goblomps are the rare offspring that results when an imp mates with a goblin. They resemble small goblins, but have the cunning intellect of an imp. Some goblomps even have small wings, though these are not large enough to get the goblomp airborne. What goblomps lack in size, they more than make up for with high intelligence and stealth.

Goblomps often have magical, spell-like abilities (50% chance of 1d3 abilities). Common abilities include *Invisibility*, *Ventriloquism*, *Charm Person*, and *Levitate*.

Key to the Cellar

1 The stairs here lead up to the ground floor of the manor. There is a door at the top of the stairs that is normally kept locked. The cook and the steward both carry a key for it.

2 This cellar room is used to store non-perishable provisions like sacks of grain and barrels of ale.

3 These two large doors are above ground on the outside wall of the kitchens. They open onto stairs which lead down to the cellar. Delivery carts and wagons are unloaded through these doors directly into the cellar.

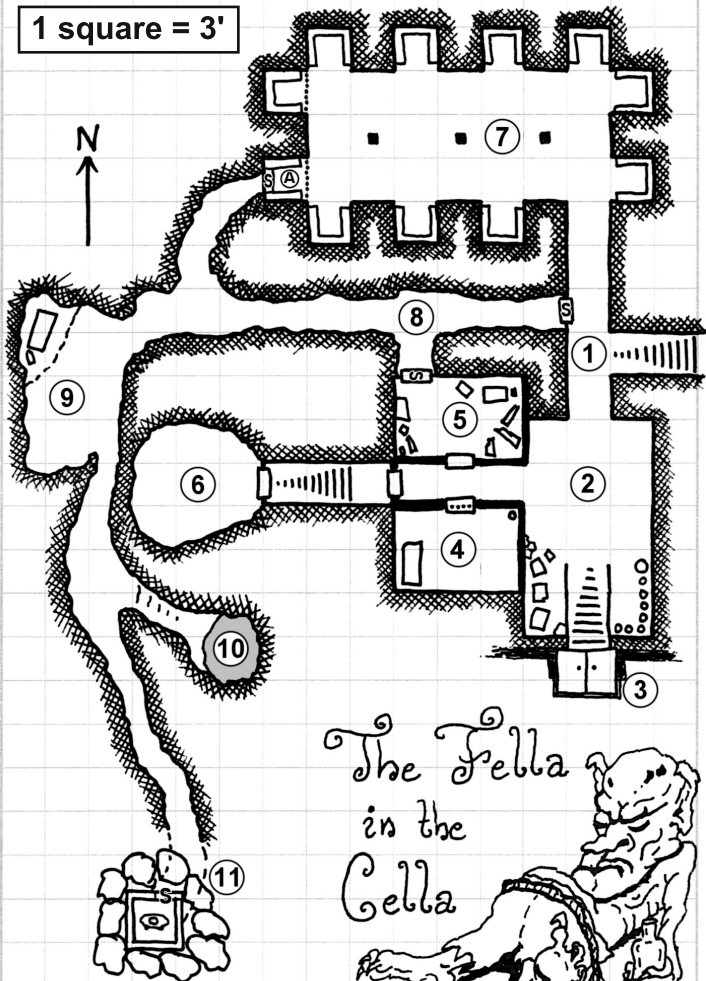
4 This room has an iron-reinforced, oak door with a bar that secures it from the outside. The room is occasionally used as a holding cell, but is unoccupied at present.

5 Piles of clutter almost entirely fill this room. There are broken pieces of furniture, rusting weapons, pieces of armour, and some old books and ledgers. The secret door on the northern wall is doubly hidden due to the sheer volume of items. Only one or two people can fit in the room at the same time, and even a routine search of the place will take two turns. One of the books has had its leather cover carefully cut open, suggesting that there may have been something hidden inside. There is nothing else of interest.

6 The door at the bottom of the stairs leads into a cold room. It is a round room with rough stone walls. There are several large blocks of ice on the floor, and joints of meat hanging on hooks over them.

7 This is the largest cellar room. The ceiling is supported by three thick oak columns. All of the walls have alcoves, each one lined with wooden bottle racks. The Lord keeps an extensive wine cellar, and there must be several hundred bottles in all. The alcoves on the western wall hold the most valuable vintages and they are secured under lock and key behind metal gates. The wine rack at the back of alcove **A** has a secret door behind it.

1 square = 3'



The Fella
in the
Cella

8 This secret passageway connects with the main parts of the cellar. From this side, all the workings of the secret doors are visible and they may be opened easily.

9 Oltrix has made his lair in this small cave. He has fashioned a small cot using items salvaged from the junk room at **5**. Under the cot there is a small sack containing his lock-picking tools, a magic scroll (select or randomly roll to determine which spell it contains), a sealed jar containing Oltrix's paralysing poison (enough to coat 24 arrowheads or darts), and a pouch filled with dozens of small gems (total value 700gp).

If Oltrix is here, he will create an illusory wall as soon as he hears anyone approaching. The illusion will hide the north-west section of the cave. If the illusion is broken, then he will turn invisible, grab his belongings, and attempt to escape. As a last resort, he will throw darts at intruders in the hope that they will be paralysed and unable to follow him as he flees.

Oltrix the Goblomp Move 60' (20') AC4 HD2 HP12 Dam 1d3 or Dart(6) 1d4 + Paralysis Abilities: *Invisibility, Create Illusion*

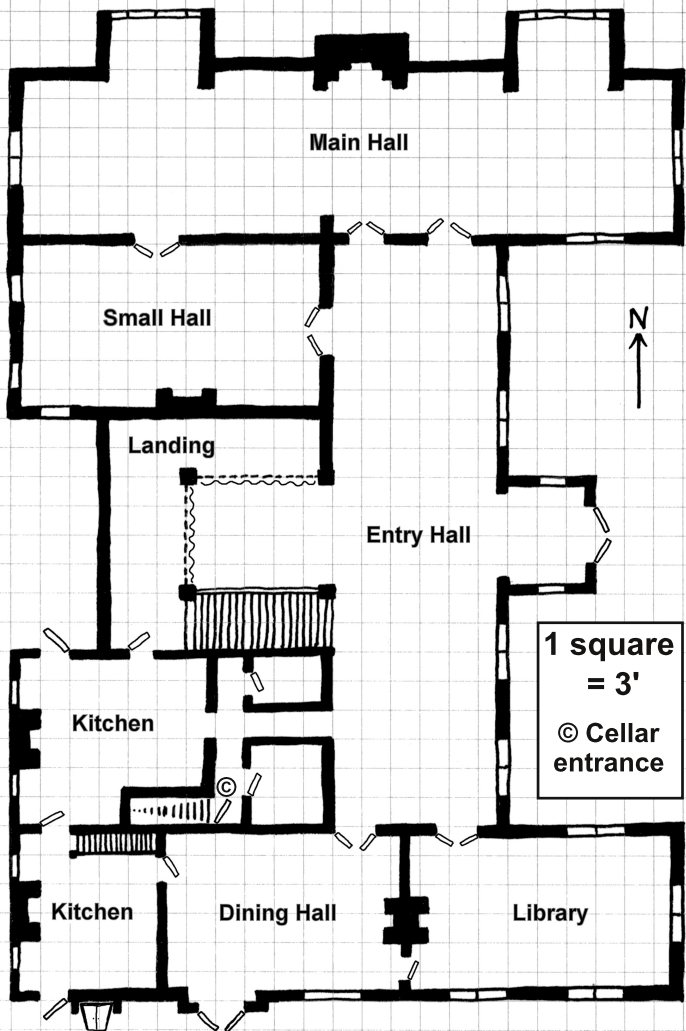
10 A set of natural stone stairs leads down to a pool of clean spring water.

11 The passageway here leads up to the back of a secret panel in the plinth of an old statue in the grounds. The statue is surrounded by bushes which keep the panel concealed even when it is opened.

Additional Notes

A plan of the ground floor of the mansion is included as it may be handy if a chase situation arises. It may also be useful if you plan to use the adventure as a lead-in to other tasks the Lord may wish to set the party.

Regardless of whether Oltrix is captured, killed, or just driven away, the Lord will be very pleased to learn about the existence of the secret doors and passageways in the cellar. He will, of course, swear the party to secrecy about the discovery, and reward them for their services.



Book of Lost Spells

The following is a selection of new spells that may be used by clerics and/or magic users. They are also ideal for use as scrolls, or even as magic item effects.

Bird's-eye View

Level: 1

Duration: 1 round per level

Range: N/A

Gives the caster an aerial view of his current location, from a height of his choosing. The caster must keep his eyes shut, and may not take any other actions whilst the spell is in use. As the image of the view does not use the caster's eyes, it is not affected by blindness, or even visual defects like myopia.



Direct the Dead

Level: 2

Duration: 1 turn per level

Range: 60'

Allows the caster to take control of undead creatures, and give them orders for a limited time, as if he were their creator/master.

Skeletons and Zombies will obey unconditionally any commands given to them, even if they are directed to destroy themselves or attack one another. More powerful undead will follow commands as if affected by a *Charm Person* spell.

Two hit dice worth of undead creatures per level of the caster may be targeted. Undead creatures greater than 2 hit dice that make a successful save vs. Spells are not affected, and will instantly move to attack the caster.



Thermostasis

Level: 3

Duration: 1 turn per level

Range: 10' radius from caster



This spell is an improved version of *Resist Cold/Fire*. All creatures and objects within 10' of the caster are completely immune to any changes in temperature. This includes both natural changes in temperature, and magical ones – Even fire/ice breath weapons will be rendered harmless for the duration of the spell.

Whirlygig

Level: 2

Duration: 1 round per level

Range: Touch



Causes any bipedal creature to begin spinning uncontrollably on the spot for the duration. The subject may not take any actions, as all its effort is required to try and stay on its feet. Every round of the spell's duration, the subject must make a save vs. Spells. At the end of the spell, the number of failed saves determines how well the subject recovers, as follows:

1 Failure: All attacks are at -2 for 2d6 rounds.

2 Failures: Subject falls over, drops whatever it may have been carrying, and all attacks are at -3 for 2d6 rounds.

3+ Failures: Subject vomits and falls over unconscious for 1 turn.

If a subject manages to make its first two saves, then the spell is broken and no ill effects are suffered.

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 Bat

No. ENC: 1

ALIGNMENT: Neutral

MOVEMENT: 9' (3')

FLY: 120' (40')

ARMOUR CLASS: 6

HIT DICE: 1 (2d4)

ATTACKS: 1

DAMAGE: None

SAVE: F1

MORALE: 12

HOARD CLASS: None

XP: 10



There are hundreds of different species of bat in the real world, and a fantasy setting may have even more types. Large fruit-eating bats do not hunt prey and have no need for echolocation, making them less useful as familiars. To keep things simple, this article will assume that there is a 90% chance that a bat familiar will be an insectivore, and a 10% chance that it will be a vampire bat. A vampire bat will only feed on the blood of living, warm-blooded creatures.

Both insect-eating and vampire bats are very small creatures. However, for game purposes you may prefer to use the more substantial variant outlined here. A bat familiar will have a wing span of 18" and weigh 3-4 ounces. Different bat species have widely varying life expectancies ranging from 5 years to 30 years. A typical bat familiar will live for 20+ years in its master's care.

Bats are particularly useful familiars to have around in dark conditions, whether above or below ground. In the wild, bats tend to be nocturnal, as during the day birds that eat the same prey as bats are more active. A bat familiar, though, will be active day or night as required by its master.

Echolocation

The maximum range for echolocation in an open area is 180'. In more closed-in areas like a dense forest, or a dungeon corridor, the range should be substantially reduced. In a forest, echolocation will reveal the nearest trees, and creatures positioned directly between the bat and the trees. In a dungeon, the echolocation range will be hampered by surrounding walls, and will be limited to maximum range of 60'.

Echolocation provides very detailed information, which in game terms makes it almost as good as a visual image in good light. The sounds that a bat emits when echolocating are very loud but are made at frequencies above normal human hearing. However, many other creatures will easily be able to hear and recognise the sounds from quite a distance.

Other Senses

Whilst bats may heavily rely on echolocation to fly and hunt in the dark, their other senses also function adequately. A typical bat has good eyesight, a keen sense of smell, and very good hearing.

Whilst the bat is within 120' its master, the character may use echolocation to understand the surrounding topography.

If a bat's master spends 1d6 rounds concentrating, he can then link minds with the bat for 1d6 rounds and see, hear, smell, etc. everything the bat 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 bat is within 120' of its master. If either master or bat is attacked, or subjected some other shock or distraction, the link is broken.

A bat has a base morale of 6. However, whilst it stays within 120' of its master, it has an effective morale of 12.

These Boots Were Made for...

A collection of four pairs of magical boots with very special qualities: Each pair has a power that can be used once per day, but only when the wearer speaks the command word written in the lining of the right boot. The boots recharge overnight, provided they are removed for at least six hours. Otherwise, they function as regular, nicely-made pairs of boots.

Army Boots: When activated these boots leave a trail behind them that looks as if it has been made by 100+ soldiers marching in formation. Although they make no additional noise, behind them the ground, undergrowth, and any other obstacles under foot will look as if they have been repeatedly stepped on or through. The effect lasts for 8 hours or until the wearer speaks the command word again.

Boots of False Trails: These boots have the ability to leave a trail behind them that heads in a different direction to the one taken by the wearer. The trail will be in a random direction (roll a d8 compass die if you have one). It will be 2d4 miles long at which point the trail will stop and all traces of it will fade after one turn.

Boots of Kicking: Once per day, these boots can give the wearer the ability to kick in combat with the skill of a highly-trained martial arts fighter. The wearer may use a kick in place of his regular attack for a period of up to 2d4 rounds. The kick attacks are all made as if delivered by a 9th level fighter, and deal 3d4 points of damage.

Boots of Stretching: These high-leg boots have the magical ability to stretch the wearer's lower legs. This allows the wearer to extend his reach by 50'. The boots can only stretch once per day and the stretch may last for no more than six rounds. The wearer's balance is unaffected, and his maximum movement rate is increased by 50% for every 10' of extension the boots give him.



Monster Club #17

Titanoboa

NO. ENC.: 1d3 (1d3)

ALIGNMENT: Neutral

MOVEMENT: 60' (20')

SWIM: 120' (40')

ARMOUR CLASS: 5

HIT DICE: 10-12

ATTACKS: 2 (bite, constrict)

DAMAGE: 2d6/4d8

SAVE: F8

MORALE: 8

HOARD CLASS: None (see below)

XP: 1700/2000



Titanoboas are immense constrictor snakes, measuring 40-50 feet in length, with bodies 2-3 feet in diameter at the widest point (or more if they have just eaten). They live in warm, tropical climates and spend most of their time in the water. On land, their movement is slow, due to their colossal weight (2,500lbs).

In combat, a titanoboa will first use its bite attack and attempt to lock onto prey with its powerful jaws. If successful, it will then throw its coils around the creature and begin to constrict it. If a titanoboa is hit whilst constricting, it must make a successful morale check to keep hold of its prey. If the snake fails, the victim is released and the snake must make a new successful bite attack before it may constrict again.

Once the prey has been crushed/suffocated to death, the titanoboa will swallow it whole and digest it. A large meal for a titanoboa would be a 15-foot long, half-ton crocodile, which would take the snake up to a year to fully digest. A titanoboa will not have treasure of its own, but there is a chance of finding undigested valuables in the snake's stomach or in its excrement.

Pool of the Titans

A Labyrinth Lord Mini-Adventure for Mid-Level Characters.

In the foothills of a dormant volcano, there are dozens of hot springs. The lizardfolk from the swamp lands to the south, often seek out the warmth of small pools during the winter months. However, they avoid the largest of the pools, and only ever go near them to offer sacrifices to the great serpents that live there. The sacrifices they bring range from livestock right through to captured humans. Once per year the lizardfolk hold a ritual where both a human male and female are bound, dressed in fine robes and golden jewellery, and offered to the serpents. Many adventuring parties have set off to find the pool, but, for the most part, have returned empty-handed, unable to locate it. Some have never returned...

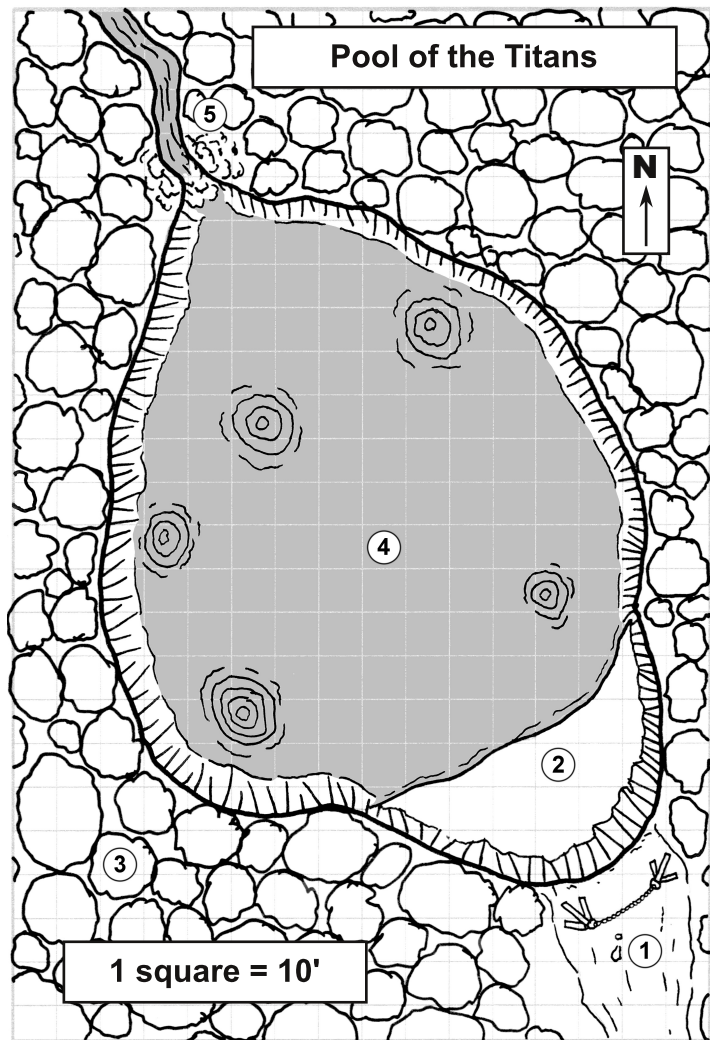
Labyrinth Lord's Background

This adventure is intended to be used as a drop-in encounter in a campaign. If you want a plot mechanism to introduce it, then have a band of lizardfolk kidnap someone (a party member, hireling, NPC, or similar). The party can then make a rescue attempt just as the Lizardfolk are preparing them as an offering.

1 The path widens here, only to abruptly end with a sheer 20' drop down a rocky cliff. Close to the edge are a pair of strong wooden posts, braced with thick timber supports that have been driven into the earth. The two posts are about 15' apart from one another, but are connected by a heavy iron chain.

2 At the bottom of the cliff is a small muddy shore. The climb down the cliff to reach the shore is relatively simple with a rope line. However, the wet mud on the shore is very slippery, and it gently slopes down towards the water's edge. Without the aid of a safety rope, characters walking on the shore must make two Dexterity checks (roll under Dexterity on a d20) every round. If they fail one check, then they remain upright, but don't manage to complete the movement. If they fail two checks, then they fall over. Characters that fall over within 5' of the water's edge have a 25% chance of falling into the water.

Pool of the Titans



3 The forest all around the pool is very dense with thick undergrowth. Movement through it requires the use of a machete or blade of similar length. Even then, progress is slow and all movement is limited to one quarter of the normal rate.

4 An inviting warmth radiates from the pool. It has several hot springs located under it, and the surface of the water above them bubbles and steams. The pool is around 30' feet deep in the centre and has steep sides apart from where the water meets the muddy shore at **2**. A rocky, 15-20' high cliff surrounds the entire pool and is only broken by a small waterfall at the northern end.

5 A mountain stream enters the pool here and forms a waterfall. Behind the waterfall, though a gap around 4' in diameter, is a short tunnel. The tunnel slopes down and opens into a large cave that measures 40' across at its widest point. At the back of the cave there are several piles of excrement. If searched thoroughly, the piles will be found to contain 3d6 pieces of gold jewellery set with precious stones, each worth 200-400gp.

The Snakes

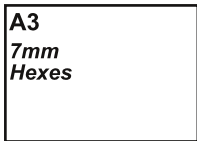
A pair of titanoboas (*see page 15*) live in the cave behind the waterfall at **5**. Each snake will be in the pool 25% of the time. Otherwise, they will be sleeping in their cave. When in their cave, any noise from in or around the pool, has a 10% chance each round of attracting the attention of the snakes.

2 Titanoboas Move 60' (20') Swim 120' (40') AC5 HD10 HP51, 42
Bite 2d6 + constrict 4d8



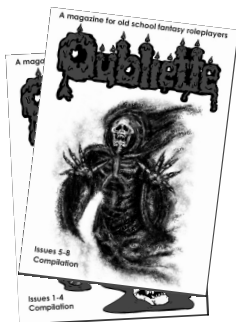
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Hex Paper Pads

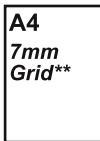
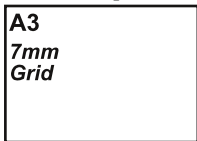


*Numbered hexes

Oubliette 1-8

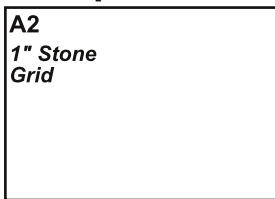


Grid Paper Pads

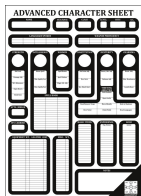
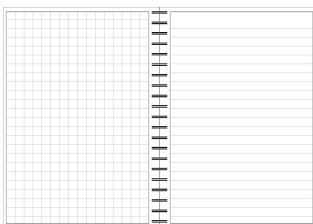


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Battlepad



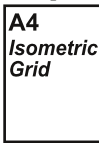
A5 & A6 Gamers' Notebooks



Character Sheets & Cards



Isopad



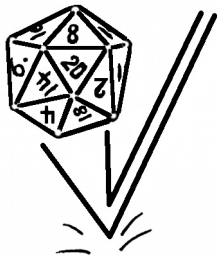
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D20 Hit Point String Generator

Roll a D20 once to give a point on the Y-axis, then use the same number on the X-axis. Your string starts where they meet on the grid. For ½ HD creatures, divide the result by 2 and round up. For 1+1 or 1+2 HD creatures just add points as required. For 2 HD creatures use the sum of 2 consecutive results.

| | ¹¹ 1 | ¹² 2 | ¹³ 3 | ¹⁴ 4 | ¹⁵ 5 | ¹⁶ 6 | ¹⁷ 7 | ¹⁸ 8 | ¹⁹ 9 | ²⁰ 10 | |
|-----------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|-----------------|------------------|---|
| 1 | 3 | 8 | 1 | 4 | 4 | 4 | 7 | 1 | 4 | 6 | B/X Creatures by HD ½ HD Giant Killer Bee, Giant Centipede, Kobold, Giant Rat 1HD Fire Beetle (+2), Dwarf, Elf (+1), Giant Ferret (+1), Gnome, Goblin (-1), Halfling (-1), Hobgoblin (+1), Orc, Skeleton, Spitting Cobra, Stirge 2HD Baboon, Giant Bat, Spitting Beetle, Giant Fly, Ghoul, Gnoll, Green Slime, Neanderthal, Pit Viper, Crab Spider, Troglodyte, Yellow Mold, Zombie |
| 2 | 3 | 3 | 1 | 7 | 8 | 8 | 7 | 8 | 4 | 2 | |
| 3 | 5 | 8 | 5 | 3 | 2 | 5 | 8 | 3 | 2 | 6 | |
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| 14 | 8 | 8 | 7 | 2 | 4 | 2 | 7 | 3 | 6 | 2 | |
| 15 | 3 | 8 | 5 | 3 | 1 | 1 | 3 | 5 | 4 | 7 | |
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| 18 | 8 | 4 | 1 | 4 | 3 | 3 | 5 | 3 | 8 | 6 | |
| 19 | 5 | 1 | 5 | 5 | 8 | 8 | 1 | 8 | 4 | 2 | |
| 20 | 2 | 6 | 3 | 7 | 1 | 4 | 6 | 5 | 6 | 3 | |



DESIGNATION OF PRODUCT IDENTITY

The names: Oubliette, Monster Club, Tales from Hell, The Fella in the Cella, Found Familiar, are product identity. All editorial text, features text, descriptive text, artwork, maps, diagrams, logos, layout and design are product identity. All game statistics, monster names, and rules/mechanics are open content.

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