

DELVER

Issue #3



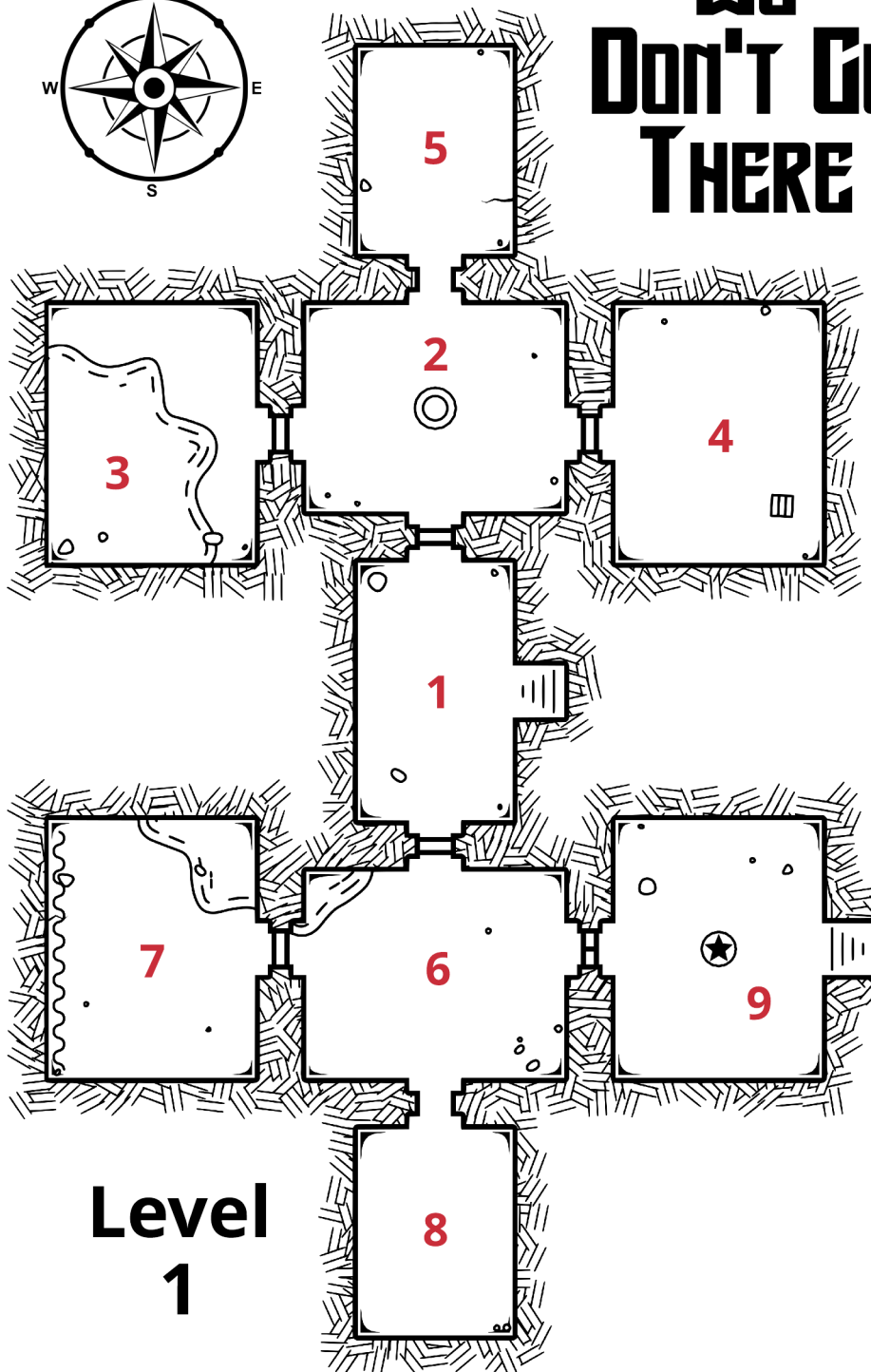
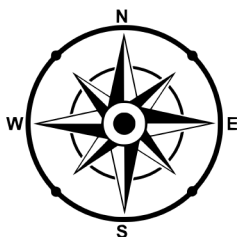
Resources for the Random-Rolling Referee



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

We Don't Go There



Level 1

DELVER

Issue #3

Created by James Floyd Kelly
1st Printing

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Resources for the Random-Rolling Referee

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DELVER

Issue #3

WELCOME!

As someone who enjoys creating adventures with randomness built in, I'm glad to know that so many other GMs and players feel the same way. You don't have to be playing a 100% random adventure to enjoy what the charts and tables in this issue provide... just use them when the right time presents itself.

Random rolls are only one part of the OSR experience, but they're a BIG part. Incorporate more random in your adventures and you'll discover how much fun your games will be.

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The Thief's Night Out

d6 - The Mark*

- 1 Wizard's Tower (+2)
- 2 Merchant's Closed Shop (-1)
- 3 City Official's Office (-2)
- 4 Auction House Vault (+4)
- 5 Visiting Noble's Inn Room (-1)
- 6 Explorer's Guild (+3)

d4 - Hire Help? (If yes, roll)*

- 1 Inexperienced (-1) 15gp
- 2 Shows promise (-2) 20gp
- 3 Reliable (-3) 25gp
- 4 Skilled (-4) 50gp

d6 - Ease of Job*

- 1 Easy (-4)
- 2 Good information (-2)
- 3 Right tools for job (-1)
- 4 Good test of skills (+1)
- 5 Bad timing (+2)
- 6 Not a good idea (+4)

d4 - The Prize (Value)*

- 1 100gp + (10gp x Mod)
- 2 200gp + (15gp x Mod)
- 3 300gp + (20gp x Mod)
- 4 400gp + (25gp x Mod)

* Use cumulative modifiers from first three tables on this table.

d12 - The Next Day**

- 1 You got away with it - best of all, no witnesses and no crime reported!
- 2 An easy job, but the crime was reported... just keep your mouth shut.
- 3 You broke a window but other than that... no evidence left behind.
- 4 Your footprints were found in some mud. Time for new boots (2gp)
- 5 A guard asks about your activities last night. (5gp for alibi's meal)
- 6 The item stolen is too recognizable. Get rid of it. Now. (-40% value)
- 7 The source for your info has been arrested. Bail her out! (10gp)
- 8 A sorcerer-investigator has been hired. His reputation is quite good.
- 9 A simple matter of a bribe to a witness should be enough (15gp)
- 10 A significant reward has been offered for information on the crime.
- 11 The job wasn't approved by the guild -- pay 50gp or trouble is coming.
- 12 Someone spotted you -- better hide or disappear for a while.

** Apply the cumulative modifier from first three tables to one roll on this table.

MORE Extraordinary Powers for Sentient Swords

d20 - More Sentient Sword Extraordinary Powers

- 1 **Detect Lies** - wielder detects lie to one question if target fails save-vs-spell
- 2 **Invisibility** - complete invisibility for 30 seconds
- 3 **Shadow Walk** - walk up to 30' through stone
- 4 **Deafening Roar** - target saves-vs-breath or is paralyzed for 30 seconds
- 5 **Giant Form** - wielder doubles in height (+3 STR) for 60 seconds
- 6 **Fear Visage** - target within 10' save-vs-spell or flee
- 7 **Water Breathing** - wielder may breath under water for 120 seconds
- 8 **Iron Heart** - for one hour, wielder gains 1d8 hp
- 9 **Fire Breath** - target saves-vs-breath or takes 1d8 damage
- 10 **Sneak Stomp** - target saves-vs-spell or drops one random item
- 11 **Charm Gaze** - target saves-vs-spell or is charmed for ten minutes
- 12 **Disguise** - wielder may appear as similar-sized individual for 5 minutes
- 13 **Speak with Animals** - for 20 minutes, wielder may speak with animals
- 14 **Ice Armor** - for 60 seconds, wielder's armor is hardened, +1 AC
- 15 **Rust Touch** - for 30 seconds, any non-magical metal that is touched will rust.
- 16 **Undead Track** - sword will vibrate when any undead is within 1000 feet
- 17 **Sleep Word** - one target within 60' must save-vs-spell or fall asleep
- 18 **Arrow Slice** - one arrow fired at wielder may be knocked down
- 19 **Speed Surge** - wielder has speed increased 60' (20') for 30 seconds
- 20 **Door Knocker** - wielder touches hilt to locked door to immediately unlock it

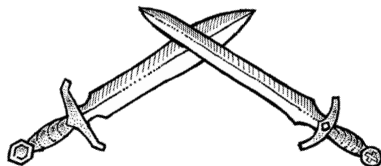
d6 - Power Usage

- 1 Once every 24 hours
- 2 Twice every 24 hours
- 3 Once during daylight
- 4 Twice at night
- 5 Once a week
- 6 Twice a week

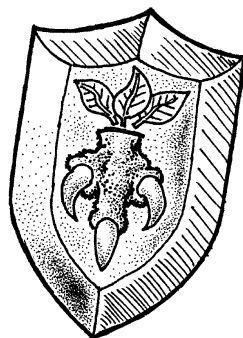
d6 - Drawback*

- 1 Sensitive to light (-1 INT)
- 2 Sensitive to sound (-1 INT)
- 3 Sensitive to smell (-1 CON)
- 4 Slows reflexes (-1 DEX)
- 5 Distorted view (-1 AC)
- 6 Bleeder (-1 hp per hit)

* while wielding



An Unusual Shield



d4 - Unusual?

- 1 Blacksmiths cannot identify the metal used
- 2 Changes size (2-3" bigger or smaller) once per day
- 3 When hit with a blunt weapon, knocks attacker back 5'
- 4 Floats in water and cannot be submerged

d6 - Combat Bonus

- 1 +1 AC for elves
- 2 +1 AC for dwarves
- 3 +1 AC for halflings
- 4 +1 AC against missiles
- 5 +1 AC vs blunt weapons
- 6 +1 AC vs two-handed

d6 - Special

- 1 Secret order wants to destroy the shield at any cost
- 2 Any dwarf merchant will offer to buy at 3x value
- 3 Once per day, 1-in-6 chance shield will summon a ghoul
- 4 Wielder gains ability to speak gnoll and hobgoblin
- 5 Arcane spellcasters cannot cast within 20' of the shield
- 6 Clerics within 10' of wielder add 1d4 to all healing spells

d8 - Find it...

- 1 ... left in empty tomb
- 2 ... gripped by skeleton
- 3 ... back corner of armory
- 4 ... hidden in a small cave
- 5 ... wedged under a rock
- 6 ... found in a secret room
- 7 ... willed to a PC by uncle
- 8 ... listed in upcoming auction

d8 - Magic (1/week)

- 1 Find secret door within 20'
- 2 Read mind within 60'
- 3 Cast *knock*
- 4 Cast *cause fear*
- 5 Cast *light*
- 6 Cast *detect magic*
- 7 *Detect evil* within 30'
- 8 Cast *find traps* within 10'

NEMESIS

THIEF

d6 - Grievance

- 1 PC got her imprisoned
- 2 Theft thwarted by PC
- 3 Rare item taken by PC first
- 4 Kicked from guild by PC
- 5 Embarrassed by PC
- 6 Left for dead by PC

d6 - Ultimate Goal

- 1 Frame PC for a theft
- 2 Get PC kicked from guild
- 3 Steal item owned by PC
- 4 Kill an ally of a PC
- 5 PC viewed as a traitor
- 6 Ruin PC's reputation

d8 - Advantage

- 1 Level = Party Avg +2
- 2 +1 Dagger of Crushed Hope
- 3 Three skilled thieves as allies
- 4 Owed favor by level 6 wizard
- 5 Master of poison mixing
- 6 Knows PC's habits
- 7 Can use any spell scroll
- 8 +5 back-stab

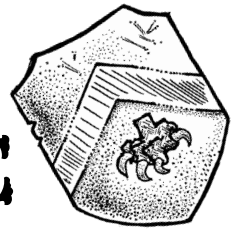
d8 - Disadvantage

- 1 Hunted by guild assassin
- 2 Recognizable face & scars
- 3 Injury reduces **MV** 90' (30')
- 4 Bad reputation with elves
- 5 Sensitive to daylight
- 6 Magic curse IDs as thief
- 7 Deathly afraid of half-orcs
- 8 Never runs away from fight

d12 - Armor, Weapons, Possessions

- 1 Sword, leather armor, 2 vials poison, 3d8+20gp
- 2 Short sword, leather armor, +1 Plague Dagger (poison)
- 3 Crossbow, +1 leather (Armor of Shadows), 1x random potion
- 4 Hand axe, no armor, 1x random magic ring, 1x healing potion
- 5 +1 dagger (Silver Dragon's tooth), leather armor, 2x potions
- 6 Short sword, leather armor, +1 Crossbow (Death from a Distance)
- 7 Battle axe, no armor, +1 AC Ring of Fading Light, 5d10+20gp
- 8 2x daggers (+1 each), +1 leather armor (Hide of the Manticore)
- 9 Dagger, short sword, leather armor, 2x random magic rings,
- 10 Long bow, +1 leather (Black Leather of the Snake), 2x healing potions
- 11 +1 battle axe (Crimbley's Hacker), no armor, 1x healing potion
- 12 Short sword, +1 leather (Lucky Leather), Cloak of the Blind (+10% **HS**)

GRIFFON CLAW AUCTION HOUSE



LOT # 13- A Book

This is one of six empty journals that remain from the library of Gaun Restoy, the infamous necromancer who died in the Battle of the Gray Thorn Forest.

The Secret: Gaun had these enchanted before his death. If an accurate map is drawn in its pages, any secret doors within 30' of the holder will have a 3-in-6 chance of appearing on the page.

d4 - Beat this Bid?

- 1 1d6x100gp and yours!
- 2 1d6x150gp and yours!
- 3 1d6x200gp and yours!
- 4 1d6x250gp and yours!

d4 - Beat this Bid?

- 1 1d4x20gp and yours!
- 2 1d6x30gp and yours!
- 3 1d8x40gp and yours!
- 4 1d12x50gp and yours!

LOT # 38- A Shield

Carried into battle by Sir Ravert of Instiyya, this shield was responsible for deflecting the sniper's arrow that would have claimed King Policrag's wretched life.

The Secret: Cursed. Using the shield in battle will reduce the bearer's AC by -1. The shield cannot be discarded until a remove curse is cast on the item.

LOT # 62 - Pair of Boots

Worn by the infamous thief known as The Wallshadow, they were taken from his body after his hanging. The Wallshadow is famously known for his theft of the royal jewels of Yarminis.

The Secret: Any thief wearing these boots uses the base MS Chance of Success value for his/her level +1. (Ex. A level 2 thief rolls using the level 3 MS value.)

d4 - Beat this Bid?

- 1 1d8x100gp and yours!
- 2 1d8x200gp and yours!
- 3 1d8x300gp and yours!
- 4 1d8x400gp and yours!

PACKS FOR SALE



d6 - Hunter's Pack 3x Roll

- 1 3x pots
- 2 Rod and tackle
- 3 Lantern & 4x flasks of oil
- 4 Rations (standard, 10 day)
- 5 Rope (25') & saw
- 6 Tent, stakes, & mallet

d6 - Survivor's Pack 3x Roll

- 1 20x candles & 12 torches
- 2 30x caltrops & 20x marbles
- 3 10x iron spikes & hammer
- 4 Lantern & 5x flasks of oil
- 5 Mining pick & spade
- 6 Rations (iron, 10 day)

d6 - Hunter's Pack 1x Roll

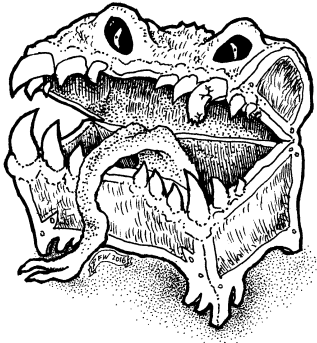
- 1 +1 dmg sharpening stone
- 2 Scent-mask oil (8 hours)
- 3 Salt bag & food preserve kit
- 4 Water purification herb

d6 - Survivor's Pack 1x Roll

- 1 Glow chalk & glow oil for lantern
- 2 3x wedges for jamming doors
- 3 1x vial poison antidote
- 4 1/2-dose heal potion (1d3)

d12 - Special 2x Rolls (reroll duplicates)

- 1 Maze pebbles (20x) -- pebbles glow in the dark for 8 hours
- 2 Ello's Blanket (1 use) -- warms for 10 hours in freezing weather
- 3 Spark stones (10x) -- a drop of water on stone ignites a fire immediately
- 4 Starposy petals (2 uses) - dropped to ground, they will point north
- 5 Emborgloves (1x pair) - protects hands from fire for 30 seconds
- 6 Yurtur's Root (1 use) -- mix in food to gain water breathing for 1 min
- 7 Ground Red Twist Petals -- mix with water, no sleep needed for 1 day
- 8 Tribber's vine (1 use) -- offensive smell turns away most animals
- 9 Lurker's oil (3 uses) -- removes 5' lighting radius to any lantern oil
- 10 Flare oil (3 uses) -- adds 5' lighting radius to any lantern oil
- 11 Blinding powder (3 uses) -- throw in face to blind target for 30 seconds
- 12 1d6 +2 Medicinal Jerky - +2 hp, may be split for +1 for two people



Build a Mimic

d6 - Form

- 1 Standard door
- 2 Small wagon
- 3 Three-seat bench
- 4 Temple dais
- 5 Small trebuchet
- 6 Small pyre (unlit)

d6 - Wood Appearance

- 1 Oak and Pine
- 2 Walnut
- 3 Maple and Cherry
- 4 Birch
- 5 Cedar and Fir
- 6 Mahogany

d4 - Lure

- 1 Small stack of coins
- 2 Note with writing
- 3 Wood wand
- 4 Small rolled scroll

d4 - Triggered by Touch or...

- 1 Proximity (20')
- 2 Proximity (10')
- 3 Dwarf within 15'
- 4 Halfling within 15'

d12 - Modification(s) to Mimic Stat Block (Roll 2x)

- 1 Tough skin -- **AC** 5 [12]
- 2 Strong constitution -- **HD** 10 (45hp)
- 3 Multiple attacks -- **Att** 2 x pseudopod (3d4)
- 4 Accurate strikes -- **THACO** 11 (+8)
- 5 Fast mover -- **MV** 60' (20')
- 6 Aggressive -- **ML** 11
- 7 **Contact poison** -- *save-vs-poison* or suffer 1d4 damage
- 8 **Sound sensitivity** --2 to attack for any sounds over a whisper
- 9 **Acid breath attack** -- *save-vs-breath* or -2 to attack and 1d4 dmg
- 10 **Magic resistance** -- +2 to all savings throws versus magic
- 11 **Brittle bones** -- blunt weapons do double damage
- 12 **Disorientating Gaze** -- *save-vs-spell* or stunned for one round



FROM THE LIBRARY OF NILOSHIS WHISPERWALK

Curse of the Red Spider

by Durtin Stillwater

Two Dwarves and a Baby

by Barkabus Sandbrick

A Bag Full of Copper

by Unknown

When Wizards Attack

by The Sisters of Minara

Fighting the Dark Ogre

by Silk Feggall

A History of the Grim Isles

by Captain Otin Stoutfist

Six Battles to Ponder

by Tanter Beeglesign

The Temple of Wands

by Hawil Birdsong

Orcs Do Not Surrender

by Drellick Farleaf

A Risk of Capture

by Fage Chimneyfall

My Days in the Green Militia

by Vore the Silverblade

Crafting Wands of Power

by Dripe Spinshore

Fighting the Infernal

by Walan Sigilbleek

In the Skies above Gortell

by Kairn Glassbor

Five Days with the Sheerik

by the Scrygers of Durshin

The Library as a Sanctuary

by Unknown

Speaking the Dead Tongue

by Pribbin the Silent Monk

Under a Crumbling Bridge

by Fash Rumblebreeze

On the Outskirts of Terror

by Carilo Bon Silminstor

Beneath a Blood Filled Pool

by Trex the Banisher

Halfling Myths of the Hills

by Yulbi Fret

Druids by the Fire

by Gatch Finesand

The Castle at Girenton

by Brame Freegold

Remembering the Dead

by Tack Halfscream

Mindrel's Cloak of Crime



While wearing this cloak, a thief may add +10% to their chance of hiding in shadows (**HS**) if they are level 5 or lower. For Level 6 or higher, add +15%.

Bow of the Early Hunt



In a ranger's hands, this bow grants +10% to the ranger's chance of tracking and allows the ranger to ignore the penalty when tracking in the rain.

Murderous Blade of Gek



This custom blade allows a level 3 or higher assassin to attempt an assassination against a humanoid creature up to 5+1 **HD**.



THE ALLY RANGER

d6 - Secret

- 1 Elf hiding as human
- 2 Wanted for murder
- 3 Trained as a level 1 thief
- 4 Raised by goblin clan
- 5 Brother of a lich
- 6 Cursed - werewolf

d6 - Special Skill

- 1 4-in-6 chance of surprising
- 2 3-in-6 to hide party's tracks
- 3 Save-vs-poison - avg party lvl +1
- 4 +1 Bow of the Steady Hand
- 5 +1 AC for combat in rain
- 6 *Open Lock* as level 1 thief

d8 - Advantage

- 1 Speaks goblin and orc
- 2 +1 with bow against undead
- 3 3-in-6 chance when foraging
- 4 Always knows north
- 5 Refuses share of loot
- 6 Can see 10' in darkness
- 7 2-in-6 to find fresh water
- 8 Can identify poison types

d8 - Disadvantage

- 1 Cannot swim
- 2 No tracking in snow
- 3 Can only sleep outdoors
- 4 Distrust of magic-users
- 5 Will not speak to thieves
- 6 Refuses to go on boats/water
- 7 Will not fight bears or wolves
- 8 Afraid of horses

d12 - Weapon(s) & Possessions

- 1 Sword, leather armor, backpack, 3x torches, Hunter's Pack (page 8)
- 2 Bow (and arrows), dagger, leather armor, small bag, 4x day's rations
- 3 Bow and short sword, no armor, shield, Survivor's Pack (page 8)
- 4 Sword, leather armor, shield, rope, 4x torches, Hunter's Pack
- 5 Walking staff, leather armor, bow, 6x torches, 1 vial holy water
- 6 +1 Bow (Night's Hunter), leather armor, lantern, 3x day's iron rations
- 7 Sword, +1 leather armor (Hide of the Hunt), Hunter's Pack
- 8 Short Sword, +1 Bow (Slitzen's Joy), no armor, Survivor's Pack
- 9 +1 Sword (Tooth of the Hunt), leather armor, shield, 1x healing potion
- 10 In jail - 15gp bail - sword, leather armor, shield will be returned
- 11 Weapon(s) broken - needs to be armed, leather armor, 6x day's rations
- 12 Possessions stolen -- requires outfitting, +2 **ML**



by James Floyd Kelly

offer up to referees an idea that I've observed in numerous fantasy computer games I've played over the years that I believe could make for an interesting change in how we (as referees) can change how our game sessions end and offer up an option to players who tend to delve a bit too deep... who want to look in "just one more room."

Keep in mind this is ONLY an idea. I've not implemented it in my own game, but I'm seriously considering doing so. You do NOT have to use it. But consider for a moment the pressure you may put on yourself when trying to find a way to offer up the players a safe room to rest and heal (and not all referees allow PCs to sleep and rest in a dungeon). Also consider the stress that is placed on players who may be enjoying the game session but now feel they have to cut it short because of a bad round of combat that has seriously depleted spells and resources.

What I propose is a simple solution. Something that has been a standard in video games for years. I personally have enjoyed this solution found in games such as *Diablo II* and *Torchlight*. And I'm sure it's been used in many more games that I've never played. So...what is it?

The Two-Way Town Portal Scroll

In the games mentioned above (and I'm sure many others), the two-way town portal scroll is an item that can be purchased and found as dropped loot. When the item is double-clicked, it opens a two-way portal back to town, and a character (and allies) can enter the portal to

One of the most dangerous times for players of old school games is when it's time to return to the surface. At this point in time, the PCs have probably exhausted their spells and potions, are low on hit points, and are heavily encumbered with treasure, and now they must fight (or sneak) their way out of the dungeon in order to heal and re-supply.

While this is a standard situation for old school games, I'd like

immediately jump to the safety of a town. There, they can drop off and sell treasure, heal up, find new quests, and much more. Monsters cannot follow the character(s) through the portal, either. The portal remains open until the character(s) re-enter it and are then returned to the exact spot in the dungeon where they opened the portal. The portal then closes; opening another portal requires another scroll.

The two-way town portal scroll is a **100% completely unrealistic** magic item that these video games provide. In games like Torchlight, they drop from killed monsters like candy. I've had dozens of them in my inventory after a while, but even if you should run out, you can usually buy them cheap from a town merchant. When opened, the portal opens to a 100% safe spot in the nearby village and then remains in place forever after you've entered it, waiting patiently for you to re-enter it at your leisure. On the dungeon side, the portal sits there, glowing but somehow not allowing any wandering monsters from entering and harassing the friendly town.

Yep... completely unrealistic. But fixable.

Before I get into how an old school version of this scroll might work, let's get a few things out right away:

1. A scroll like this can't come cheap. We can't have players buying them up as safety nets every time they visit a magic shop.
2. These things will not be littering the floor of the dungeon like they do in the video games.
3. There should be a way to prevent wandering monsters from entering and there needs to be a time limit to their use.
4. Where the portal will deliver the PCs who enter it needs to be determined.



As a referee, you can certainly come up with your own mechanics on how a scroll like this might work and how much it would cost, but let me go through how I plan on offering the item to players and explain why I believe an item like this could work without breaking the game.

The Old School Town Portal Scroll

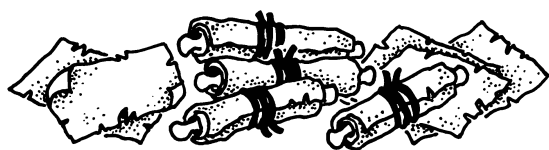
For the old school version of the town portal scroll, let's take a look at the four points mentioned above and look at a few different ways to address them. You may find that even with possible solutions to the over-powered video game version of the town scroll that the old school version still doesn't have a place in your game. What the scroll does lessen in the game are the pressures of inventory management as well as healing needs and spell exhaustion. Some referees might prefer these pressures remain, but for those referees who might like to provide an occasional relief to these issues, read on.

Cost of the Town Portal Scroll

This is both the easiest point to tackle and the hardest. Every referee will have a better understanding of the economics of their own game, including whether or not magic items are even bought and sold.

Some referees have made magic items so rare in their games, that the idea of a scroll like this one is a moot point. If that's your game, then a town portal scroll is likely something that the players will never even consider exists.

But if magic items do exist and can be purchased or at least be crafted, then the portal scroll is more realistic. It can be defined as being an item that already exists or an item that the players have heard about and may want to have created. If the item exists in your world and is something that is occasionally available, then all that needs to be defined is its price. Certainly this kind of item is life-saving, and should be priced accordingly.



Players shouldn't balk about having to pool their gold to buy a single scroll for that one major emergency that just demands they flee the entire

dungeon... immediately. What price can be put on saving the hides of all party members in a last-minute bail out? If you're going to make the scroll available, then make it expensive. Make it hurt. This isn't a simple 100 gold piece item... I'd put it more like 5,000. Maybe even 10,000 and only available to PCs in the higher level range where something like this becomes more valuable to the players who have invested much time in the development of their characters.

Ultimately, the cost of a scroll to buy or craft should be in line with the values of loot being pulled out of a standard dungeon delve. (And crafting one shouldn't be something that takes a day or two... make the players wait a few weeks or even a month.)

Availability of the Town Portal Scroll

Tied to the price of the scroll is the availability. An item like this might be tossed into a chest in a rare moment of charity by the referee, but after that? The town portal scroll should be one of those rare items that is desired but either so rare or expensive to craft that the players should only encounter an opportunity to have it once per campaign. Maybe twice if you're just that kind of loving and giving referee.

One thing is for certain -- the town portal scroll should be something the players earn after a hard battle or after much pooling of coins after many, many delves. Give it to them too soon and they'll burn it and survive... and then level up to a point where they instantly regret having used it so early in the campaign. And then they'll bug you for an opportunity to find or buy a new one every session. You've been warned.

So... make them rare. And make them so expensive to craft (and even more rare to find someone with the skill to do so) that the players understand that these things are more rare than rolling five straight natural 20s.

Who Can Use the Town Portal Scroll

Here's a tough one. If the portal opens, why can't wandering monsters just walk through it? What keeps only PCs from entering it and returning to the safety of the town? My answer... a little bit of pain.

How I would address this is in the explanation for how it works. When the portal opens, it will allow only those individuals to enter (and re-enter from the safe point side) who have marked the scroll with a drop of blood a day or two before the scroll is used. That doesn't sound so bad, right? Well, hang on. The drop of blood identifies who can enter, but the portal is going to require a bit more of a payment for the energy it requires to allow one or more individuals to use it. And that means hit points.

This should be scaled to the level of the PCs entering it... that means maybe 1d4 hit points of damage to level 1 through 4 PCs and 1d8 or

higher for PCs of more advanced skills and power. Using the portal then becomes a risk in itself. One or more PCs may be very low on hit points, and they must know that entering the portal will deliver a random bit of damage that might be just enough to kill them. But isn't that a risk that all adventurers assume when they head down into the dark?

How you wish to limit who can use the scroll needs to be addressed, no matter your solution. Make sure the players know the risks (if any) and how they can limit who goes through the portal. (And be very aware that the players may forget to prepare the scroll ahead of time with drops of blood from their hirelings. Oops.)

Priming the Town Portal Scroll

Where do the PCs exit when they enter the portal? And how long will the portal remain open? These are good questions. And just like the drop of blood needed to prep the scroll for who can use it, the scroll also needs to be "primed" for where it will open and expel the players and for how long it stays open. Referees can make it a fixed point that lasts for days or even weeks or allow for a bit of "drift."

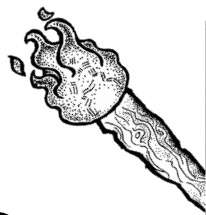
For a fixed point, this can be as simple as preparing the scroll with the drops of blood at the point where they PCs wish to exit. Or it could be as simple as reading a portion of the scroll that sets the exit point. A drifting portal could be a little difficult to find when the PCs return to it; drift could be hundreds of feet or maybe even a day's travel. Your mileage may vary. Sorry.

As for duration, the referee is certainly able to make this a random time or tie it to the amount of hit points the portal claims from the PCs when they enter. More damage... the longer it remains open. But keeping it open indefinitely is not an option. There should be an urgency to returning to the portal before it closes, lest the PCs be forced to return to the dungeon and find their way down to where they left in the first place.

The New & Improved Old School Town Portal Scroll

If you're looking for a way to allow PCs to leave a dungeon quickly, the old school portal scroll could make for a great tool. It should require a price to pay, however, both in hit points and gold, and should never be introduced as something that is common and found in any market.

A DEAD END



d4 - Sight

- 1 Slimy wall stone
- 2 Pile of bones on floor
- 3 Entrails smear on wall
- 4 Pick-axe chips in wall

d6 - Closer Look?

- 1 Hidden Danger (d10)
- 2 Hidden Stash (d12)
- 3 Hidden Danger (d10)
- 4 Hidden Stash (d12)
- 5 Hidden Danger (d10)
- 6 Hidden Stash (d12)

d8 - Dead end?

- 1 Door disguised as wall
- 2 Teleport if wall touched
- 3 Illusion, corridor continues
- 4 Revolving wall (switch)
- 5 Secret tunnel passage
- 6 ***Magic mouth***
- 7 ***Wizard eye*** on wall
- 8 Dead end

d10 - Hidden Danger

- 1 Ochre jelly
- 2 Dart trap in ceiling
- 3 Green slime
- 4 Snake hiding in stones
- 5 Black pudding
- 6 Stirge nesting in wall
- 7 Brown mould
- 8 Gas trap on ground
- 9 Grey ooze
- 10 Roll again + tipping floor

d12 - Hidden Stash

- 1 100gp
- 2 500sp
- 3 750cp
- 4 **Type U** or 200gp
- 5 **Type V** or 400gp
- 6 Bag of gems (300gp)
- 7 Jewelry (350gp)
- 8 Magic potion + 50gp
- 9 Spell scroll + 100gp
- 10 1x random wand
- 11 1x random magic ring
- 12 1x random magic weapon

SHERIFF GONRIL

d6 - Demeanor

- 1 *Friendly & welcoming*
- 2 *Protective but lenient*
- 3 *Overlooks minor offenses*
- 4 *Punishes for minor offenses*
- 5 *Strict but lawful*
- 6 *Belligerent & watchful*

d6 - Class & Skill

- 1 Fighter, highly skilled
- 2 Fighter, some training
- 3 Fighter, limited skill
- 4 Ranger, limited skill
- 5 Ranger, some training
- 6 Ranger, highly skilled

d8 - Deputies

- 1 2x volunteers (farmers)
- 2 1x skilled fighter
- 3 3x retired adventurers
- 4 5x ex-bandits (sketchy)
- 5 1x fighter, 1x wizard
- 6 4x town laborers
- 7 2x skilled fighters
- 8 3x hired ex-militia

d8 - Weapon/Armor

- 1 +1 sword, leather armor
- 2 battle axe, chainmail
- 3 Short sword, +1 leather
- 4 2x daggers, leather
- 5 Sword, +1 chainmail
- 6 Halberd, no armor
- 7 Warhammer (trophy)
- 8 +1 javelin, +1 leather

d12 - Secret Knowledge

- 1 *One of town's citizens is a wizard hiding from the Thieves Guild.*
- 2 *The town temple is sitting on top of a cursed crypt.*
- 3 *Once a month, some of the townsfolk make an offering to a dark god.*
- 4 *The town's healer is a werewolf who willingly goes into a cage each night.*
- 5 *A retired assassin lives outside of town but is also for hire.*
- 6 *The cursed Tome of Aldin is buried in Farmer Clake's barn.*
- 7 *An ogre visits each week for a pig or cow as a bribe to stay away.*
- 8 *The entrance to the Mine of Trag Irontooth is at the bottom of the well.*
- 9 *A vampire resides in the crumbling citadel a few miles outside of town.*
- 10 *A sword of incredible magic was lost in the nearby system of caves.*
- 11 *Two doppelgangers are hiding in the town, but their identity is unknown.*
- 12 *An evil druid has placed a curse on the town to prevent new births.*



A Cursed Idol

d4 - Basic Shape

- 1 Snake constricting gemstone
- 2 Humanoid with large grin
- 3 Dragon with small wings
- 4 Tentacled creature with claws

d6 - Material & Value

- 1 Amber, 500 gold
- 2 Granite, 250 gold
- 3 Quartz, 50 gold
- 4 Cooled lava, 100 gold
- 5 Red glass, 25 gold
- 6 Iron, 35 gold

d6 - Special

- 1 Goblin relic -- worth 1000 gp to any goblin
- 2 Any dwarf within 60' must save-vs-spell or rage for 60 sec
- 3 All spells cast within 120' fail automatically
- 4 Calls to all oozes within 300' - all oozes gain 1d8 hp
- 5 All bladed weapon within 60' - 1-in-6 shatter on first strike
- 6 1-in-6 chance any undead killed within 30' will reanimate

d10 - Cursed after picked up?

- 1 Person who picks it up
- 2 First person who looks at eyes
- 3 Person who carries from room
- 4 Anyone who touches it
- 5 Closest non-lawful within 30'
- 6 Closest non-chaotic within 30'
- 7 Closest neutral within 30'
- 8 Youngest person within 60'
- 9 Clerics within 30' 2-in-6 chance
- 10 Random party member

d8 - The Curse

- 1 Permanent loss 1d4 hp
- 2 Level drain -1
- 3 -1 to STR for one month
- 4 Alignment change
- 5 -2 to INT for one month
- 6 All gold turns to sand
- 7 Move -30 (-10) forever
- 8 Blinded for 24 hours



**An Old-School Essentials Adventure
for 4 to 6 Level 3 Characters PLUS Hirelings**

Not every wizard seeks lichdom, but some are determined to go to their graves with their possessions intact and protected. Combining magical wards with devious traps, a wizard's tomb is not a place for the inexperienced. But for those brave enough to test the machinations of a determined and dying sorcerer, the rewards can be worthy of an epic tale.

PLAYERS: DO NOT READ ANY FURTHER

Referees,

We Don't Go There is a level 3 adventure for four to six players plus a mix of hirelings. The entire adventure should run between 4-6 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 not many locations in the adventure that are suitable places to "hole up" and rest or hide. Players can choose to leave Xam's tomb and return at their leisure, but some of the traps are magical in nature and are designed to be reset.

If you 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 should place Xam's tomb close to an existing town or village; there are a few rumors that might make their way to the PCs if they take the time to listen.

While new players can certainly enjoy the adventure, it's going to be a challenge as written. If anything, this adventure can teach new players about the dangers the game offers; a few deaths go a long way to teaching beginners the value of caution.

I hope you enjoy running *We Don't Go There*!



The Story

Xam Wintersky was expected to become one of the most powerful sorcerers, but a dwindling sickness struck him after a particularly dangerous dungeon delve that prevented him from any further adventuring before his death.

As Xam prepared for his inevitable death, he was having a special tomb constructed that he hoped would discourage looters from taking the treasures that he himself had looted during his short career.

The Wintersky Crypt

Not much is known about the designs of the crypt holding Xam Wintersky. Xam's fellow explorers talked little about their friend, but the occasional bit of information that would be overheard in conversations among his friends revealed that Xam spent some of his impressive fortune on ancient magics that the wizard hoped would protect his final resting place from trespassers.

Xam hired the family of Brigg

Cedarfist to construct the tomb, and the dwarves were sworn to secrecy regarding the crypt's location. An honorable family, the Cedarfists have continued to guard that secret for hundreds of years. And thus Xam Wintersky's crypt was lost to history.

A Lucky Discovery

Two guilds, however, have never forgotten about Xam's Crypt. The Delver Society and The Searchers Guild have recently partnered to share information in the hopes

that they might be able to recover some of the amazing tomes and artifacts that Xam was rumored to have placed in his crypt. The guilds' researchers made a discovery in Xam's birthplace, a small farming community named Autumn Fields - an old tax

record mentioning an unnamed buyer of a plot of land at the base of a hill about one year before Xam's death.

Could this be the location of the lost crypt of Xam Wintersky? And if so... what dangers might Xam have placed to keep it secure?



BEGINNING THE ADVENTURE

If a PC is a member of any kind of guild, it is a simple matter to have the information of the crypt drop into the hands of the adventurers. But here are a few ideas that can bring the players close to Xam's crypt.

Adventure Hooks

1. The PCs have made a rest stop in the town of Autumn Fields. During their stay, they are approached by an older gentleman (a member of any adventurer's guild the GM wishes to use) who politely inquires if they might be available to look into a rumor of a nearby tomb of an old wizard.
2. This is the perfect adventure for a Treasure Map found during a previous dungeon delve. The map could show nothing more than the entrance to the tomb at the foot of Wailing Hills or a GM might provide a fragment of the Level 1 map and/or a trap.
3. A wizard using dark magic has found the region where a powerful artifact is located. The wizard wants the artifact... the PCs can have the rest. If the PCs agree, the wizard can provide the location to the entrance. This can allow for a few wilderness encounters while the PCs search the area.

NOTES:

1. The adventure is designed for level 3 PCs, but GMs are discouraged from modifying the quantity and lethality of any creatures and traps for lower-level characters. PCs can always return to the crypt as they grow in skill.
2. The entrance to the crypt was sealed by Xam's allies using a bit of explosives provided by the Cedarfist family. The crumbling of large rocks will be easily spotted by any PC who approaches the base of the Wailing Hills and spends 10 or more minutes exploring. It will take a group of five individuals about three hours to clear away enough of the rubble to expose a narrow staircase going down. (The locals believe the Wailing Hills to be haunted and cursed -- "*We don't go there*" is all PCs will get.)
3. There is no lighting in the crypt. PCs will need to provide all sources of light. Certain areas will require a significant amount of light in order to find certain clues; these will be indicated in the text description for those areas.
4. If the PCs leave the crypt (to return later) and do not re-cover the entrance, there is a 2-in-6 chance that two types of unique wandering creatures will find their way in for each week that passes.

Area 1

Tomb Entry. Stairs up (east), two closed doors (locked, north and locked, south).

The skeletons of exactly seven individuals are visible around the room, each in a different position. One leans against the west wall. Another looks like they were crawling away from the northern door before they died. Each skeleton is dressed in either ancient armor or clothing that is long out of style. Examining the skeletons will not reveal any information on how they died.

Chiseled in large letters across the west wall is a statement (see **The Warning, Page 36**) from Xam. (Each letter is approximately one foot in height and about an inch deep in the stone.)

What is MINE is MINE.

The bones you see before you are MINE.

When you entered MY tomb, your life became MINE.

Explore MY tomb if you dare.

Your final breath will belong to ME.

The skeletons in **Area 1** are real, but they were placed there by

Xam. His tomb has remained concealed to this point, so the PCs are the first adventurers to actually enter. Throughout the various rooms, PCs will encounter other skeletons used by Xam to strike fear into looters and discourage them from further explorations.

Area 2

Fountain. Three closed doors (unlocked, east, south & west), open archway to Area 5 (north).

The fountain is empty of water, but five gold coins (all identical, no markings) are scattered along the bottom of the fountain. A skeleton is face-down in the fountain, dressed in leather armor and holding a two-handed sword. **The five coins will be required in various other areas.**

Any coin removed from the fountain causes an acidic gas to be released from tiny holes that are covered by the coins. The acid is old; **save versus poison** required by all PCs inside the room to avoid 1d4 damage.

The trap mechanism may be discovered (2-in-6 chance) if the fountain is examined carefully. Successfully disarming the trap mechanism allows for all coins to be collected.

Area 3

Library. Door (unlocked, east).

Xam possessed an extensive library of books, many of which have been moved into this room and carefully arranged on three large bookshelves (north, west, and south walls).

The books cover a wide range of topics from history to alchemy to recipe books. There are a handful of spell books hiding among the shelves although they are written in a code known only to Xam.

Two of the shelves have been resting in water leaking in from an underground source. The books on these shelves have become damp over the years and there is a 2-in-6 chance that a book pulled from one of those shelves will fall apart.

Xam was insistent that his library be protected from theft. The dwarves built an unusual protective mechanism in this room that will trigger should any book be removed from a shelf without first disabling it.

The mechanism can be found by spending one hour examining the bookshelf on the north wall; the bottom-most shelf holds an ornate book titled *A History of Stupid Elves* that contains the switch to disable to traps in the

room. Removing this book does not trigger the traps.

Should any book be removed from a shelf, a total of 5d10+10 large tomes will fly off the shelves and form a **book golem**. If the golem is defeated, the books will fall to the floor and can be recovered. If the golem defeats the PCs or if the PCs flee the room (the golem will not follow), the golem will fly apart after 15 minutes as the books return to the shelves.

If the golem is defeated or the mechanism disabled, the PCs may select as many books as they like from the shelves for examination. Use the book list from **page 10** for titles of the books. The value of a book will be 3d10 x 5 gp and each book weighs 30 coins. Any books removed from the south or west shelves have a 2-in-6 chance of falling apart when removed.

Book Golem

AC 5 [14], **HD** 4* (18hp), **Att** 2x fist (1d4) 1x kick (1d6), **THACO** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2) **ML** 12, **AL** Neutral, **XP** 250, **NA** 1 **TT** none

Mundane damage immunity:

Only harmed by magical attacks.

Fire attacks do double damage:

attacks by the PCs involving fire do double damage to the golem.

Area 4

Xam's Study. Door (unlocked, west).

Before his death, Xam had his complete study moved into this room. The furniture includes a desk, a chair, two bookshelves, a small table and four chairs, and a large telescope. A fireplace on the east wall has an enchantment that keeps an illusion of a fire active.

As with the other rooms, this one is not welcoming to the PCs. Xam was very protective of his property, but especially his study.

When someone opens the door and enters the room, the word "MINE" must be said aloud. If the word is not said within 30 seconds, a random pattern of 2d10+10 thin iron spikes (4' long) will shoot up from the floor, remain for five seconds, and then drop. After five seconds has elapsed, the process repeats with another batch of random iron spikes. Three skeletons in moth-ridden clothes are on the floor (placed by Xam and not actual looters).

A PC must make a successful Dexterity save every five seconds to dodge the spikes. There is no pattern to the spikes, so the only way to avoid them is to leave the room. When the door is closed, the trap resets.

The mechanism that controls the spikes is found up inside the fireplace; a simple switch can turn it on and off.

If the trap is disabled, a search of the room will reveal the following:

- 5x spell books with a mix of 2d8 random spells
- Functional telescope (1000gp)
- Silvered dagger (100gp)
- 2x random Treasure Maps
- Pile of expensive blank parchment (40gp)
- Enchanted quill (no ink needed, 60gp)
- 3x blank spell books (5gp each)
- 4x embroidered chairs (150gp each)
- Small silver chest (30gp)

Roll 3x on the following chart for the contents of the silver chest (re-roll duplicates)

Contents of Silver Chest

1	1d4 gemstones (30gp each)
2	Gold medallion (100gp)
3	2x random potions
4	Deed to property (1000gp)
5	1x random magic wand
6	1x random magic ring

Area 5

Xam's Appeal. Open archway to **Area 2** (south).

Chiseled on the north wall is another statement (see **The Appeal, page 36**) from Xam to trespassers. The text reads:

Let ME rest in peace.

You will find no rest here.

Leave now.

You will find no peace here.

Your bones will be MINE.

Area 6

Xam's Trophies. Open archway to **Area 8** (south), door to **Area 7** (unlocked, west), door to **Area 9** (locked, east).

Over the years, Xam collected a number of trophies that hung in his tower. Those trophies now hang on the walls here.

The trophies include:

- Head of an **Ogre** (40gp, south wall)
- Eye stalk from an **Eye of Terror** (50gp, east wall)
- Large jar containing Green Slime (still alive, east wall)

- Bundle of **Harpy** feathers (10gp, east wall)

- **Iron Statue** of a human male (west wall)

- Stuffed **Lizard Man** (west wall)

- Horn from a **Minotaur** (100gp, west wall)

Touching any of the trophies will activate the **Living Statue** (iron); the statue will attack until the PCs are defeated or they have left the room. It will return to its original location and deactivate after 10 minutes.

Iron Statue

AC 2 [17], **HD** 4 (18hp), **Att** 2x fist (1d8), **THACO** 16 [+3], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (4) **ML** 11, **AL** Neutral, **XP** 75, **NA** 1 **TT** none

Immunity: Unaffected by *sleep* spells.

Absorb Metals: Hits with non-magical, metal weapons cause damage, but the weapon may become stuck in the statue (**save versus spells**). Stuck weapons can be removed if the statue is killed.

Area 7

Xam's Curtain. door to **Area 6**
(unlocked, east).

Two curtains covers the entire western wall from floor to ceiling. The rest of the room is empty except for two skeletons (fake, placed by Xam) leaning against the east wall. (An examination of the skeletons will not reveal their cause of death.)

Sliding the curtains away (on a brass rod mounted near the ceiling) reveals a large painting that has been applied to the wall. In the center is a painting of Xam holding his staff - the staff is real and is embedded in the wall and is easy to spot. To the left and right of Xam are a mix of bowmen with arrows knocked and ready to fire. The images of the arrows are painted and are not real.

However, on the eastern wall are a series of small holes (1-in-6 chance to spot them if the wall is examined). If the staff is touched, a sequence of 1d4 lightning bolts will begin to fire at the PCs.

A random selection of PCs (equal to the number of bolts fired) in the room must make a successful Dexterity save every ten seconds to dodge the bolts. Every ten seconds, another 1d4 bolts will fire from random holes and with

no pattern. A failure to dodge a bolt results in 1d4 damage. The bolts will cease firing after 10 minutes and the trap will reset.

The magical trap may be disabled by any form of dispel magic.

Xam's Staff

Xam's staff is made of oak and is enchanted to perform the following:

Once per day:

- cast *Dispel Magic*
- cast *Hold Person*

Once per month:

- cast *Dimension Door*
- conjure **Air Elemental**

Area 8

Xam's Anger. Open archway to **Area 6** (north).

Chiseled on the south wall is another statement (see **Xam's Anger, page 36**) from Xam to trespassers. The text reads:

I will show no mercy to thieves.

Leave while you are still breathing.

Death will be your reward for staying.

Area 9

Statue of Xam. Door to **Area 6** (unlocked, west), stairs down (east to Area 10).

In the center of the room is a marble statue of Xam facing the doorway (to **Area 6**). The wizard is holding out his right hand, palm up. The left hand is curled as if it was holding something.

The stairs down are trapped. To disable the trap, one gold coin (from the fountain in **Area 2**) must be placed in the right hand and **Xam's Staff** (from **Area 7**) must be placed in the left hand. The trap will be deactivated and the staff or coin may be removed but not both. Removing both reactivates the trap.

If the trap is not disabled, a PC that steps onto staircase must **save-versus-breath** or take an immediate 1d8 damage from a blast of freezing air that exits above the PC's head. If the PC is still alive, they may continue down the stairs to **Area 10**.

The statue can be rotated to face the north, east, and south. Doing so will reveal a map painted on each of the walls and hidden by an illusion (can be dispelled). Each of the maps corresponds to the secret burial location of three of Xam's former allies.

Area 10

Xam's Bribe. Door to **Area 14** (magic lock, see **Area 14**) and door to **Area 11** (unlocked, north), stairs up (west).

Chiseled on the east wall is another statement (see **The Bribe, page 37**) from Xam to trespassers. The text reads:

What is your life worth?

How much would you pay for another day among the living?

Take your fill and leave. There will be no more warnings.

There are four piles of treasure, one in each corner of the room. Roll twice for each pile on the table below.

Xam's Bribes

<u>1</u>	<u>3d4 x 1000 gold coins</u>
<u>2</u>	<u>Bag of gems (2000gp)</u>
<u>3</u>	<u>Pack of jewelry (3000gp)</u>
<u>4</u>	<u>4d6 x 500 silver coins</u>
<u>5</u>	<u>Spell book (3d4 spells)</u>
<u>6</u>	<u>6d8 x 200 copper coins</u>

Area 11

Room of Portraits. Wood door (west, unlocked), door (unlocked, south), secret door (east).

This room has been staged to appear as if it has been looted. Portraits on the wall are hanging crooked, a few are on the ground, and the table in the center of the room has been turned on its side as have most of the chairs. The cushions for all the chairs have been cut up.

All of the portraits provide images from Xam's life -- his time at a school of wizardry, his allies during his time adventuring, and a portrait of him standing in front of a large bookshelf, his back to the viewer. This particular portrait leans against the eastern wall, with its hook still in the stone.

If the portrait of Xam standing in front of the bookshelf is picked up and hung on the wall, the image will change to showing Xam facing away from the bookshelf and his right hand open. If a gold coin from the fountain (in Area 2) is touched to his hand, the image will change again to show his left hand reaching out. As in Area 7, if Xam's Staff is touched to the left hand, a secret door will be revealed on the east wall. The door is locked, however, and the door can only be unlocked by

inserting the complete key (from **Areas 12 and 16**) into the keyhole.

If any items other than Xam's Portrait are picked up or moved (such as the table being righted or a chair being used by a PC to rest), the room's trap will trigger. The door to **Area 12** (and **Area 15**) will open silently, and 3d10+5 **skeletons** will rush into the room from Area 12. All skeletons are armed with swords (1d8 damage) except for 1d6+2 that are armed with spears that are poisoned. Among the group is one **Guardian Skeleton** that commands the others. The Guardian Skeleton will try to move to Area 10 to open its doors (see **Area 15**)

Guardian Skeleton

AC 5 [14], **HD** 2 (8hp), **Att** 2x weapon(1d8), **THACO** 17 [+2], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (2) **ML** 12, **AL** Chaotic, **XP** 55, **NA** 1 **TT** none

Undead: No noise until attacking. Immune to effects that affect living creatures. Immune to mind-control magic (*charm, hold, etc.*)

Resistant to Turning: Cannot be turned.

Defeating the Guardian Skeleton reveals a special gem embedded in its rib cage (500gp).

Area 12

Guard Closet. Door (unlocked, east).

If the trap in **Area 11** was not triggered, opening the door will release the skeletons and the Guardian Skeleton (described in **Area 11**).

Once the skeletons have been defeated, **Area 12** may be easily searched.

The skeletons here (and in **Area 15**) serve as both guard to the entire level but also to this room's contents. A single stone pedestal (3' tall, 2' flat surface at top) stands near the west wall; on its flat surface rests half a key.

The other half of the key is in **Area 16**. The two key halves will slot together to form a complete key that can open the secret door in Area 11 (if it is discovered).

Area 13

Xam's Burial Chamber. Secret door (unlocked, west).

A simple wood coffin rests on a stone dais. Surrounding the coffin are piles of treasure (some of it ornamental and without value). The coffin, when opened, releases **Xam the Spectre**. This creature will fight until his room is empty of living creatures. It will not pursue

PCs who leaves the room. If Xam's spectre is defeated, a list of the room's treasure can be found on page 38.

If Xam's spectre sees anyone holding **Xam's Staff**, it will momentarily become confused for two rounds. After two rounds, it will attack anyone in the room.

Xam the Spectre

AC 2 [17], **HD** 5* (24hp), **Att** 1x touch (1d6 + level drain), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D11 W12 P13 B14 S15 (5) **ML** 10, **AL** Chaotic, **XP** 650, **NA** 1 **TT** see page 38

Undead: No noise until attacking. Immune to effects that affect living creatures. Immune to mind-control magic (*charm, hold, etc.*)

Mundane damage immunity: Only harmed by magical attacks.

Energy Drain: A successful hit drains one experience level. XP is lowered to lowest amount for new level. Drained to level 0 becomes a spectre after the next night.

If Xam the Spectre is defeated, there is a 1-in-6 chance each day (+1 each day) that Area 13 will collapse in upon itself. A magical enchantment linked to Xam the Spectre's energy will weaken each day and trigger the collapse. On the sixth day, full collapse occurs.

Area 14

Xam's Surrender. Doors to **Area 10** (magic lock, north) and **Area 15** (unlocked, west), locked iron double-doors (east).

The northern door (to **Area 10**) is magically locked. It can only be unlocked by the Guardian Skeleton (see **Area 11**) or a spell; it cannot be picked. The door will unlock if the key from **Area 12** is carried into **Area 10**.

Chiseled on the east wall is another statement (see **The Surrender, page 37**) from Xam to trespassers. The text reads:

Take your rewards.

Enjoy the victory.

Leave my remains in peace.

The surrender is Xam's attempt to trick the PCs into thinking they have won and found his treasure.

Area 15

Guard Closet #2. Door (unlocked, east).

If the trap in **Area 11** was not triggered, opening the door to **Area 12** will also release the skeletons in this room. The Skeleton Guardian will attempt to

open the doors in **Area 10** to allow the skeletons in **Area 12** and **Area 15** to meet up in **Area 10** and drive any enemies out of the tomb.



Area 16

False Burial Room. Locked iron double-doors (west).

Xam had this room specifically created to convince looters they had discovered his final burial spot. A coffin with a suitably-ancient skeleton (holding half of a key - see **Area 12**) inside sits on top of a raised platform to the east of the room.

A particularly easy trap to find and disarm is in front of the platform (3-in-6 chance to spot by any thief in the party, 5-in-6 chance to disarm) -- a pit trap opens revealing spikes that have pinned a single skeletal figure in ruined leather armor. A shield and short sword can be recovered from the pit.

If the PCs move the coffin, they will discover a trapped storage spot beneath the coffin. The lock is poisoned with one of the strongest poisons known to the Assassins Guild -- **Bride Tears**.

If the PCs are successful in disarming the trap, opening the lid to the storage space will reveal a 5d10 items that all appear valuable but are nothing more than fakes done by highly skilled forgers. Items that appear as magical in nature have had a simple enchantment cast on them

that will respond to detect magic spells; a level 3 or higher wizard will be able to determine that a single item lacks true magical abilities after an hour of examination.

Note: Xam's most valued and personal treasures are found in **Area 13**, his secret burial room hidden by a magical ward and powerful illusion.

Bride Tears

Rare and expensive (and typically illegal in most regions), the poison known as Bride Tears is on the top ten Most Poisonous list managed by the Assassins Guild.

The danger of the poison is its transmission from person to person. The poison does not act immediately; instead, it enters the bloodstream and after five minutes, the touch of the person poisoned has a 50% chance of passing along the poison to anyone they touch. This affect lasts until the poisoned individual dies (30 minutes after exposure, the target must save-vs-death or die instantly).

For this reason, clerics (who use touch for so many healing opportunities) have made many pleas to the Assassins Guild to ban the use of Bride Tears.

Final Notes

There is an old module (maybe you've heard of it) that had players going up against the traps and deadly magics of an evil lich in his tomb.

I've always loved that adventure but it's honestly just too difficult for players to honestly make their way through and survive. I would much prefer to give players a deadly tomb that provides a reasonable chance of survival for smart players (or lucky dice rollers), and ***We Don't Go There*** is that adventure. I sincerely hope your players enjoy it as much as I did creating it. Wizards make for dangerous adversaries when they get high up in level, but even a dead one will have some tricks.

If you've been following along in Delver 1 and Delver 2, you may have noticed the adventures are going up in level. This adventure (in Delver 3) is for level 3 characters. Next issue will be level 4. My goal is to provide a set of stepping stone adventures that your players can enjoy as they move up in level. The dangers will increase, but so will the rewards.

As always, I encourage you to modify the adventure and make it your own. Tailor it to what your players want and enjoy in a game,

and if you need to make it more or less deadly, then I trust you'll know how to do it. You can easily reduce or increase the number of skeletons that swarm the players (or replace them with a nastier undead type). Xam can also be converted to a lich if you desire a real face off between PCs and a powerful dead wizard.

You'll also want to adjust the treasures recovered if you wish to have some control over leveling -- there's a LOT of valuable items here that can easily level up the PCs by 1 or more levels. As a GM, you'll need to carefully monitor it so the players don't advance too quickly!

I've included some printable props you can provide to the players when they encounter the chiseled statements from Xam. Who knows? Maybe one or more of them will scare off the players and Xam can keep his treasures.

I'll see you next month for another adventure!

A handwritten signature in black ink that reads "Jim". The signature is stylized with a large, sweeping initial "J" and a cursive "im".

The Warning

What is **MINE** is **MINE**.
The bones you see before you are **MINE**.
When you entered **MY** tomb, your life became **MINE**.
Explore **MY** tomb if you dare.
Your final breath will belong to **ME**.

The Appeal

Let **ME** rest in peace.
You will find no rest here.
Leave now.
You will find no peace here.
Your bones will be **MINE**.

Xam's Anger

I will show no mercy to thieves.
Leave while you are still breathing.
Death will be your reward for staying.

The Bribe

What is your life worth?
How much would you pay for another day among the
living?
Take your fill and leave. There will be no more warnings.

The Surrender

Take your rewards.
Enjoy the victory.
Leave my remains in peace.



Xam's Treasure List

Pile #1

600 gp

Gems - azurite (10 gp), chrysoberyl (80 gp)

Two-handed sword

Chainmail armor +1 AC

Pile #2

350 gp

Gems - blue quartz (20 gp), hematite (15 gp)

Mace, silvered

Pile #3

30 pp

Gems - hematite (15 gp)

Pile #4

12000 cp

Magic Item - 1x random ring

Pile #5

1700 sp

Pile #6

460 gp

Magic Item - 1x random wand

Pile #7

40 pp

Pile #8

400 gp

Full Plate

Pile #9

70 gp

Magic Item - 1x magic sword

Pile #10

800 sp

Gems - diamond (200 gp), ruby (100 gp)

Pile #11

Coins

1200 gp

Magic Item - 3x Potion of Healing

Pile #12

60 pp

Strange Idol (**see page 20**)

Pile #13

21 gp

Leather Armor +1 AC

Pile #14

700 sp

Magic Item - 4x spell scrolls

Pile #15

50 gp

Gems - emerald (75 gp), sapphire (125 gp)

Pile #16

8000 cp



IXRA'S WONDROUS TOMES

Odd Pages of the Laughing Druid

After her death, Tauri Windrunner's teachings are still available to druids looking for answers...

Cover

Magic

Complication

Roll 1d4	Roll 1d4	Roll 1d4
Pressed bark covered in palm fronds and an image of the moon on the cover created from rose petals.	A druid who casts a spell holding this book may heal an ally of 1d4 hp once per day.	After a spell is cast outdoors while this book is in a druid's possession, there is a 1-in-6 chance a large wolf will appear.
Spiderweb string used as thread to hold together a front and back cover made of baked mud.	Any allies within 10' of the druid holding this book when a spell is cast gain +1 to their next saving throw.	Casting a spell while holding this book has a 1-in-6 chance of changing the holder's alignment (random)
Accordion-style spellbook made from a single giant oak leaf folded into twenty parts.	Once per day, a chaotic druid casting a spell while holding this book gains infrared vision for one hour.	One random ally within 15' of the holder after a druid spell is cast must save versus spell or be stunned for 10 minutes.
Wheat grass glued together with pine tar and a spine made from the bone of a wolf.	A lawful druid holding this book can detect undead within 60 feet.	After a druid spell is cast by the holder, there is a 1-in-6 chance all leather armor within 30' will become useless.



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Lone Explorer



d4 - Name

- 1 Finska Bellsong
- 2 Prit Stoneheel
- 3 Tasilor "Red" Crosswing
- 4 Eckish Silvercloud

d4 - Class

- 1 Barbarian
- 2 Fighter
- 3 Ranger
- 4 Knight (no liege)

d6 - Will be found...

- 1 ... fighting three brigands
- 2 ... taking shelter from storm
- 3 ... fishing on a lake
- 4 ... injured and near death
- 5 ... starting a bar fight
- 6 ... repairing armor

d6 - Special Knowledge

- 1 Knows location of a vampire lair (three-day's walk)
- 2 Discovered a hidden dwarven tomb (two-day's ride away)
- 3 Owns map of secret path to goblin village
- 4 Has an ally in town (powerful level 9 magic-user)
- 5 Owed a favor by local temple (resurrection or healing)
- 6 Aware of escort duty opportunity that pays well

d10 - Task (if asked)

- 1 Looking for work
- 2 Searching for a wanted assassin
- 3 Following a map to a tomb
- 4 Returning stolen item to a royal
- 5 Selling a magic item
- 6 Given a quest by a temple
- 7 Hunting a vampire
- 8 Hunting a werewolf
- 9 Needs a curse removed
- 10 Taking an ally's remains home

d8 - Secret

- 1 Bitten by a werewolf
- 2 Child of a wanted traitor
- 3 Part owner of a reviled tavern
- 4 Cursed by a hag
- 5 Disgraced former cleric
- 6 Controlled by intelligent sword
- 7 Hiding a Thieves' Guild runaway
- 8 Former member of bandit gang

VAST GRIMM



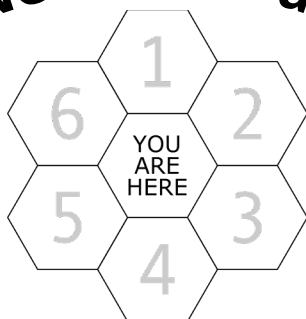
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Near and Far



d6 - Area 1

- 1 Small village
- 2 Abandoned graveyard
- 3 Haunted forest
- 4 Lake and fishing village
- 5 Active mine
- 6 Hills and goblin outpost

d6 - Area 2

- 1 Bandit hideout
- 2 River and hunting lodge
- 3 Abandoned village
- 4 Orc camp
- 5 Active monastery
- 6 Unusual stone monolith

d6 - Area 3

- 1 Werewolf hunting grounds
- 2 Abandoned temple
- 3 Rumored dragon lair
- 4 Thick forest
- 5 Traveling circus
- 6 Gnoll village

d6 - Area 4

- 1 Entrance to kobold caves
- 2 Six family farms
- 3 Start of mountain range
- 4 Abandoned outpost
- 5 Start of jungle terrain
- 6 Large village

d6 - Area 5

- 1 Gulf inlet (port town)
- 2 Lair of Eye of Terror
- 3 Cursed Tomb of Trauk
- 4 Large city
- 5 Lizard man tribe
- 6 Active temple

d6 - Area 6

- 1 Harpy nest
- 2 Necromancer tower
- 3 Active volcano
- 4 T-Rex hunting grounds
- 5 Altar of Yuli the Blessed
- 6 Vampire territory

Hex Notes

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

FOR YOUR CONSIDERATION



Clancy Caskwing

***Best Non-Player Character
2021***

"You are the Lords of Ruin!"

BREW A POISON



d4 - Assassins Guild Source

- 1 Gella's onions
- 2 Tranbell Tree berries
- 3 Redfire Bush seeds
- 4 Dark onion roots

d4 - Nickname

- 1 Troll Sweat
- 2 Medusa's Breath
- 3 Heart Shaker
- 4 Turtle Ink

d6 - Appearance

- 1 Green liquid with seeds
- 2 Thick red soup
- 3 Clear but sticky sap
- 4 Orange powder
- 5 Yellow wax-like paste
- 6 Gray liquid with lumps

d6 - Delivery

- 1 ... in food
- 2 ... applied to a weapon
- 3 ... fumes after two days
- 4 ... applied to non-metal
- 5 ... in a drink
- 6 ... absorbed by skin

d10 - Effect (lethal: save-versus-poison or die)

- 1 Non-lethal -- Puts target in a coma that lasts 1d4 days
- 2 Non-lethal -- Strength stat -4 for 1d8 days (max drop to 8)
- 3 Non-lethal -- Dexterity stat -2 for 1d8 days (max drop to 10)
- 4 Non-lethal -- Sensitive to light for 1d8 days (-4 attacks in daylight)
- 5 Non-lethal -- Permanent loss of Constitution (-1 to stat)
- 6 Lethal -- target dies in 1d4 days (without magical intervention)
- 7 Lethal -- target dies in 1d8 days (without magical intervention)
- 8 Lethal -- target dies in 1d4 +10 days (-1 STR each day)
- 9 Lethal -- target in 1d4 days -- effect is contagious by touch
- 10 Lethal -- target dies immediately

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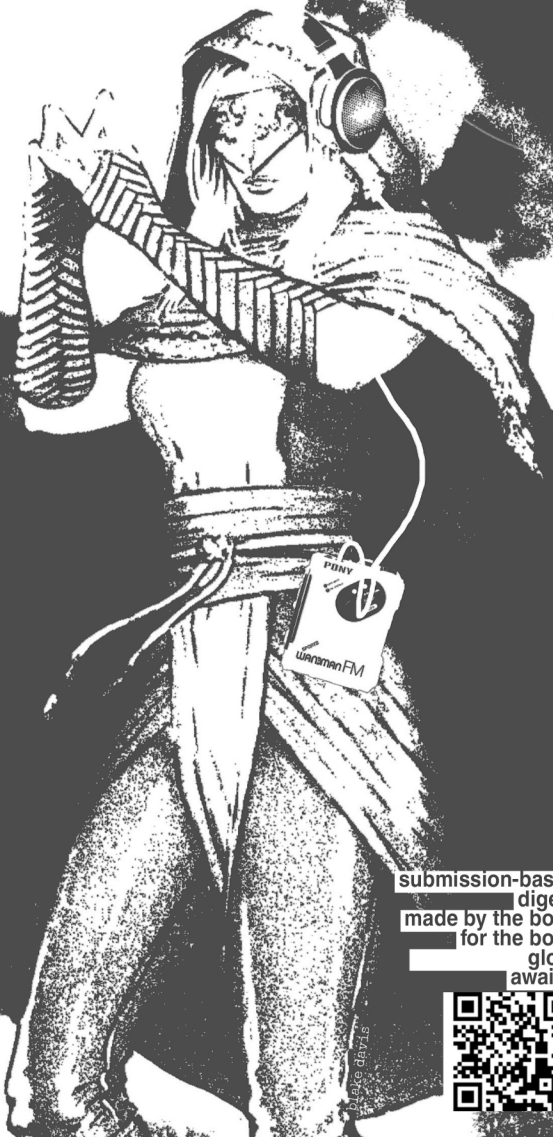
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THE ALLY

BARBARIAN

d6 - Secret

- 1 Afraid of coffins
- 2 From family of thieves
- 3 Blind in one eye (-1 attack)
- 4 Outcast of native people
- 5 Clumsy (cannot move silent)
- 6 Brewer of poisons

d6 - Special Skill

- 1 Pick pockets (level 1 thief)
- 2 Expert forager (3-in-6)
- 3 Bellow (same as *cause fear*)
- 4 Battle heal (+1 hp after combat)
- 5 Immune to *charm*
- 6 Spot weakness - +1 attack

d8 - Advantage

- 1 Level = Party avg +2
- 2 Speaks 2x random languages
- 3 +2 on all attacks vs undead
- 4 Max encumbrance 1800 coins
- 5 Intimidate (-15% equip costs)
- 6 Strength 19 (+4)
- 7 Toughened - +1d4 hp
- 8 Protective of clerics

d8 - Disadvantage

- 1 Superstitious (Magic Saves -4)
- 2 Refuses to wear armor
- 3 Disliked by half-orcs
- 4 Always attacks undead
- 5 Will not defend magic-users
- 6 Will not enter a graveyard
- 7 2-in-6 - picks fight in a tavern
- 8 Cold weather -1 on attacks

d10 - Weapon(s) & Possessions + 1d8*10gp

- 1 Two-handed sword, shield
- 2 Battle axe, chainmail, shield, Survivor's Pack (page 8)
- 3 Hand axe, leather armor, Hunter's Pack (page 8)
- 4 Short sword, leather armor, shield
- 5 Sword, hand axe, chainmail
- 6 Battle axe, leather armor, 4x torches, rations (5 days)
- 7 Short sword, chainmail, 50' rope, Survivor's Pack
- 8 Two-handed sword, chainmail, lantern, 10x torches, oil flask (x3)
- 9 Javelin, 2x daggers, leather armor
- 10 War hammer, chainmail, Survivor's Pack

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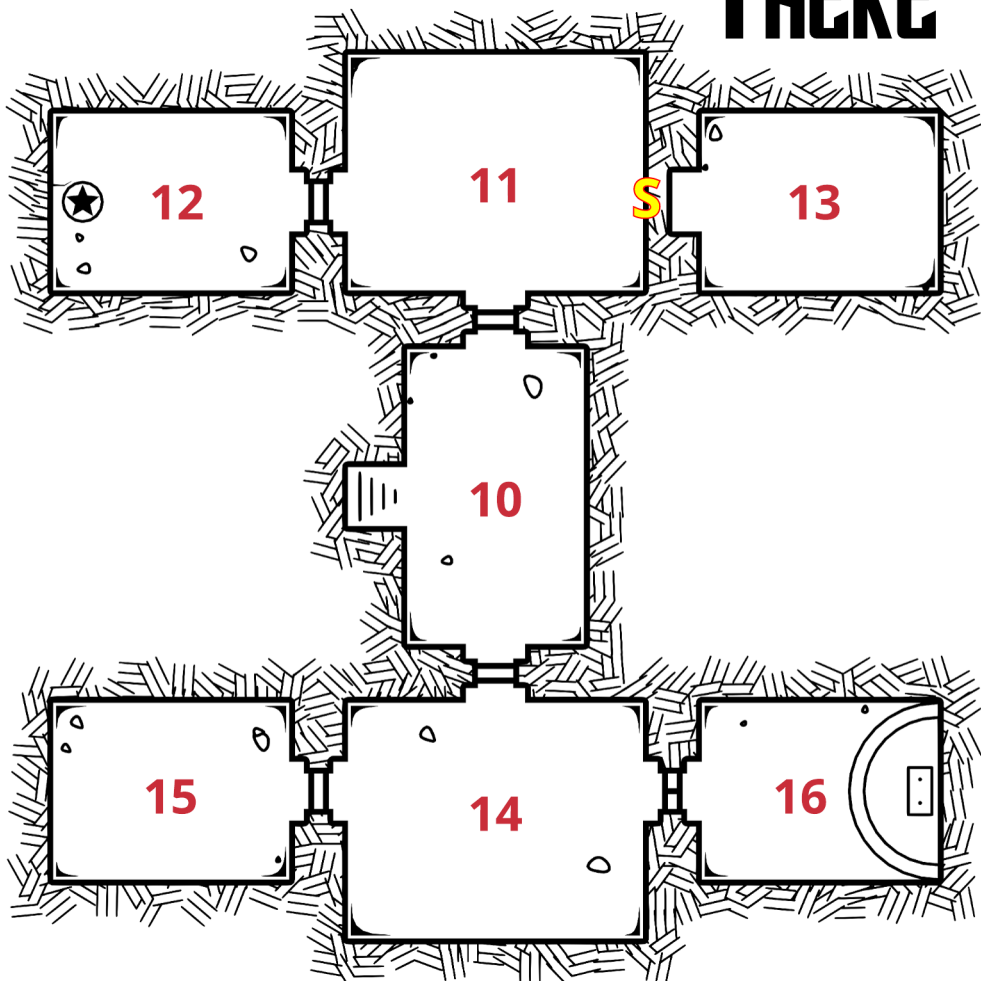
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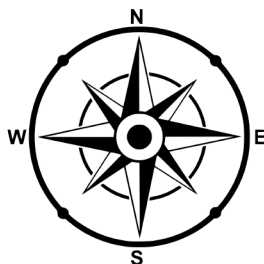
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We Don't Go There



Level 2



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