



DELVER

Issue #2

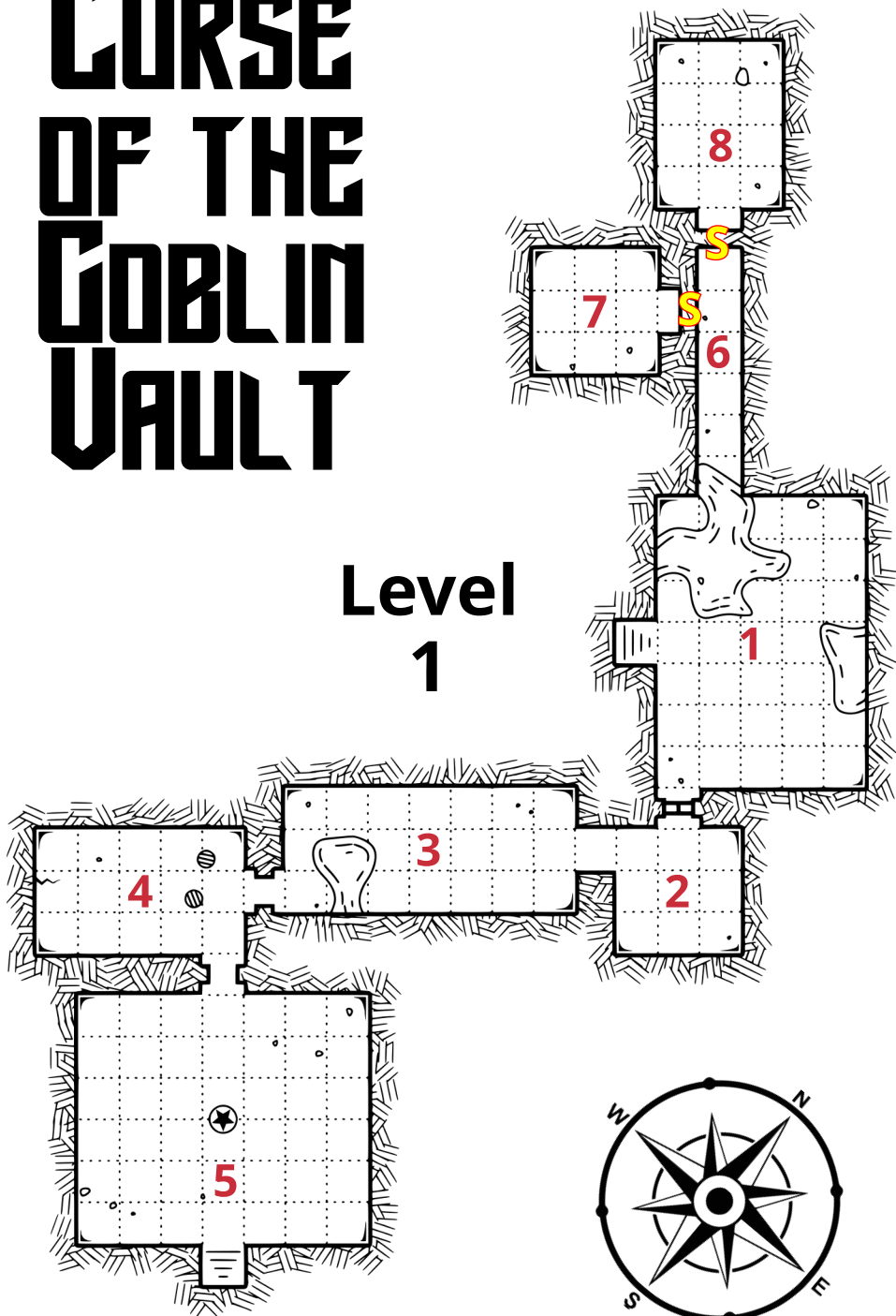
Resources for the Random-Rolling Referee

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

CURSE OF THE GOBLIN VAULT

Level 1



DELVER

Issue #2

Created by James Floyd Kelly
1st Printing

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Resources for the Random-Rolling Referee

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Once again, I invite you to explore the value of the random roll. I am a firm believer that when the players understand that not even the GM knows "what's around the corner" every time... a true OSR game is being played.

If you've never played a random game, you're in for a treat. And if you're a GM who has never run a random game... give it a try. You will NOT regret it.

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A Day's Travel



Referee/GM: When your players want to know what's nearby... roll it up! 10 hours of travel will get you there!
Roll once, twice, or even three times per hex.

d6 - Start Here

- 1 Land elements
- 2 Water elements
- 3 Structures
- 4 Creature Camp
- 5 Special
- 6 Land + Creature Camp

d8 - Land Elements

- 1 Forest
- 2 Hills
- 3 Plains
- 4 Swamp
- 5 Mountains
- 6 Desert
- 7 Marsh
- 8 Canyon

d8 - Water Elements

- 1 Ocean coastline
- 2 River
- 3 Lake
- 4 Waterfall
- 5 Oasis
- 6 Dried-up riverbed
- 7 Heavy mist/fog
- 8 Heavy rain and mud

d8 - Structures

- 1 Temple ruins
- 2 Unexplored caves
- 3 Ancient cemetery
- 4 Crumbling castle
- 5 1d4 farming families
- 6 Abandoned mining town
- 7 Populated town
- 8 Small city/large village

d8 - Creature Camp

- 1 2d8+10 Goblins
- 2 1d8+4 Orcs
- 3 2d6+4 Bandits
- 4 1d4+1 Ghouls
- 5 1d8+4 Gnolls
- 6 3d8+2 Kobolds
- 7 2x Ogres
- 8 3x Trolls

d8 - Special

- 1 1-in-6 chance - Lich lair
- 2 1-in-6 chance - Minotaur
- 3 1-in-6 chance - Sphinx
- 4 1-in-6 chance - Manticore
- 5 2-in-6 chance - Werewolf
- 6 2-in-6 chance - 1d4 Harpies
- 7 2-in-6 chance - Giant
- 8 2-in-6 chance - Dragon lair

Hex Notes

- 1
- 2
- 3
- 4
- 5
- 6

d12 - Roll 1st

- 1 The Eldritch...
- 2 The Haunted...
- 3 The Cursed...
- 4 The Sinister...
- 5 The Mysterious...
- 6 The Arcane...
- 7 The Dark...
- 8 The Forgotten...
- 9 The Ghastly...
- 10 The Perilous of...
- 11 The Menacing...
- 12 The Unnatural...

d12 - Roll 2nd

- 1 Forest of...
- 2 Tomb of...
- 3 Swamps of
- 4 Dungeon of...
- 5 Castle of...
- 6 Tower of...
- 7 Cemetery of...
- 8 Caves of...
- 9 Mines of...
- 10 Outpost of...
- 11 Lake of...
- 12 Stones of...*

d8 - 3rd Roll

- 1 ... the Deadly...
- 2 ... the Mad...
- 3 ... the Angry...
- 4 ... the Murderous...
- 5 ... the Lost...
- 6 ... the Mind-Eating...
- 7 ... the Two-Headed...
- 8 ... the Black-Hearted...

d8 - 4th Roll

- 1 Mage
- 2 Ogre
- 3 Necromancer
- 4 Priest
- 5 Dragon
- 6 Snakes
- 7 Child
- 8 Elves

d10 - Rumored location of...

- 1 Sword of the Shadow Soul
- 2 The Two Rings of Cillanta
- 3 Bragmeer the Lich
- 4 Cloak of the Mystics
- 5 The Scroll of Power
- 6 King Rebolim's Lost Crown
- 7 Reality-Bending Paints of Dergus
- 8 Seven Treasure Chests of Feekix
- 9 The Elixir of Time Reset
- 10 Gratuck's Pendant of Undead Control

The Townfolk Don't Go There





An Unusual Fountain

d4 - Central Figure

- 1 Female elf with wings
- 2 Grinning skeleton
- 3 Human-sized dragon
- 4 Eldritch creature

d6 - Filled with...

- 1 Crystal clear water
- 2 Cloudy water and debris
- 3 Green water and slime
- 4 Thick black sludge
- 5 Mix of gravel and trash
- 6 Filled with entrails

d6 - Special

- 1 First bladed weapon placed in fountain becomes +1
- 2 First person to step in fountain heals 1d8 hp
- 3 Taking anything from fountain summons 1x *ghast*
- 4 TRAP! All within 10' - lose 1d4hp unless save-vs-poison
- 5 Figure has small hidden compartment with loot
- 6 Figure holding random magic wand - pick lock to free it

d10 - Closer Look

- 1 3d8x10gp tossed inside
- 2 Magic ring in fountain
- 3 Random weapon found
- 4 Floating backpack (empty)
- 5 Bones in fountain
- 6 Hatch at bottom
- 7 1d10x100gp gem in figure
- 8 Subtle vibration felt
- 9 Contents are illusory
- 10 Touch lights up figure

d8 - Visited daily by...

- 1 1d4 ghoul(s)
- 2 1x cyclops
- 3 1d4+2 gnolls
- 4 1x hag
- 5 1d8+4 kobolds
- 6 1x ogre
- 7 1d6+2 wolves
- 8 1x troll

Build a Brigand



d4 - Name

- 1 Norvus
- 2 Shanell
- 3 Francik
- 4 Karatta

d4 - Nickname

- 1 ... the Wise (sarcastic)
- 2 "Two-teeth"
- 3 ... of Mud Creek
- 4 "Dullblade"

d6 - 1st Impression

- 1 Horrible body odor
- 2 Death breath to 10'
- 3 Missing left ear
- 4 Rope scar around neck
- 5 Rat bones in hair
- 6 High squeal voice

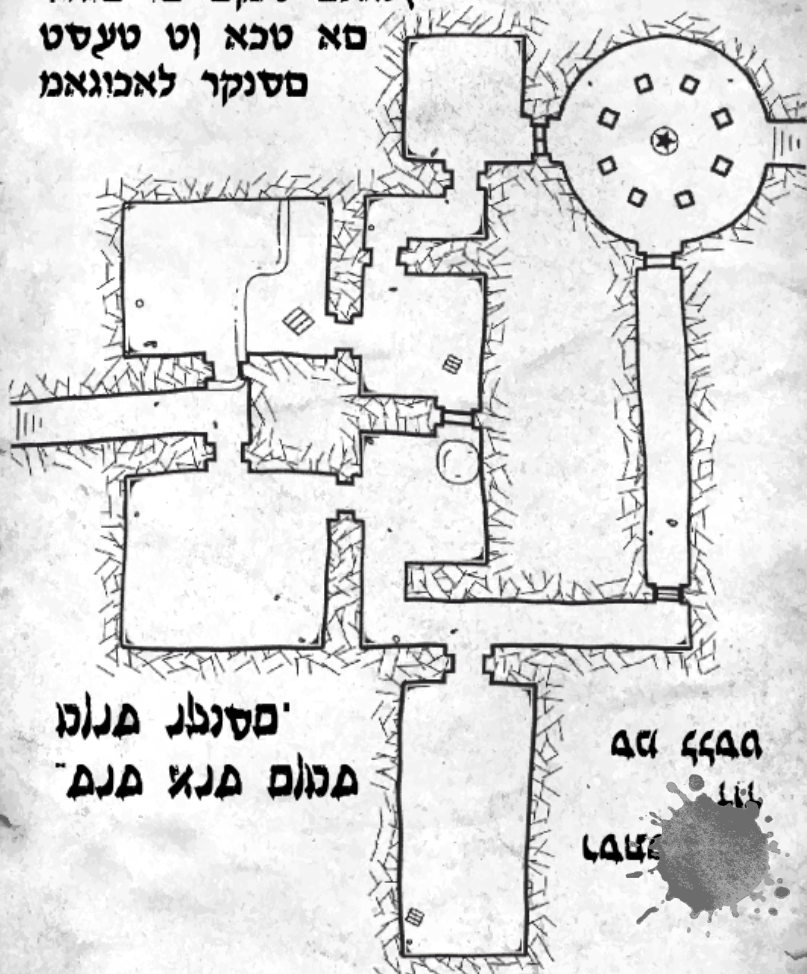
d6 - Weapon

- 1 Two daggers
- 2 Rusty sword
- 3 Bent spear
- 4 Stolen priest mace
- 5 Spiked sphere on 6' rope
- 6 Club with nails

d12 - Observations

- 1 Favors left leg, doesn't like direct eye contact, oversized shoes
- 2 Coughs between sentences, always points to sky while speaking
- 3 Extremely inebriated, stumbles on words over two syllables
- 4 Jittery, constantly checks out surroundings, nervous around elves
- 5 Likes the phrase "Got it, mate?", dislikes laughter, devious smile
- 6 Constantly flipping a coin, wipes nose on hand every 30 seconds
- 7 Brags about latest "big score", shuffles in place, always smirking
- 8 Always scratching at scar on arm, winks after every sentence
- 9 Prefers one word sentences, stares at one person continuously
- 10 Hums a strange tune, rubs right eye, keeps back to wall or tree
- 11 Turns head to side when speaking, mind wanders all the time
- 12 Frequently looks over shoulder, points to people with pinkie

צנאלב סמם סו סווי
 סא טכא וט טעסט
 ססוקר לאכוגאמ



'ססונג סגול
 סגול סגול סגול

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Print out map on white paper. Brew two cups of tea or coffee, wait to cool. Pour liquid into cooking pan or plastic bin. Soak printed map in liquid for 20 minutes. Remove and let dry. (Placing under something heavy will prevent curling. Crumple paper before soaking for distressed look.)



IXRA'S WONDROUS TOMES

The Warlock's Muse

A wizard with darker tastes of magic may find this little booklet inspiring on those dark dungeon delves.

Cover

Magic

Complication

Roll 1d4	Roll 1d4	Roll 1d4
Cover is bound in darkened bamboo, a brass clasp holds it closed, a skull is branded on the back cover.	A chaotic caster holding the book may cast one bonus spell per 24 hours; the spell will be first spell cast after sunrise.	Divine casters (lawful) opening book: Change alignment to neutral.
Leather bound with three iron hooks holding pages together, hint of an ash smell, and two silver claw latches.	Any offensive spell that delivers damage that is cast within 20' of the book delivers a bonus 1d3 damage.	Non-caster classes (lawful) opening book: Save-vs-spell or suffer 1d4 damage
Thin sheets of oak serve as the cover with cured spider web stitching and a leather spine. Thin leather tie.	For a sacrifice of 1hp, the holder of the book may cast <i>Darkness</i> (assuming spell is known) at 30' radius.	Arcane casters (lawful) opening book: Must save-vs-death or die.
Slivers of bone woven into canvas to stiffen the cover, clasp consists of a loop of leather with a small bone closure.	Holder of book may cast <i>Shield</i> (assuming spell is known) for 4 turns; a random ally within 60' will lose 1hp.	Divine casters (neutral) opening book: Change alignment to chaotic.



Goblin Merchant

d6 - Name

- 1 Brorg Splitknuckle
- 2 Spurk Thumpsack
- 3 Klunk Blackskull
- 4 Blagg Dryfang
- 5 Snorpstack Humpboots
- 6 Flergert Squishscar

d8 - You Buy?

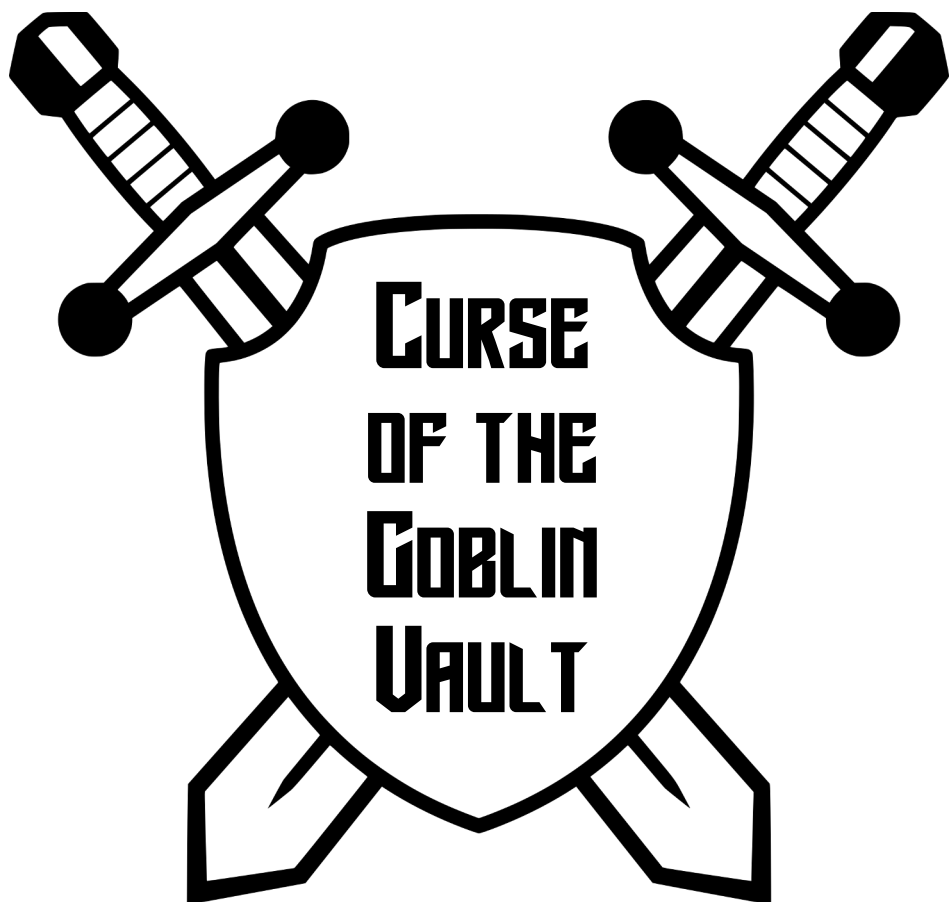
- 1 Leather pouch with hole
- 2 Belt with missing buckle
- 3 Bent dagger
- 4 One shoe (dwarf foot)
- 5 Mud-covered blank scroll
- 6 Broken lantern
- 7 Rope - 4' length
- 8 Vial of lake water

d8 - Special Price!

- 1 1d4 copper coins
- 2 2d6 copper coins
- 3 1d8+4 copper coins
- 4 1d4 silver coins
- 5 2d4 silver coins
- 6 1d8+4 silver coins
- 7 1d4 gold coins
- 8 1d6 gold coins

d12 - If a purchase is made, roll 1x

- 1 *You goblin-friend. Here. Special map. Nearby caves.*
- 2 *Need help? Brother Hurp need work. Help you cheap. 2 copper a day.*
- 3 *Take this bottle. Bring good luck. Show to goblin, goblin not attack you.*
- 4 *Want invite to secret goblin merchant trade meeting?*
- 5 *Can't read book. Take this. Help you, maybe? (One random magic-user spell)*
- 6 *You kind. Very kind. Not like other buyer. Heal potion for 10 gold?*
- 7 *This shield filled with magic. Special deal for you. (+1 shield)*
- 8 *One vial of poison under counter. Don't tell. Want to buy?*
- 9 *You want treasure? Lots of treasure? Me have map. You go with me?*
- 10 *You big and strong. Help rescue sister? I pay big reward.*
- 11 *You healer? I have bad hurt. Heal, please? (One random potion as reward)*
- 12 *Here... locked chest. I split loot inside if you open? (Trapped chest)*



***An Old-School Essentials Adventure
for 4 to 8 Level 2 Characters***

The Blackwater goblin clan wasn't exactly known for its selective nature when it came to collecting discarded items. Unlike most goblins, however, the Blackwater goblins viewed their possessions as the property of the entire clan and locked it all away in the abandoned Silverblade Family crypt. The Blackwater clan is no more, but the crypt still stands...

PLAYERS: DO NOT READ ANY FURTHER

Referees,

Curse of the Goblin Vault is a level 2 adventure for four to eight players. The entire adventure should run between 3-5 hours and can be split over one or more sessions.

The maps for the adventure can be found on the inside of the front and rear covers; each room or area is numbered and corresponds to a numbered listing in the following pages.

It is recommended that you read through the entire adventure before running it; this will allow you a chance to make changes based on your own gaming style and what your players expect from an adventure as well as to familiarize yourself with the various creatures and NPCs that the players are likely to encounter.

There are a number of locations in the adventure that will make suitable places to "hole up" and rest or hide. Players can also choose to leave the crypt and return at their leisure; the family crypt isn't going anywhere and the creatures left inside will be there when they return. This makes this an ideal adventure for low-level characters.

If you should choose to run the game with higher level characters, you can consult the *Referee's Tome* and roll for wandering monsters of a higher HD value to keep the adventure challenging. For the unique creatures, use your best judgment for increasing armor, hit points, and special abilities.

Finally, you can place the crypt close to an existing town or village or drop it in a remote location; it all depends on the challenge you wish to place before your players.



For new players, consider providing a nearby town that will allow the players to rest, heal, and stock up on torches, food, water, and other supplies.

For more experienced players, a remote location will force the players to give serious consideration to supplies and travel time as well as the number of potential random encounters on the road to the crypt.

I hope you enjoy running *Curse of the Goblin Vault*!

The Story

While most goblin clans consist of members who are extremely protective of their meager possessions, the Blackwater goblin clan were one of the rare clans that shared the items they would scavenge, steal, and assemble from debris.

History offers no information on what became of the Blackwater clan, but a few minor history books do mention that the clan was known to have kept its possessions hidden away in a long-abandoned ancestral tomb of the Silverblade merchant family.

The Silverblade Family Tomb

The tomb began simply enough with just enough room for the family matriarch and her siblings. As the family grew in prosperity, new family members expanded the below-ground tomb outward and down. By the time the family's wealth faded, the tomb consisted of over a dozen crypts, some protected by a lock... others by dark magic... and one by something much worse.

In time, the Silverblade family died off and the tomb was erased from memory. Weather and vandalism did the rest, removing landmarks and plaques that would aid anyone in locating the tomb's crumbling exterior.

A Priceless Piece of Trash

The Blackwater clan was like any goblin clan, and collected the widest variety of junk and trinkets. Non-goblins will never understand the fascination that goblins have with the detritus of the rest of the world, and for this reason it has always been assumed that goblins only possess the useless and worthless.

But one goblin legend tells of a priceless treasure, "found" by the Blackwater clan after being "dropped" by the leader of a school of wizardry who believed the clan would hide (or lose) the object with their possessions and keep it forever out of the hands of an arcane spellcaster who might be able to use it for evil.

The Blackwater Treasures

The Blackwater goblin clan is long gone, but their collected treasures still wait in the Silverblade tomb. While many think goblins to be unreasonable and unwilling to negotiate, PCs who find and recover the treasure of the Blackwater clan may find it to be of incredible value to another goblin clan. Goblins are crafty and sneaky, but they are not all stupid. The Blackwater collection would make a worthy gift that could create allies and gain favor with goblins who know many secrets.

BEGINNING THE ADVENTURE

Not all goblins are evil creatures that attack adventurers on site. Many goblins attempt to make a living in the villages and cities of the world. And these goblins are often the caretakers of legends and lore from their previous lives. Getting that information from them, however... that can be tricky.

Adventure Hooks

1. On page 9, you will find a random chart for a Goblin merchant. This merchant can be a perfect source for sharing information on the legend of the Blackwater goblin clan and its lost treasure. The merchant may even know the approximate area of the old family tomb. Getting that information may be as simple as purchasing one of the goblins trinkets.
2. The Silverblade family tomb isn't covered up and completely hidden from view. It's possible that the PCs may simply stumble upon it as a place to shelter during a harsh storm or maybe discover it when a rabbit they are hunting for food heads inside the old tomb and reveals the stairs down.
3. The legend of the Blackwater treasure can be something that is shared around a fire in a local tavern. The locals know about the

tomb but avoid it due to "strange lights and sounds." Since no one is really interested in goblin junk, the tomb has remained undisturbed.

NOTES:

1. Wandering monsters will be a real risk in the tomb. Because the tomb's stairs down are not blocked, there will always be a chance that wild creatures (or worse) will have found their way down. Once 1d4 wandering monster groups have been encountered on a level, there will be no more on that level.
 2. Of the 1d4 wandering monster groups on Level 2, one of them will be the Gelatinous Cube. Use the random chart on page 40 to determine the contents of that cube.
 3. The entrance to the family tomb is nothing more than a 10' x 20' rectangular stone structure (with 10' high ceiling). The original iron door that secured the tomb has long since rusted and fallen off, leaving easy access to the stairs that lead down to Area 1.
- The area surrounding the tomb consists of 3d8 crumbling tombstones and above-ground crypts, most with unreadable names.

Area 1

Tomb Entry. Stairs up (west), corridor (north), iron gate (locked, south). Pools of water in room. Smell of mildew and rot.

This room used to contain a number of benches for the family to sit on while visiting the tomb, but the wood is long since rotted away.

Metal rods on the northeast wall remain; tapestries would hang from these rods but all that remains now are tattered threads and fragments.

The short corridor to the north used to contain a small stand for candles to be lit at the end of the corridor. The iron frame of the stand still remains along with the nubs of 1d4 candles. (The frame also blocks the secret entrance to **Area 8**).

The locked gate to the south is actually not locked. Goblins stuffed the keyhole with small rocks and other debris to disable it - it cannot be picked. The iron gate can be easily removed, however, if the hinges are examined. A successful **Find or Remove Trap (TR)** will allow the hinges to be removed. On failure, the iron gate will fall and make enough noise to alert any creatures on Level 1 to the arrival of trespassers.

Area 2

Crypt of Surandi and Harger Silverblade. Open archway (west), iron gate (locked, north) two sarcophagi (central).

The brother and sister of Traba Silverblade (**Area 8**), the family matriarch are buried here. Two simple stone sarcophagi are found here. One was opened and cleared out (decades ago) but the other has never been opened as the goblins could never figure out how to properly open it.

The second sarcophagus has a secret to open that can be discovered with a successful **Find or Remove Trap (TR)** roll. if successful, another **Open Lock (OL)** roll must be made to disable the trap. If the OL roll fails and the lid is pushed aside, all in Area 2 must make a **save-vs-poison** or take 1d4 poison damage. Roll d6 2x for random contents plus the crumbling skeleton.

1	Jeweled necklace (200gp)
2	Random magic boots
3	Silver and gold ring (300gp)
4	Spellbook (1d4 spells)
5	Gold earrings (50gp)
6	Silver tiara (150gp)

Area 3

Crypt of the Silverblade Triplets.

Open archway (east), doorway (door missing, west). Three sarcophagi pointed north and run east to west. Pool of water in room.

The Blackwater goblin clan had heard about the dark magics surrounding the Silverblade triplets (Ashem, Gira, and Bellim) and avoided any desecration of this room... and for good reason.

The triplets were not favored among the Silverblade family, but the family would take no chances in upsetting their possible spirits and placed them in the family tomb after their deaths. The triplets' attempt to become liches had failed, thankfully, but their surviving children made certain to hire the best sorcerers to seal and ward the sarcophagi in this room to prevent them from ever being opened.

Unknown to the triplet's children, one sorcerer chose to incorrectly ward the sarcophagus of Ashem, the most powerful of the triplets. The sorcerer intended to return one day and negotiate with the spirit of Ashem in order to learn from him. This never happened, and the ghost of Ashem has been trapped and waiting for centuries inside the sarcophagus.

Each of the sarcophagi are protected by a magical ward. The ward will glow brightly when any living creature moves within 5' of a sarcophagus. Should the lids of either Gira or Bellim be pried open, all within Area 3 must **save-versus-spells** or take 1d8 damage. All sarcophagi are empty except for bone fragments.

Ashem's ward, however, fails and requires no save. Instead, it will release Ashem (chaotic *ghost*). Ashem will attempt to possess what he perceives as the most powerful magic-user first. If no magic-user is present, Ashem will attempt to possess a cleric in a similar manner. If possession of a magic-user or cleric is not possible, Ashem will attack the PCs for 1d4 rounds before fleeing and hiding in a pool of water in **Area 1**. Ashem will remain here until the PCs return to **Area 1** where he will attempt possession of a random PC in order to leave the tomb.

If Ashem is able to possess a PC, it will attempt to communicate to determine how long it has been since he died. (PCs are unlikely to know this information.) Ashem will only agree to voluntarily leave the possessed PC if he is escorted out of the tomb. If this happens, the ghost will dispossess the PC and flee without incident.

Area 4

Crypt of Kyram and Lisha Silverblade. Doorway (door missing, east), doorway (door missing, south). Two barrels, two sarcophagi (head to head, center of room).

The goblins had no issues with using this crypt for its own needs. The lids to both sarcophagi have been removed and have been covered in wood planks that appear to have been done to create tables.



Asleep beneath the planks covering one sarcophagus is a goblin named Kank. (If the iron gate separating **Areas 1 and 2** made noise, Kank is awake but still hiding.)

Kank is armed only with a rusty dagger, and he will hold it threateningly but not attack if discovered. Kank knows very little about the tomb but knows enough to leave **Area 3** alone. Kank has never gone deeper than Level 1, but he will agree to go to Level 2 if the PCs bribe or talk him into it. If Kank is befriended, he will offer refills of water from one of the barrels. If Kank is threatened and feels his life is in danger, he will offer up the contents of the second barrel ("*many shiny coins!*") in exchange for his life.

The second barrel's lid is easily removed and contains a trapped *black pudding*. Kank will use the surprise of the attacking black pudding to try and flee and hide behind the single sarcophagus in **Area 5**. He will arm the trap inside the doorway to **Area 5** to trigger if anyone follows him.

Kank's Possessions (roll d6 3x)

1	Leather pouch with acorns
2	Six smooth river stones
3	Glass vial filled with sand
4	Page from a history book
5	Skeleton of a bird in cloth
6	Melted candle with no wick

Area 5

Crypt of Prosha Silverblade.

Doorway (door missing, north), stairs (down, south), one sarcophagus (center of room).

Kank has fashioned a trap inside the door frame. The trap is not set unless Kank enters **Area 5**.

Trap: The trap is not complicated in any way. A set of pots and pans will be dropped on the head of the first PC to walk into the room. Kank will hide behind the sarcophagus and pull a string that will release the trap.

Prosha Silverblade was another well-respected (and powerful) matriarch of the Silverblade clan. Under her leadership, the family prospered for over 100 years. Upon her death, the family had a crypt excavated just for her. A special illusion spell was created to make the crypt appear forever as it appeared when she was laid to rest.

Each of the four walls contains a tapestry (illusion), with each tapestry depicting a different part of Prosha's life.

Candelabras fill the room with false candle light, and the hint of a playing harp can be heard.

The Blackwater goblin clan quickly figured out that the room

presented no danger and would make a nice gathering room with its artificial light. The sarcophagus was protected from being opened by a magical ward, and the goblins were not willing to risk losing the benefits of the room by violating the burial spot.

If the sarcophagus is examined, the magical ward will be detected; any magic-user will be able to confirm the ward is deadly. It can be defeated with a successful **Find or Remove Trap (TR)** and the sarcophagus may be safely opened.

If the **TR** attempt fails, all PCs within 10' of the sarcophagus must make a **save-vs-death** or be killed instantly and the skeleton of Prosha Silverblade will also be re-animated with enhanced magic.

Prosha Silverblade (skeleton)

AC 6 [13], **HD** 2 (8hp), **Att** 1x sword (1d8), **THACO** 19 [0], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (1) **ML** 12, **AL** Neutral, **XP** 15, **NA** 1 **TT** (see Prosha's Treasure table)

Prosha's skeleton has been provided with a +1 magic sword. The skeleton is also able to cast *magic missile* twice; this recharges if the skeleton returns to the sarcophagus.

If Prosha's skeleton is destroyed, the illusions in the room cease.

Otherwise, the skeleton will return to the opened sarcophagus once the room is empty and will exit and attack any new trespassers to Area 5.

Prosha's Treasure (roll d8 4x)

Prosha's treasure is found inside her sarcophagus.

1	2d10 x 100gp
2	3d10 x 100sp
3	4d10 x 100cp
4	Random magic wand
5	Ornate jewelry box (500gp)
6	Jeweled bracelet (400gp)
7	Random magic staff
8	Magical music box (250gp)

Area 6

Hallway. Secret door (north), secret door (west), pool of water (south into **Area 1**), small stand for candles (north wall).

The secret door on the west wall can be found during a search with a 1-in-6 chance and opens easily. The secret door on the north wall can be found during a search (1-in-6) but is magically locked and can only be opened if two or more candles are lit and placed in the

candle stand OR with a successful **Open Lock (OL)**.

Area 7

Storage. Secret door (east), missing stone in ceiling (northwest corner) and pile of soil and shattered stone on floor beneath opening along with bones of small animals.

Three crates (rotting wood) sit along the west wall. Each crate contains the following:

Crate 1: moldy cloth used to cover sarcophagi.

Crate 2: 2d8 sacks of candles (each sack contains 12 candles).

Crate 3: Cleaning supplies (brooms, buckets, and 2d4 bottles of perfumes (5gp each)

Hiding behind the crates is a coiled giant snake (pit viper). The snake is able to use the crates to stretch and exit the hole in the ceiling when it needs to go hunting. There is a 1-in-6 chance that the snake will be spotted by the first PC to enter the room. It will attack the first PC that touches one of the crates.

Snake (Pit Viper)

AC 6 [13], **HD** 2* (9hp), **Att** 1x bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1) **ML** 7, **AL** Neutral, **XP** 25, **NA** 1 **TT** none

Area 8

Crypt of Sillan Silverblade. Secret door (south), one sarcophagus (center of room), closed book placed at foot of sarcophagus.

Entry into the room requires PC(s) to crawl under the candle stand in **Area 6**.

Sillan Bright was the matriarch of the Silverblade clan. It was her wisdom (and many would add, her cunning) that allowed her family to become the most powerful of the merchant clans in her region.

The sarcophagus is plain and easy to open. The bones are dusty but undisturbed.

The book contains a summary of Sillan's life, consisting of a mix of interviews with family members transcribed within the pages. There is also a family tree at the back of the book that is long out of date.

The book would be of value to any collector of tomes on history (2d8x100gp).

Area 9

Entry Area for Level 2. Stairs (up, north), wood door (west, unlocked), wood door (east, unlocked), secret door (south). Human corpse near west door.

There is a hint of dark magic in this room that is may be sensed by any PC (1-in-6 chance, 2-in-6 by clerics). The source of this magic is not found in this room.

Three empty torch sconces are visible and run left to right along the southern wall. Placing a torch in the center sconce will cause the secret door to open on the southern wall. Placing a torch in the left sconce disables the trap to **Area 10** and a torch placed in the right sconce disables the trap to **Area 12**.

Examining the human corpse will reveal that he has been dead for a few months. He appears to have been running away from the door from **Area 12** when he collapsed.

Corpse's Possessions (roll d8 3x)

1	Small sack, 3d8x10gp
2	1d4 torches
3	Vial of holy water
4	Leather armor (good)
5	Shield
6	Sword
7	Map (Areas 1 to 5, 9 and 10)
8	Scroll, <i>cure light wounds</i>

Area 10

Goblin Sleeping Quarters. Wood door (east, unlocked), crate (southwest corner), opened sarcophagus (empty, center of room), unlocked door to **Area 13** (north).

While the Blackwater goblin clan lived in the tomb, this area was repurposed as a sleeping area. A dozen straw-covered blankets scatter the floor, full of dust and bugs and stains. The area is noticeably colder than the other areas.

A single *brown mould* resides under one blanket (2' x 5') and is revealed if the blanket is pulled away.

Brown Mould

AC no hit roll required, **HD** 2* (9hp), **Att** none, **THACO** 18 [+1], **MV** 0' (0'), **SV** D12 W13 P14 B15 S16 (2) **ML** 12, **AL** Neutral, **XP** 25, **NA** 1 **TT** none

A search of the southeast corner (1-in-6 success) will reveal a single floor stone that can be removed. The stone covers a small iron chest that is locked. Inside the chest is a bag holding a *vial of spy gas*, two random spell scrolls plus a small goblin doll made from torn cloth and thin tree branches that smells of cinnamon.

Vial of Spy Gas

Drink half the vial and pour the remaining through a keyhole or under a door or at the start of a bend in a corridor. For 1 turn, the drinker will have a mental image that extends up 60 feet in all directions from where the liquid was poured.

Area 11

Goblin Kitchen. Open hallway to **Area 12** (north), sarcophagus opened in center of room, broken tables scattered around perimeter of room.

The goblins filled the sarcophagus with three deep cauldrons. Now the cauldrons are filled with dust and spider webs.

If *detect magic* is cast, one of the cauldrons will glow with energy.

Twisted Cauldron

After brewing and pouring out a potion, water and Elven berries may be added to the leftover liquid to create a minor potion (roll 1d4 for effect).

1	+1 STR, lasts for 1d4 turns
2	+1 INT, lasts for 1d4 turns
3	Infravision for 1d4 turns
4	<i>Light</i> (from hand) for 1 turn

Area 12

Dining Area. Open hallway to **Area 11** (south), two wood tables, six broken chairs, two human skeletons on floor, pile of debris in northwest corner.

An examination of the skeletons will reveal what appears to be a fighter and a magic-user who died from attacks by the same clawed creature.

Before succumbing to her injuries, the magic-user used a dagger to pin a small bag to the underside of one of the tables. A search of the tables will reveal the bag; roll twice on the d6 table below for its contents.

1	3d10 gems (20gp each)
2	One random magic ring
3	Folded random spell scroll
4	Deed to land (1000gp)

A ranger may be able to identify the creature by the claw marks left on the bones. They belong to a long-lived Dragonne (lair in **Area 13**) that acted as a guard to **Area 14** and the lower levels. The goblins had an agreement with the Dragonne to provide food and occasional treasure. The Dragonne will occasionally leave **Area 13** but tends to sleep until woken.

Area 13

Dragonne Lair. Unlocked door to **Area 13** (north), locked metal gate door to **Area 14** (west), a large sarcophagus centered against north wall.

This is the lair of a Dragonne, a smaller winged dragon with brass scales and a lion's head. This creature's name is Krilleg, and he is currently sleeping. Any sounds beyond a whisper will wake him. He will be unhappy to be woken from his sleep but will not immediately attack any trespassers.

Krilleg rests on top of the room's single sarcophagus. On the floor around the sarcophagus are piles of gold coins and jewels (total value is 5d8 x 1000gp). If any PC attempts to touch Krilleg's treasure, it will attack but will not chase the PCs beyond **Area 10**.

Krilleg is both hungry and open to negotiations. He desires more gold coins, and can be easily bribed to allow passage through **Area 13** if the offer is good. If the bribe is accepted, Krilleg will produce a key to unlock the gate to **Area 14**.

Krilleg is unaware of anything in the lower level (3) but knows that only a couple of goblins were ever allowed to descend lower.

Area 14

Statue of Traba Silverblade. Locked metal gate to **Area 13** (east), stairs down to **Area 16**, goblin corpse near statue.

The Silverblade family requested a special statue of Traba Silverblade be sculpted and placed here. Placed on the statue's pedestal are a total of 15 gold coins. These coins are offerings that will temporarily disable a magical ward that is placed at the top of the stairs to the west. When two gold coins are placed on the pedestal, the ward is inactive for ten minutes and allows movement down the stairs. Anyone moving up the stairs from **Area 16** into **Area 14** will not trigger the ward.

Anyone removing a coin from the pedestal must save-vs-spell or take 1d8 damage from a lightning bolt that strikes from the statue.

The goblin corpse is new; less than a few weeks dead. In the goblin's left hand is a single gold coin.

Area 15

Secret Crypt of Kera Silverblade. Secret door (north), sarcophagus in center of room.

Before she was tempted to the darker magics, Kera Silverblade was one of the family's most

powerful magic-users. Unknown to her family, she had almost completed her work to become a lich. If her sarcophagus is opened, the PCs will discover the results of her work.

Minor Lich

AC 4 (15), **HD** 5** (22hp), **Att** 1 x claws (1d8 + poison), **THAC0** 14 [+5], **MV** 60' (20'), **SV** D10 W11 P9 B10 S11 (Magic-User 4) **ML** 9, **AL** Chaotic, **XP** 1000, **NA** 1 **TT** C (inside sarcophagus)

Undead: Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *charm*, *hold*, *sleep*).

Aura of fear: All seeing a minor lich must **save versus spells** or flee for 1d4 turns. Characters above 3rd level are immune.

Arcane spells: Cast spells as a 4th level magic-user.

Paralysing touch: Chill touch causes paralysis for 2 turns (**save vs paralysis**).

Kera Silverblade cannot leave her crypt (**Area 15**). Rather than possessing a phylactery, her source of power is a small wooden jewelry box inside the sarcophagus. If it is destroyed, Kera is also destroyed.

Area 16

Vault Vestibule. Locked wood door to **Area 18** (north), open corridor to Area 17 (south).

The wood door to the north is locked. Picking it or destroying the door will alert Tesk who has made his lair inside **Area 18**.

Through the corridor, a large chest can be seen in **Area 17**.

Area 17

Unused crypt. Open corridor to Area 16 (north), chest near south wall.

Unused as a crypt, the Blackwater goblin clan originally set this area up as the living quarter for Tesk, the clan's shaman. Now all that remains is a single large chest.

While the goblin clan was at its largest in number, Tesk was tricked by an evil djinni into making an unfortunate pact. A large chest was enchanted, and Tesk was told that both he and his clan members would be granted immortality in a special land the djinni had prepared for all goblins.

Once a month, Tesk was instructed to send a goblin into the chest with one of their "treasures"; the goblin would be teleported away and live forever in a land filled with goblin treasures.

Goblin "treasure" is imbued with special goblin magic due to goblins believing their items are more special and valuable than the swords and spellbooks and magic items coveted by other races. This magic fed the djinni, and the djinni cursed Tesk with immortality (and a magical chain to bind him to **Area 18**) in the hopes that the shaman would continue to find more goblins to send into the chest.

In truth, each goblin was teleported far away to a different random location and the clan eventually disappeared to history.

Tesk now guards the remainder of the clan's possessions, aware that he was tricked. Tesk is immortal as long as the chest is intact, but he is unaware of this fact. Destroying it will free Tesk from the crypt and make him mortal.

Teleport Chest

When the lid is opened, a random location within 1000 miles is selected. Anything placed inside the chest, including living creatures, will be teleported to that location when the lid is closed. If a magic item is placed inside, the magic is stripped away and sent to the chest's creator and the (now) normal item arrives at its new location.

Area 18

Task's Lair. Locked door to **Area 16**. Single sarcophagus (empty) on north wall.

When the door opens, Task will be prepared for the PCs and cannot be surprised. Task will view the PCs as thieves who wish to use the chest to teleport to the goblin treasures, and he will fight to the death. But... he's immortal.

If Task is killed in any manner, his corpse will disappear and he will reappear fully healed in **Area 17** approximately 30 seconds later, jumping down from the chest. Until the chest is destroyed OR the PCs flee **Areas 16-18**, Task will continue to attack trespassers.

Goblin Shaman

AC 8 [11], **HD** 3* (14hp), **Att** 1 × blade (1d4 + *sleep*), **THAC0** 16 [+3], **MV** 60' (20'), **SV** D12 W13 P14 B15 S13 (magic-user 3), **ML** 12, **AL** Chaotic, **XP** 35), **NA** 1, **TT** none

Arcane spells: Cast spells as a 3rd level magic-user.

Shaman Rattle: Once per day, shake rattle; selected target must **save-vs-wand** or flee at least 60' from rattle holder.

Shaman Blade: Target must **save-vs-paralysis** or fall asleep for 1 turn or until awakened.



If Task is defeated, his rattle (useless to non-goblins) will be an item of significant value to any goblin. Any person or party that maintains possession of a goblin rattle will always be attacked by a goblin or group of goblins who will sense the rattle's presence.

The Shaman blade can be used as a +1 magic weapon by any non-goblin, but the first time it is used in combat by a non-goblin wielder, that person will receive a goblin blade curse. Should the blade be recovered by a goblin, that goblin automatically becomes a goblin chief and may start a new clan and recruit. All clan members will swear an oath to find and kill the person who used the shaman blade in combat.

Final Notes

If Tesk is completely defeated (chest destroyed), the PCs will discover a substantial amount of goblin treasure (see the list of inventory on page 26). This treasure may not hold any value to non-goblins, but coming from the Blackwater clan, it will be highly valuable to other goblins and may be used as bribes or even to negotiate a treaty with some clans. (Referees are encouraged to allow players to access the goblin treasures as needed, assuming bribes to Krilleg in **Area 13** will continue.)

As with all adventures, the referee is encouraged to modify this one as needed. With only three levels, a group of high-level PCs may require the referee to bump up the stats on many of the creatures here lest the adventure be too easy. Keep the HD differences in mind when picking new creatures or buffing the existing ones, so that the mix of easy, middle, and hard encounters remains the same; not every encounter is meant to be fought, and the best encounters will stretch the players to find new ways to get around obstacles.

Because this locale is a crypt (or collection of crypts), there is not

likely to be much opportunity for foraging. Supplies can be a problem if players don't prep properly. For this reason, referees might choose to drop the adventure near a town; players can choose to leave and return to the crypts, possibly after negotiating with the dragonne in **Area 13**.

Finally, while goblins are often treated as low-level fodder for adventurers, PCs might consider (or simply be told) how valuable some alliances could be with goblins who are easily bribed with the treasures guarded by Kest. Goblins can be nasty and mean, but they can also make for excellent hirelings (with a short leash, so to speak) if you keep an eye on them.

Have fun with the adventure, and I hope your players have fun searching around these ancient tombs. Players and referees might use the knowledge of the Silverblade family in future encounters, and maybe there's an adventure in there regarding finding and rescuing members of the Blackwater goblins to reunite the tribe.

And don't forget that there's a fairly wealthy dragonne down there, too...

The Goblin Treasure

- Half of a map of an unknown lake
- A dog's collar with a broke buckle
- A vial of cracked acorns
- The hilt of a broken dagger
- A piece of coal shaped like a bird
- A candle pierced with two nails
- A wilted bouquet of roses
- A quill pen embedded in wax
- The shattered lens of a telescope
- The words "Ak tolba" on a leaf
- Fish bones tied with a ribbon
- A necklace of squirrel teeth
- A ball of different color yarns
- A loop of tied candle wicks
- A bent horseshoe painted red
- The shaft of a broken arrow
- Three links of rusted chain
- The handle from a lantern
- A lump of hardened clay
- A square of muddy burlap
- A shell with the letter R on it
- A torn wanted poster
- Six knitting needles in a bottle
- A playing card with a hole in it
- A small leather pouch of thorns
- The clasp from a woman's necklace
- Five bird feathers stuck together
- A bag of metal rivets
- A bottle filled with sand
- Two cracked gambling dice
- An earring with a missing gem
- Image of an eye etched on glass
- Half of a blue marble
- A strip of leather tied in a knot
- An apple carved in rotted wood
- A fragment of lace dyed green
- An L-shaped piece of bent iron
- A broken compass with no needle
- The chin guard from a helmet
- A spoon carved from soap

Permission is given to make a printed copy of this document for players.



FROM THE LIBRARY OF NILOSHIS WHISPERWALK

Dreams of the Dragons

by Fibdo Tanfinger

Beneath the Blue Citadel

by Sitli Stinas

Songs of the Mountain Orcs

by Dentia Rinthden

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by Allian Teredian

Spells of the Anishar Elves

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Fifty Days in Regovill Prison

by Maga Vis Lisher

The Plague of

by Dinter Diceuar

THE ALLY

MAGIC-USER

d6 - Secret

- 1 On run for unpaid debt
- 2 Wanted for theft
- 3 Hears voice of dead sister
- 4 Spells fail 1-in-6 chance
- 5 Fleeing from a cult
- 6 Doppelganger

d6 - Special Skill

- 1 Mix poison (1 vial per week)
- 2 Open locks (lvl 2 thief)
- 3 Nimble (+1 AC)
- 4 Hiding (1-in-6 chance)
- 5 Disarm trap (lvl 2 thief)
- 6 *Detect Magic* spell (3 turns)

d8 - Advantage

- 1 Level = party average +1
- 2 Aggressively protects fighters
- 3 Speaks 3 additional languages
- 4 +4 reaction roll (kobolds)
- 5 Healthy (+1 d6 hp)
- 6 Hagglor (-10% equip costs)
- 7 *Sleep* spell 3d8 HD, 4HD or lower
- 8 *Shield* lasts 3 turns

d8 - Disadvantage

- 1 Unhealthy (-1d4hp)
- 2 -3 reaction roll (goblin)
- 3 Light sensitive
- 4 Deathly afraid of water
- 5 Always attacks hobgoblins
- 6 Always tired (2 turns/hour)
- 7 Weak (max 600 coins)
- 8 Untrusted by dwarves

d12 - Weapon(s) & Possessions + 3d8x10gp

- 1 Dagger, 2x oil flasks, lantern, 6x torches, iron rations (4 days)
- 2 Staff, dagger, backpack, 8x torches, block and tackle, rations (2 days)
- 3 +1 dagger, 2x vials ink, waterskin, 10x candles, small wood chest
- 4 Staff +2 dmg, 2x spell scrolls, Ring of Spell Turning
- 5 Dagger, Robes +1 AC, Incense of Meditation, *Web* spell scroll
- 6 +1 dagger, Pearl of Power, 4x torches, lantern
- 7 +1 dagger, Staff of Withering, small wood chest
- 8 Dagger, Wand of Magic Missiles, 6x torches, rations (8 days)
- 9 Robes +1 AC, +2 dagger, Necklace of Fireballs, 2x Protection Scroll
- 10 +1 dagger, Potion of Control (Undead), Rope of Climbing
- 11 Staff, Potion of Treasure Finding, Potion of Fire Resistance
- 12 Dagger, Gem of Seeing, Ring of Protection, 6x torches, rations (5 days)



THE APOTHECARY

d6 - On Shelves (x3 rolls)

- 1 2x Balm (identical)
- 2 3x Potion (identical)
- 3 4x Bandages (identical)
- 4 1x Specials (d12 table)
- 5 2x Specials
- 6 4x Specials

d6 - Potion (Roll 1x)

- 1 Anti-petrify (1 use)
- 2 Anti-hunger (1 day)
- 3 Enhanced Heal (1d10+5 hp)
- 4 Mental Boost (INT +1, 1 day)
- 5 Physical Boost (STR +1, 1 day)
- 6 Agility Boost (DEX +1, 1 day)

d4 - Balms (Roll 1x)

- 1 Healing (1d4 hp)
- 2 Anti-Poison (single use)
- 3 Healing (1d6 hp)
- 4 Anti-blindness (single use)

d4 - Bandages (Roll 1x)

- 1 +1 hp
- 2 +2 hp
- 3 +3 hp
- 4 +4 hp

d12 - Specials (reroll any duplicates)

- 1 1d4+1 Powders - mix with water and divide up 6hp worth of healing
- 2 1d6 +2 Medicinal Jerky - +2 hp, may be split for +1 for two people
- 3 Vision Enhancing Herb -- mix with water - gain infravision (6 turns)
- 4 Ground Red Twist Petals -- mix with water, no sleep needed for 1 day
- 5 Stamina Elixir - +200 coins to all encumbrance move limits (1 day)
- 6 Focus Tincture - mix in water, +1 to all ranged weapon attacks (6 turns)
- 7 Solution of Confidence - +4 to Retainer Hiring Reactions (1 day)
- 8 Resting Extract - 1d4hp per day of complete rest
- 9 Language Potion - Specify language at purchase (2 days - speak/read)
- 10 Undead Repellent - mix in water, 1-in-6 chance undead within 60' flee (6 turns)
- 11 Spider Blood Solution - Climb Sheer Surfaces (CS) as Level 1 thief (12 turns)
- 12 Stone Blend Potion - gain Svirfneblin ability (6 turns)

Referee/GMs: Set prices based on your game's economy.

MERCHANT ORRIS

d6 - Today's Mood

- 1 *You gonna buy something?*
- 2 *Just what you see, pal.*
- 3 *What ya looking for?*
- 4 *If you need any help...*
- 5 *I've got some specials.*
- 6 *What can I do for you today?*

d6 - Specialty

- 1 Standard equipment
- 2 Armor and maps
- 3 Magic rings and wands
- 4 Scrolls and potions
- 5 Weapons (non-magic)
- 6 Weapons (magical)

d8 - Can get...

- 1 ... a specific spell
- 2 ... a specific magic ring
- 3 ... any arcane wand
- 4 ... a divine magic weapon
- 5 ... a specific magic potion
- 6 ... a +1 dagger
- 7 ... a +2 sword
- 8 ... a +1 shield

d8 - Top buyer for...

- 1 ... a magic staff
- 2 ... any magic potion
- 3 ... a magic helm
- 4 ... vial(s) of poison
- 5 ... hide of any 5+HD monster
- 6 ... unicorn blood
- 7 ... mummy wrappings
- 8 ... head of a medusa

d12 - Knowledge & Offers

- 1 *If you have the coin, I can get you an invite to a secret auction.*
- 2 *I heard a caravan is arriving tomorrow with some new magic weapons.*
- 3 *You're staying where? You know about the basement, right?*
- 4 *Full moon tonight. I wouldn't go outside after sundown.*
- 5 *If the Black Sigil gang in town were to disappear, I might offer a discount.*
- 6 *That was recovered from the Fyke Tomb. Still full of loot if rumors are true.*
- 7 *Find me a magic sword and I'll trade it for anything you see here.*
- 8 *Sneak a live kobold or two past the gate guards and I'll pay you well.*
- 9 *Get this ring to Jasey Darkwater in the stockade, and I'll owe a huge favor.*
- 10 *If you're interested, I'll cover your expenses for a tomb delve outside town.*
- 11 *Got a healer who won't ask questions? Go here and ask for Hallie.*
- 12 *I don't have one, but come back tonight and knock four times.*



by James Floyd Kelly

Old-School Essentials and other OSR-B/X games have players spending a lot of time in the dungeon. Collecting treasure and magic items is a key focus of these style games, and for that reason we, the Referees/GMs, tend to spend a lot of time focused on creating adventures as opposed to the larger world that the characters inhabit. Not having to focus on creating a campaign world is one of the reasons that many GMs lean

towards the OSR-style games where the standard goal of players is to go down, fight the monsters and take their loot... and hopefully level up so the PCs can return to adventuring and go deeper, face more dangerous creatures, and discover more valuable treasure.

But this doesn't mean that GMs shouldn't have an idea of the world in which the players choose to adventure. Even if it's just a region that the GM never intends for the PCs to venture beyond, creating that region provides breathing room for both GM and players, allowing adventurers places to explore and GMs to take breaks between dungeon delves by tossing in the occasional wilderness adventure, the town encounters, and more. Without a bit of larger land to explore, the alternative is to have a small village that is surrounded by nothing but dungeon after dungeon, and that's not very realistic even for a fantasy game.



GMs shouldn't feel it necessary to create a full-fledged world of ten continents, hundreds of mountain ranges, thousands of lakes and rivers... you get the idea. That's not to say you can't create a complete world (and many GMs do), but it takes some serious time that for many GMs is best spent creating the next adventure session.

So, what's a GM to do who needs some wide open spaces for the PCs to roam but isn't quite sure where to start? Well, there are books and websites and apps available that can be used to create custom worlds and all the details a map maker would need to create a very realistic map. (And there are even map apps for creating maps for entire worlds!) And if you're not wanting to create a world yourself, there are also plenty of gaming resources that come with complete worlds to explore. (Kobold Press is a prime example with its Midgard setting that is spread over dozens of books with details on that world's regions, oceans, deserts, swamps, weather, religions... the list goes on.)

But I'm here to tell you that these books and apps are not needed, especially if you're not looking for that deep a dive into every nook and cranny of a world. There's a faster and easier way to grab a setting that has JUST enough details to give a GM plenty of lore and locales without going overboard with the depth of this ocean or the average humidity found in that jungle. Best of all, the details of these settings are often free or at least found in one inexpensive book.

Where can these fantasy settings be found without a lot of time and energy and money spent?

Wargames. More specifically, Skirmish Wargames. Let me explain.

Wargames versus Skirmish Wargames

If you're already familiar with wargaming and skirmish wargames, feel free to skip to the next section where I'll offer up some excellent fantasy settings for your OSR games. But if you're not familiar with them, here's a short and sweet explanation.

For wargames, take out the roleplaying aspect and focus JUST on the combat rules and the miniatures and terrain. Wargames typically pit two or more players against one another in a setting where they place an army of miniatures on opposing sides of a table. When I say armies... I mean armies. Wargames often consist of 25, 50 or even 100+ miniatures PER PLAYER! In a fantasy setting, this might mean one side has 20 elven archers, 10 elven cavalry, and 30 elven foot soldiers facing an army of 50 orc thugs led by a single orc general. Points are used to purchase miniatures that have their own stats that influence the results of dice rolls during combat and set health values so players know when a miniature or ten are to be removed. Some wargames allow players to

track their armies, so it is similar to an on-going campaign where soldiers can be promoted or gain skills or become injured and other events. Wargames are typically large in scale and are heavy on miniatures.

Skirmish wargames are similar to wargames but typically involve smaller groups of miniatures, often 15 or less per player. With Skirmish wargames, the rules are often less complicated and the games shorter (fewer miniatures to track, move, roll for attacks, etc.). As with the larger, more rules-crunchy wargames, players face off against an opponent and attempt to maneuver, attack, defend, and basically live to fight another day. No roleplaying (typically), and losing a simple soldier is never as heart-breaking as losing an RPG character.

There's a LOT more to wargames and skirmish wargames, but I'm only covering the basics here. If they sound fun (and they are!), I'll include a list of wargames and skirmish wargames later for you to check out.



My real purpose in just bringing up wargames and more specifically skirmish wargames is because skirmish wargames can be an excellent source for GMs looking for a setting that can be dropped into an OSR game. Skirmish

wargames are often nothing more than a single rulebook, but that rulebook will typically provide a setting, the background that sets up the game's purpose, and some basics of the world in which the wargame takes place.

NOTE: *Wargames typically consist of multiple books, and the lore and history can often times be more extensive than many fantasy RPGs, and that's going to steal away a lot of a GM's time to read and digest and implement, but feel free to do some searches on games such as Warhammer Fantasy from Games Workshop or Kings of War if you want that level of world building.*

Two Example Skirmish Wargames Settings

Let's look at a few skirmish wargame settings to see how they might benefit a GM looking for a drop-in setting for their current OSR game.

One of my favorite skirmish wargames is called *Frostgrave*. This skirmish wargame is written by Joseph McCullough and published by Osprey

Publishing. In a standard game, two players build a party (called a warband) that consists of a Wizard, an Apprentice, and eight Soldiers. Each player brings ten miniatures to the table and face off as they try to rush the field and grab loot tokens to take off the map so they can acquire treasure and magic items. The Wizard and Apprentice can cast spells, and serve as leaders of the soldiers who must go and fight not only other soldiers but wandering creatures that stumble onto the play area that is filled with bits of terrain for cover and to break line of sight.

Frostgrave is set in a frozen city called Felstad. Over 1000 years ago, some crazy magic gone wrong called down an ice storm that covered the entire city almost instantly. Today, the ice is starting to melt and parts of the city are becoming exposed, allowing warbands to swarm in and try to find all the ancient hidden treasure and magic items that survived. The game's rulebook doesn't give much more detail on Felstad, and there is ZERO information on any other locales. All that's mentioned is that the Wizards and their warbands go in, grab loot, and then leave.

Think about it, though - Felstad could easily serve as a major region for players to find dungeons, above and below ground. The frozen city could serve as an "always there" source of adventure for players, providing GMs with a locale that has built-in lore and a solid reason for the existence of dungeons, wandering monsters, and ruins... lots of ruins.

But that's just one location, you say? What if my players want more places to explore? Okay, let's tack on another skirmish wargame called *Relicblade*, written by Sean Sutter and published by Metal King Studio. The core rulebook for this game provides four different locales (Cyclopean Ruins, Arid Badlands, Fay Forests, and Dark Dungeons) with a bit of backstory and history for each but without going so deep that a GM will spend hours reading through it all.

Relicblade is an even smaller skirmish wargame than *Frostgrave*, with most players bringing 4 to 6 miniatures to the table to fight and try to retrieve treasure. But the simple world that Sean Sutter has created has just enough detail for a GM to easily be able to picture it... and then describe it to players.

Skirmish Wargame Settings as OSR Setting

If you are a GM who is not wanting to spend lots of time creating a campaign world, there is nothing wrong with borrowing from other

sources, and fantasy skirmish wargames provide settings that likely already have a background and small history created to provide the skirmish wargame player with just enough of a story to make the game more compelling and explain why the players' miniatures are there fighting. Skirmish wargame players may wish for more details, but what the game creators have provided is often the perfect amount of lore and setting for OSR GMs who are too busy creating their next session's encounters. I've provided just two example fantasy skirmish wargames here, but the good news for GMs is there are PLENTY more.



Fantasy Skirmish Wargames for OSR GMs

Below you'll find a list of some outstanding and popular fantasy skirmish wargames and a URL for more information. Each of them has its own unique setting for their respective games, but combine two or more of them and you've got yourself a continent or two of regions for your OSR game and your players to explore.

Note: *Many of the following skirmish wargames have miniatures developed specifically for their setting.*

Frostgrave

<https://ospreypublishing.com/frostgrave-second-edition>

Relicblade

<https://relicblade.com/>

Freeblades

<https://dgsgames.com/>

Kings of War: Vanguard

<https://www.manticgames.com/news/what-is-kings-of-war-vanguard/>

Ghost Archipelago

<https://ospreypublishing.com/frostgrave-ghost-archipelago>

Gangfight

<https://www.gangfightgames.com/>

WANTED

MUG TOK
GOBLIN
4 FEET
YELLOW
EYES



FOR ATTACKS ON LIVESTOCK

50 GOLD

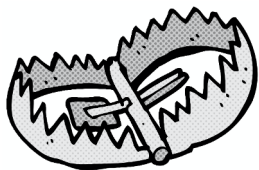
Print out Wanted poster on white paper. Brew two cups of tea or coffee, wait to cool. Pour liquid into cooking pan or plastic bin. Soak printed Wanted poster in liquid for 20 minutes. Remove and let dry. (Placing under something heavy will prevent curling. Crumple paper before soaking for distressed look.)

Potion of Concentration



Drinking this potion allows the caster to recall one spell that was cast within the last 24 hours.

Wizard's Bear Trap



This trap will leap up to 30 feet in the direction of a single enemy target. Target must save-vs-breath attack or take 1d8 damage. Recharges after 24 hours.

Ring of Skeletal Control



Once per day, wearer may take control of one undead skeleton for every two levels (rounded down). Affect lasts for 6 turns or until the skeleton is destroyed.



NEMESIS

CLERIC

d6 - Grievance

- 1 Removed from priesthood
- 2 Implicated in scandal
- 3 Blames PC for temple insult
- 4 Blamed for preventable death
- 5 Blames PC for desecration
- 6 Views PC as heretic

d6 - Ultimate Goal

- 1 Return to deity's good graces
- 2 Prove PC's guilt
- 3 Convert a PC
- 4 Find funds for new temple
- 5 Set PC up as a martyr
- 6 Die as a martyr

d8 - Advantage

- 1 Level = Party Avg +2
- 2 1 vial Holy Water per day
- 3 One magic item (healing)
- 4 +1 Mace
- 5 Old friend in criminal network
- 6 Member of secret sect
- 7 Significant historical knowledge
- 8 Detect undead to 60 feet

d8 - Disadvantage

- 1 Healing spells fail 1-in-6
- 2 Not good in a fight
- 3 Unwelcome at most temples
- 4 Marked for death by cult
- 5 Attracts undead within 90 feet
- 6 Disdain for magic-users
- 7 Disdain for elves
- 8 Resistant to work with a thief

d12 - Armor, Weapons, Possessions

- 1 Mace, leather armor, 2 vials holy water, lantern
- 2 Warhammer, shield, 1 potion of healing, backpack
- 3 Sling, leather armor, shield, holy symbol
- 4 Staff, chainmail, holy symbol, 2d10 +10gp, rations (iron, 7 days)
- 5 +1 warhammer, plate mail, shield, holy symbol
- 6 Mace, +1 chainmail, shield, 6x torches, 3d8 +5gp
- 7 +1 Staff, shield, holy symbol, 1 potion, 4d10+10gp
- 8 +1 warhammer, shield, 1 healing potion, 2 vials holy water
- 9 Warhammer, plate mail, shield, 2x potions, 3d10 + 10gp
- 10 +2 Mace, leather armor, 1x potion, holy symbol
- 11 Staff, chainmail, +1 shield, 3x scrolls, 2d8+10gp
- 12 +1 warhammer, +1 shield, 1x scroll, 2x potions

d4 - Quantity

- 1 4 in a circle
- 2 5 in a star-pattern
- 3 8 in a straight line
- 4 12 scattered/random

d6 - Size

- 1 4' tall, 2' diameter
- 2 6' tall, 3' to 5' diameter
- 3 vary from 3' to 12'
- 4 10' tall, 6' diameter
- 5 20' tall, 3' diameter
- 6 vary from 10' to 30'

d8 - Condition

- 1 Chipped, moss covered
- 2 Crumbling but straight
- 3 Solid, semi-smooth
- 4 Leaning, rough surface
- 5 Stonework is identical
- 6 Unfinished, a few fallen
- 7 All knocked down
- 8 Like new, polished surface

d10 - Strange...

- 1 Unrecognized runes
- 2 Stone is warm to touch
- 3 Soft buzzing heard
- 4 No quarries nearby
- 5 Pools of water at bases
- 6 Dwarven craftsmanship
- 7 Piles of bones at bases
- 8 Tops covered in ice
- 9 Glow blue at night
- 10 Carved handholds

d12 - Touch One?

- 1 Save-vs-spell or 1d4 damage
- 2 Enchant weapon +1*
- 3 1d8 wolves arrive and attack
- 4 All fighters fall asleep 1d4 turns*
- 5 1d8 damage healed*
- 6 All magic-users relearn 1 spell*
- 7 Save-vs-petrify or turned to stone*
- 8 New language learned*
- 9 Save-vs-death or lose 1 level*
- 10 Summons 1x ghost (Chaos)
- 11 Answers a question*
- 12 Teleport randomly, 1d4 miles

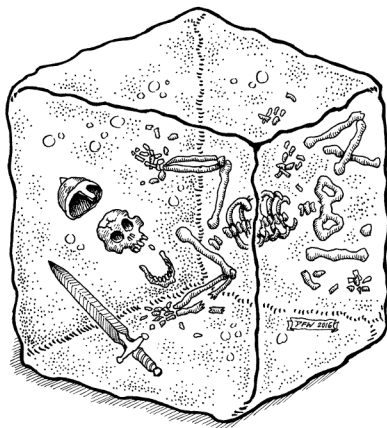
* Only one instance



What's in that Cube?

d6 - Bones/Teeth

- 1 Dwarf ribcage and feet
- 2 Half-orc skull and arms
- 3 Two kobold skulls
- 4 Entire human skeleton
- 5 1d8+5 unidentified bones
- 6 2d10+5 mix of giant teeth



d8 - 2x Rolls - Weapons/Armor

- 1 1d6 swords
- 2 1d4 helmets
- 3 2x shields
- 4 Mace and 1d6 spear tips
- 5 2d4 daggers
- 6 3d4 arrowheads
- 7 Chainmail (1-in-6 magical)
- 8 Plate mail (1-in-6 magical)

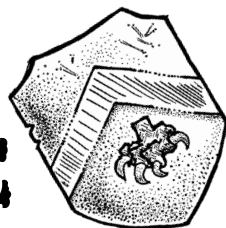
d10 - 4x Rolls - Random Equipment

- 1 Lantern
- 2 1d4 glass vials (holy water)
- 3 2d8 iron spikes
- 4 Axe head (no handle)
- 5 Shovel head (no handle)
- 6 2d8 candles
- 7 Belt buckle
- 8 Anvil and pincers
- 9 Spike trap components
- 10 Door hinges and handle

d12 - "Look at that..."

- 1 Small iron box (random magic ring inside)
- 2 Partially digested backpack (1-in-6 chance 2x spell scrolls intact)
- 3 1d4+3 x 100gp grouped together (leather pouch dissolved)
- 4 Glowing sword (1-in-6 chance +2, otherwise +1)
- 5 Pristine Dwarven helmet (2-in-6 chance magical)
- 6 Pristine Halfling shield (2-in-6 chance magical)
- 7 Strange copper mask (goblin-only magic item +1 AC, value 800gp)
- 8 Small bronze case (magical thieves' tools, -10% to Open Locks roll)
- 9 Copper encased spell book (3x random magic-user spells)
- 10 Large iron box (2d4x100gp)
- 11 Silver holy symbol on gold chain, value 100gp)
- 12 Solid gold idol, value 1200gp (2-in-6 chance cursed)

GRIFFON CLAW AUCTION HOUSE



LOT # 3- A Lantern

Carried by famed adventurer, Cagba Batono, during his final exploration of the lost tomb of Drilapis. His lantern and backpack were all that were recovered.

d4 - Beat this Bid?

- 1 1d4x50gp and yours!
- 2 1d6x100gp and yours!
- 3 1d8x150gp and yours!
- 4 1d12x200gp and yours!

The Secret: Cursed. A modification allows the lantern to cast light up to 35' radius but it also calls to any undead within 300'.

d4 - Beat this Bid?

- 1 1d4x100gp and yours!
- 2 1d6x100gp and yours!
- 3 1d8x100gp and yours!
- 4 1d12x100gp and yours!

LOT # 17- A Quill

Used by Kivik the High Mage at the Tower of Yaror during the copying of the spell used to cast the Storm Curse on the army of the Fury Queen, Vanra Blackfang.

The Secret: During the research for the creation of a new spell, reduce the cost to 750gp per spell level if this quill is used.

LOT # 34 - A Dagger

Carried by the infamous thief, Kabe "Keyfinger" Riversong, during his robbery of Baron Tillan's vault. The dagger was dropped and a location spell used on it to capture him.

d4 - Beat this Bid?

- 1 1d4x100gp and yours!
- 2 1d4x200gp and yours!
- 3 1d4x300gp and yours!
- 4 1d4x400gp and yours!

The Secret: Any thief carrying this dagger uses the base TR Chance of Success value for his/her level +1. (Ex. A level 2 thief rolls using the level 3 TR value.)

Another Day's Travel



Referee/GM: When your players want to know what's nearby... roll it up! 10 hours of travel will get you there!
Roll once, twice, or even three times per hex.

d6 - Start Here

- 1 Land elements
- 2 Major Structure(s)
- 3 Unusual Sight
- 4 NPC Encounter
- 5 Special
- 6 Land + Creature Camp

d8 - Land Elements

- 1 Abandoned village
- 2 Large village
- 3 Medium village
- 4 Small village
- 5 Forest
- 6 Mountains
- 7 Lake
- 8 Desert

d8 - Major Structure(s)

- 1 Cemetery
- 2 Houses and tavern
- 3 Inn and Stable
- 4 Blacksmith
- 5 Outpost
- 6 Abandoned prison
- 7 Bazaar tents
- 8 Temple

d8 - Unusual Sight

- 1 Strange circle of stones
- 2 Six freshly dug graves
- 3 Two abandoned catapults
- 4 Altar made of bones
- 5 A sealed well
- 6 Large bonfire (unattended)
- 7 Inactive portal & pedestal
- 8 Strange giant rune on ground

d8 - NPC Encounter

- 1 Traveling merchant
- 2 Wandering bard
- 3 Adventuring party
- 4 Militia on patrol (unfriendly)
- 5 Ancient wizard (friendly)
- 6 Priest and three clerics
- 7 Dark knight in a bad mood
- 8 Three paladins on a quest

d8 - Special

- 1 Rain for 24 hours
- 2 Snow for 24 hours
- 3 Lightning storm for 24 hrs
- 4 Flooding for one week
- 5 Extreme heat for 24 hours
- 6 No water or game to hunt
- 7 Full moon and howling
- 8 Dark figure following...

Hex Notes

- 1
- 2
- 3
- 4
- 5
- 6



Print out map on white paper. Brew two cups of tea or coffee, wait to cool. Pour liquid into cooking pan or plastic bin. Soak printed map in liquid for 20 minutes. Remove and let dry. (Placing under something heavy will prevent curling. Crumple paper before soaking for distressed look.)



d4 - Entrance Size

- 1 Small - one can walk in
- 2 Medium - two can walk in
- 3 Large - four can walk in
- 4 Giant - perfect for a dragon

d6 - Observed

- 1 Completely dark inside
- 2 Footprints going inside
- 3 Glowing eyes...
- 4 Flicker of light spotted
- 5 Light from a fire visible
- 6 Brightly lit from inside

d8 - Sounds

- 1 Absolute quiet
- 2 Shifting and falling rocks
- 3 Sound of running water
- 4 Claws on stone
- 5 A sinister laugh
- 6 Smack of mining hammer
- 7 Snap of whip and scream
- 8 Howls and grunting

d10 - That's Odd...

- 1 Smell of roses
- 2 A blue mist wafting out
- 3 Ice crystals around entry
- 4 Stacked wood planks
- 5 Claw marks in stone
- 6 X carved over entrance
- 7 Piles of bones at bases
- 8 Hinges but no door
- 9 A pile of bones at entry
- 10 Glowing rune above entry

d12 - Locals say...

- 1 Cave was used as ancient tomb
- 2 Four parties disappeared inside
- 3 Lair of a vampire
- 4 Deep system of cavernous rooms
- 5 Home of a healing fountain
- 6 Portal to another land
- 7 Home of three hag sisters
- 8 Hiding place for a band of brigands
- 9 A giant ogre comes out at night
- 10 Mouth of a slumbering stone giant
- 11 Filled with poisonous gas
- 12 Resting place of The Black Sword

A Cave Entrance



d6 - Name

- 1 *Bilda Scrankbottom*
- 2 *Jusgin Greybarrel*
- 3 *Sheeba Glassnose*
- 4 *Drate Stoneface*
- 5 *Trosto Brokenblade*
- 6 *Stitas Merrypath*

d6 - Position

- 1 Mayor
- 2 Constable
- 3 Bartender
- 4 Blacksmith
- 5 Merchant
- 6 Retired adventurer

d8 - Treat as...

- 1 3rd level Fighter
- 2 4th level Magic-User
- 3 5th level Thief
- 4 6th level Illusionist
- 5 7th level Ranger
- 6 8th level Bard
- 7 9th level Cleric (expelled)
- 8 10th level Assassin

d8 - Specialty

- 1 Smuggling
- 2 Stolen goods
- 3 Curses
- 4 Extortion
- 5 Blackmail
- 6 Forgery
- 7 Kidnapping
- 8 Murder for hire

d12 - Behavior towards visitors...

- 1 *You're not wanted here. Finish your drink and get out of town.*
- 2 *Your coin is welcome here, but don't go snooping around.*
- 3 *How long will you be staying? Our town isn't really suited for long stays.*
- 4 *Visitor curfew is sundown. We just like to keep things quiet, understand?*
- 5 *What's your business here? Just asking. We like to get to know our visitors.*
- 6 *Enjoy your stay.*
- 7 *Where are you heading? Going to stay a while?*
- 8 *Drop my name... discount on food and ale if you tell them I sent you.*
- 9 *Welcome! Always nice to have new faces. Can I show you around?*
- 10 *If you're in need of anything, I'm the person to ask.*
- 11 *If any of you are interested in some work, come see me.*
- 12 *I could use a group with your skills right now. Want a job?*

Build a Hag



d4 - Type

- 1 Swamp
- 2 Cave
- 3 Desert
- 4 Frost

d4 - Use Stats of...*

- 1 Gorgon
- 2 Harpy
- 3 Werewolf
- 4 Owl Bear

* Stats only, not abilities

d6 - 1st Special

- 1 Poison claw attack
- 2 Charm gaze
- 3 Fear gaze
- 4 Paralysis claw attack
- 5 Infravision 60'
- 6 +2 save against magic

d6 - 2nd Special

- 1 Poison breath attack
- 2 Regenerate 1hp/round
- 3 Sleep gaze
- 4 Energy drain
- 5 Thick skin +1 AC
- 6 Fire immunity

d12 - Secret Offer

- 1 Bring her a live creature (HD 2+) for 100gp.
- 2 Give her a total of 3hp worth of blood and she'll let you pass.
- 3 Give her a total of 6hp worth of blood and she'll remove a curse.
- 4 Perform a task for her and she'll enchant one weapon.
- 5 Kill a manticores that is harassing her for 500gp.
- 6 Bring her the hide of a mimic for one random magic ring.
- 7 Would one of you like to become a werewolf?
- 8 Test a potion she's brewing and keep one for yourself.
- 9 Capture a nearby pegasus and she'll pay you 1000gp.
- 10 For 500gp, she'll bottle a poltergeist you can hurl at an enemy.
- 11 Allow her revenant to join you for 24 hours (you control).
- 12 Kill a snake person that arrives shortly for a spell scroll.



An Unusual Lantern

d4 - Unusual?

- 1 Tin body with strange runes
- 2 Copper, shape of pumpkin
- 3 Ceramic with silver inlays
- 4 Fist-sized, hollow iron body

d6 - Light distance

- 1 Casts light 20' radius
- 2 Light 40' in 90 degree arc
- 3 Light 20' rad. for 8 hours
- 4 Light 40' rad. for 2 hours
- 5 Light 60' rad. for 1 hour
- 6 Light 80' rad. for 1/2 hour

d6 - Special

- 1 Any bard will pay 2d4x100gp for it.
- 2 Calls to undead within 200' - all undead move to carrier.
- 3 Any chaotic wizard will hire to have it stolen.
- 4 When lit, gives off sound that hurts goblin ears within 300'.
- 5 Any dwarf will trade a magic warhammer for it.
- 6 Light provides +3hp to any Chaotic creatures within 50'.

d10 - Find it...

- 1 ... in a magic shop.
- 2 ... a family crypt.
- 3 ... in a wizard's library.
- 4 ... hanging in a tavern.
- 5 ... at a merchant tent.
- 6 ... carried by a child.
- 7 ... at the bottom of a well.
- 8 ... under a bridge.
- 9 ... caught in a fishing net.
- 10 ... on the side of the road.

d8 - Magic (1/week)

- 1 Reveal a trap within 50'
- 2 Heal holder 1d4hp
- 3 Reveal secret door 100'
- 4 Cure poisoned holder
- 5 Teleport holder 30'
- 6 Read magic within 25'
- 7 Dispel ward 2-in-6
- 8 Reveal invisible 25'

The **REDCAPS** Podcast



A podcast about old school roleplaying games.

<https://anchor.fm/theredcaps>

d6 - I will...

- 1 Listen to it. Every day.
- 2 Share it with fellow gamers.
- 3 Subscribe.
- 4 Send a message of support.
- 5 Suggest a topic idea.
- 6 Play more old-school games.



IXRA'S WONDROUS TOMES

Bayshan's Book of Delights

Some wizards occasionally enjoy crafting a book that will bring them a laugh or two - this one has one page.

Cover

The Image

The Trick

Roll 1d4	Roll 1d4	Roll 1d4
Cover is dark leather with an image of a laughing hyena burnt into its surface.	A sketch of two dragons arguing over who gets to eat the last adventurer who is roasting over a flame.	Any persons looking at the image must make a successful save-vs-spell or start sneezing. The sneezing lasts for 1 hour.
Cover is made from the prickly skin of a cactus. 1-in-4 chance holder will drop it randomly.	A laughing skull with a gaping mouth. Each tooth has a letter. When rearranged, the letters spell YOU FELL FOR IT.	Any persons looking at the image must make a successful save-vs-spell or they will punch the closest stranger.
Cover is polished brass that smells like the innards of a kobold that has been dead for three weeks.	An image of six dwarves battling a giant skeleton. Each dwarf is holding a fluffy pillow instead of a weapon.	Any persons looking at the image must make a successful save-vs-spell they will stumble as if drunk for 1 hour.
Cover is a cloth that feels wet. Holder's hand will feel sweaty for a week, and 1-in-6 chance next item held will drop.	Six small images of a chest viewed from different angles. The images are animated and the lid opens and closes.	Any persons looking at the image must make a successful save-vs-spell or insult the nearest stranger's mother.

WOBBLIES & WIZARDS



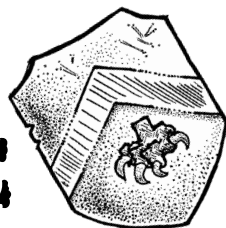
If you like D&D, OSR games like OSE,
Swords & Wizardry, Castles &
Crusades, Hyperborea, Basic Fantasy
RPG, Mork Borg, Forbidden Lands,
Palladium games, Free League
Publishing, Coriolis and more... then
check us out!

<http://www.wobbliesandwizards.com/>



WOBBLIES & WIZARDS

GRIFFON CLAW AUCTION HOUSE



LOT # 24- A Shield

Crafted by Tartimus as a gift for Duke Drispen of Arkos, this shield bears the emblem of Arkos and was carried by the Duke at the start of the war with the Red Ogre.

The Secret: When wielded by a fighter against any creature larger than 7' tall, the wielder receives +1 AC.

d4 - Beat this Bid?

- 1 2d4x100gp and yours!
- 2 2d6x150gp and yours!
- 3 2d8x200gp and yours!
- 4 2d12x250gp and yours!

d4 - Beat this Bid?

- 1 1d4x50gp and yours!
- 2 1d4x75gp and yours!
- 3 1d4x100gp and yours!
- 4 1d4x125gp and yours!

LOT # 71 - A Book

A notebook from the library of the famed alchemist, Tred Riversmoke. It contains a mix of experiment notes and some suggestions on using elven herbs for magical uses.

The Secret: There is an ink recipe that takes one month to make and costs 2000gp in materials. A spell scroll written with the ink delivers double damage.

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The Wizard in the Corner

d6 - Appearance

- 1 Disheveled, tired
- 2 Expensive robes, alert
- 3 Bandaged injury, nervous
- 4 Aura of power, friendly
- 5 Dark energy, angry
- 6 Eyes never leave you

d6 - Special

- 1 Will offer to join the party for a maximum of two days
- 2 Willing to sell one level 2 spell scroll for 25gp
- 3 Has a ring of invisibility for sale
- 4 Will pay 200gp for PCs to start a fight with a barbarian
- 5 Looking for hirelings (PCs) to enter a nearby tomb
- 6 Offers to pay a PC 100gp to put unknown ring on finger

d6 - Name

- 1 Jallifeer Redbrook
- 2 Protimok Stoneflower
- 3 Haum Flamefist
- 4 Fludge Dacklebride
- 5 Shinlock Emberfall
- 6 Gillow Greenheart

d10 - Current Activity

- 1 Eating a large meal
- 2 Scribbling in a journal
- 3 Examining a dagger
- 4 Watching the front door
- 5 Speaking with a barmaid
- 6 Mumbling to him/herself
- 7 Motioning for you to approach
- 8 Leaning head against wall
- 9 Cleaning end of his/her staff
- 10 Counting a stack of coins

d8 - Level/Details

- 1 Level 2 M-U, Lawful, +1 dagger
- 2 Level 3 M-U, Neutral, *web*
- 3 Level 4 M-U, Chaotic, +2 AC robes
- 4 Level 5 M-U, Lawful, *fireball*
- 5 Level 6 M-U, Chaotic, *hold person*
- 6 Level 7 M-U, Lawful, *ring of protect*
- 7 Level 8 M-U, Neutral, *wall of ice*
- 8 Level 9 M-U, Chaotic, *animate dead*

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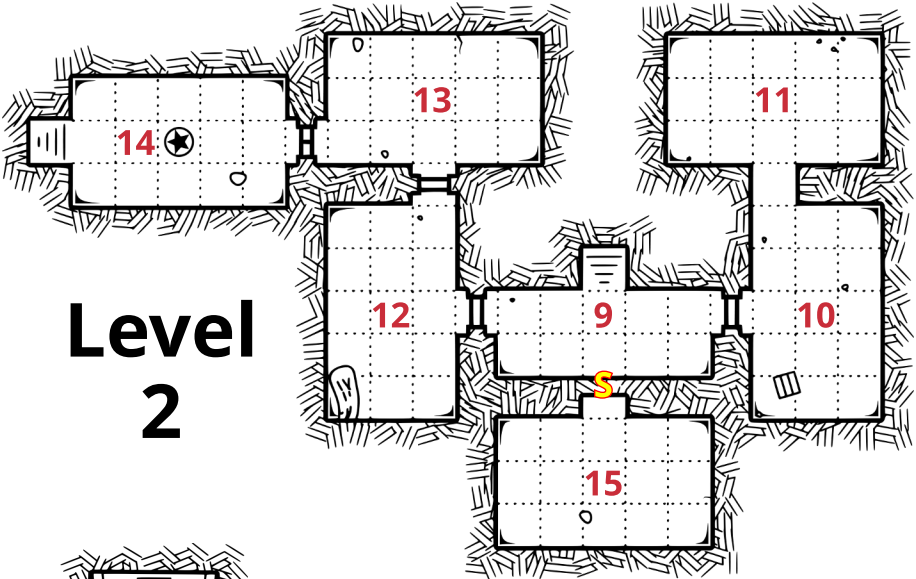
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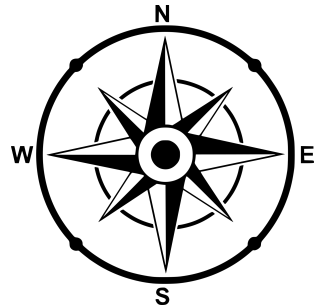
CURSE OF THE GOBLIN VAULT



**Level
2**



**Level
3**



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