

DELVER

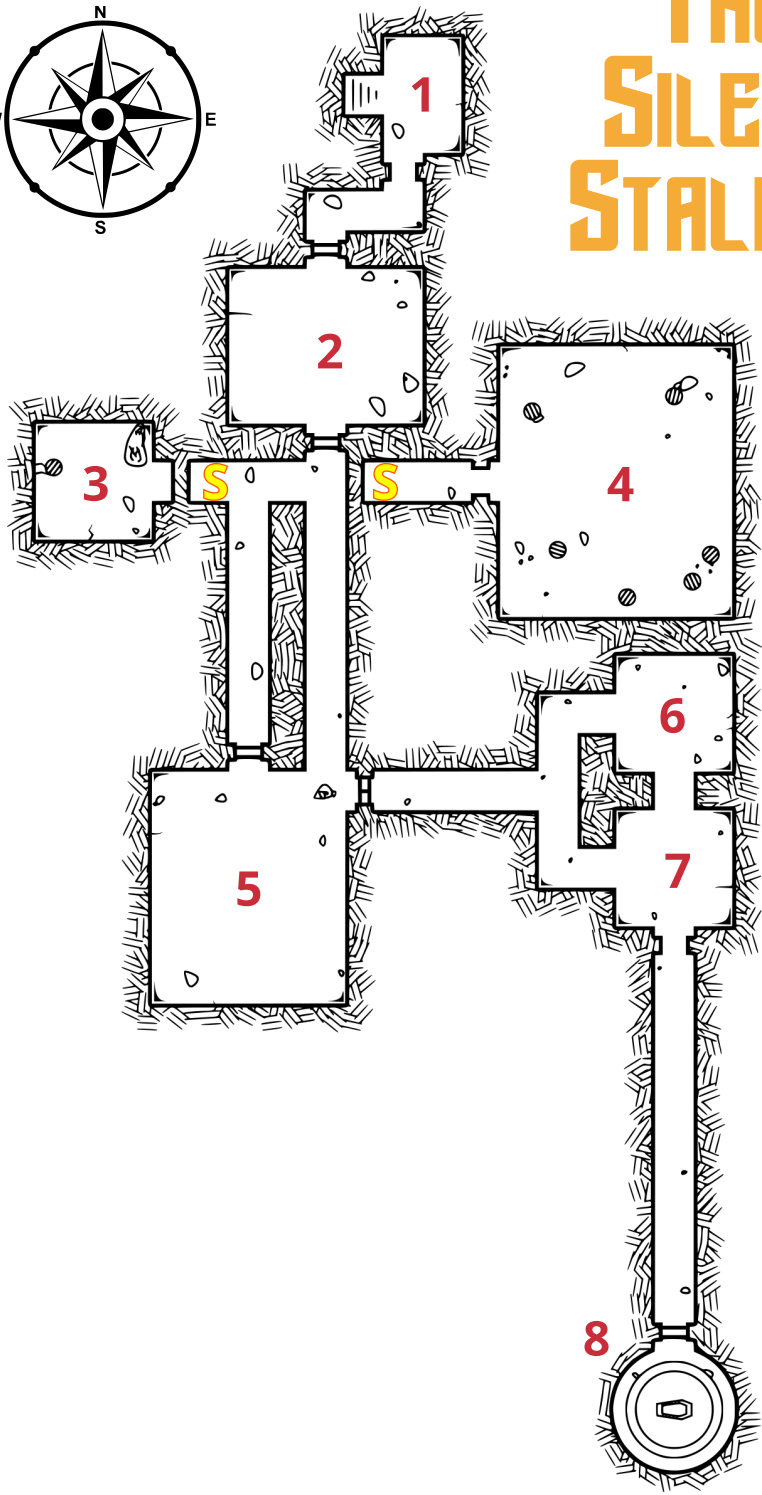
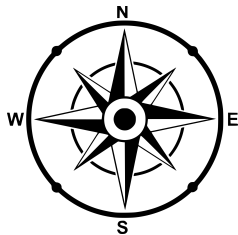
Issue #4

Resources for the Random-Rolling Referee



DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

THE SILENT STALKER



DELVER

Issue #4

Created by James Floyd Kelly
1st Printing

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Resources for the Random-Rolling Referee

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DELVER

Issue #4

WELCOME!

Thank you for your support of the fourth issue of Delver. My goal is to provide referees of Old-School Essentials with a number of resources in each issue that they can drop into their games.

I welcome your feedback, and I'd love to know what kinds of resources you find most useful and would like to see in future issues of Delver.

I can be reached at:
jimsworkshop@fastmail.com

James Floyd Kelly
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I CURSE THEE WITH...

d6 - Title 1

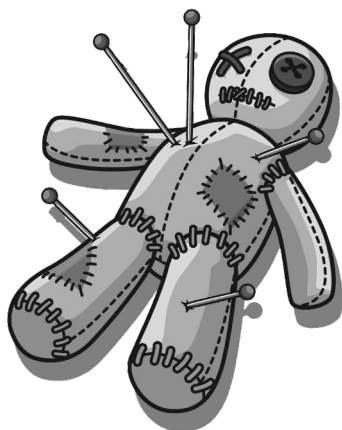
- 1 The Spiteful...
- 2 The Blasphemous...
- 3 The Slandorous...
- 4 The Wicked...
- 5 The Wailing...
- 6 The Despicable...

d8 - Title 2

- 1 Keening Words of ...
- 2 Vicious Command of...
- 3 Mocking Decree of...
- 4 Derisive Mandate of...
- 5 Diabolical Utterance of...
- 6 Perverse Bidding of...
- 7 Savage Chant of...
- 8 Ghastly Strain of...

d10 - Title 3

- 1 Hurep the Incurable
- 2 Guffion of Habbersnell
- 3 Shabson the Defiler
- 4 Drayblig the Pestilent
- 5 Apperka the Living Pox
- 6 Yotta the Vomiting Orc
- 7 Plunrog the Scraggler
- 8 Cribbut, Drinker of Tears
- 9 Burvitt the Abhorrent
- 10 Quillick the Shamer



d10 - Special

- 1 Lasts 1 hour, non-stop hiccups, -1 to hit
- 2 1 day, running nasal infection, CHARISMA -2
- 3 2 hours, horrific body odor, allies within 15' -1 to hit
- 4 1 hour, non-stop sneezing, -1 to hit, -1 AC
- 5 1 week, "Gorgon Face", must wear helm or mask or be attacked
- 6 3 days, full-body warts, CHARISMA -6
- 7 1 day, "Vampire skin", sensitive to daylight, -1hp per hour
- 8 1 hour, non-stop projectile vomiting, -2 to hit
- 9 2 days, "Mead Mouth", extreme slurred speech, writing only
- 10 1 week, "Snake Skin Curse" - shed skin daily, CHARISMA -4

Lone Explorer



d4 - Name

- 1 Yelabb Newhammer
- 2 Greeack Clawtrail
- 3 Penpra Canafray
- 4 Shib Tra Hinbluv

d4 - Class

- 1 Fighter
- 2 Knight
- 3 Paladin
- 4 Ranger

d6 - Will be spotted...

- 1 ... in combat with an orc
- 2 ... examining a map
- 3 ... haggling over rations
- 4 ... sharpening a sword
- 5 ... chasing a young thief
- 6 ... defending a cleric

d6 - Special Knowledge

- 1 Aware of a band of brigands in a nearby forest
- 2 Knows identity of a hiding necromancer in village
- 3 Has map to secret cache of 1d8 healing potions
- 4 Can lead PCs to a retired wizard who writes spell scrolls
- 5 Recruiter for the Wanderers of Lix Guild
- 6 Trying to contact secret order in town led by a dragon

d10 - Task (if asked)

- 1 Looking for a hiding wizard
- 2 Searching for cursed cave
- 3 Tracking a band of goblins
- 4 Retrieving a stolen wand
- 5 Collecting rare herbs
- 6 Needs healing for a dying ally
- 7 Confidential mission for a guild
- 8 Researching a dungeon map
- 9 Selling a magic sword
- 10 Looking for combat training

d8 - Secret

- 1 Assassin in disguise
- 2 Wanted for treason
- 3 Knows location of a dragon
- 4 Recently bitten by vampire
- 5 Broke guild secrecy vow
- 6 Running from relic hunters
- 7 Hides map to a royal tomb
- 8 Controlled by intelligent sword

The Dwarf in the Corner



d10 - Current Activity

- 1 Pondering image on a coin
- 2 Combing her beard
- 3 Staring deeply into a tankard
- 4 Watching the back door
- 5 Glaring at a group of elves
- 6 Reading book on dwarf history
- 7 Carving her name in table
- 8 Ordering food from barmaid
- 9 Chuckling at drunk barbarian
- 10 Sharpening her dagger

d6 - Special

- 1 Willing to join a PCs for a maximum of three weeks
- 2 Wanted (and watched) by a gang of orcs outside town
- 3 Owns a magic axe desired by a rival dwarf clan
- 4 Ally of a young gold dragon nesting in the nearby hills
- 5 Hunting for a nearby cache of long-lost gold coins
- 6 Daughter of clan leader, running from her family

d6 - Name

- 1 Yurn Flameshard
- 2 Hurdel Graybrow
- 3 Therrin Darkcastle
- 4 Rebbid Riverblade
- 5 Lurnok Pathstrayer
- 6 Fonrit Splitstone

d6 - Appearance

- 1 Tired and worn down
- 2 Suspicious and alert
- 3 Battle scarred and proud
- 4 Honorable and strong
- 5 Experienced and wary
- 6 Impatient and fidgety

d8 - Level/Class/Equipment

- 1 Level 1 Fighter, Neutral, leather, spear
- 2 Level 2 F, Lawful, chain, shield, sword
- 3 Level 3 F, Lawful, plate, shield, axe
- 4 Level 4 F, Lawful, plate, warhammer
- 5 Level 1 Paladin, Lawful, plate, sword
- 6 Level 2 P, Lawful, chain, shield, sword
- 7 Level 3 Ranger, Lawful, leather, bow
- 8 Level 4 R, Neutral, leather, sword

d12 - Roll 1st

- 1 The Cursed Leaves of...
- 2 The Screams of...
- 3 Dark History of...
- 4 Walking Terrors of...
- 5 Arcane Horrors of...
- 6 Mysterious Shards of...
- 7 Mad Gibberings of...
- 8 Eldritch Songs of...
- 9 Oozing Tears of...
- 10 Death Wail of...
- 11 Grasping Tentacles of...
- 12 The Strangling Insanity of...

d12 - Roll 2nd

- 1 ... the Lost King
- 2 ... a Wandering Ghoul
- 3 ... Trakor the Mad
- 4 ... the Lost City of Rel
- 5 ... Grasha the Murdering Elf
- 6 ... the Blind Necromancer
- 7 ... a Nameless Horror
- 8 ... Hirabook the Lich
- 9 ... the Sleepless Corpse
- 10 ... Mavibuul the Faceless
- 11 ... Deg the Burrowing Orc
- 12 ... a Drooling Dwarf

d8 - Written by

- 1 Pensh Linnagabba
- 2 Thurba Yyn
- 3 Terfu the Mute
- 4 Red Eyes Griggomm
- 5 Blint the Screamer
- 6 Sayk of the Sky Cave
- 7 Meerux the Dead
- 8 Wylo the Soul Burner

d8 - Cursed for...

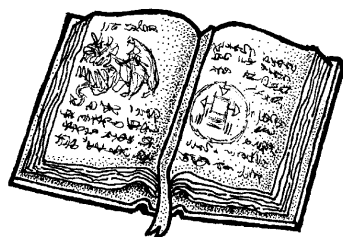
- 1 Touching it
- 2 Opening it
- 3 Reading from it
- 4 Looking upon it
- 5 Buying or Selling it
- 6 Destroying it
- 7 Speaking its name
- 8 Writing in it

d10 - Curse*

- 1 -2 Strength
- 2 -1d4 hit points every sunrise
- 3 random alignment change
- 4 save-vs-spell or blinded
- 5 save-vs-spell or mute
- 6 once per day, insult a stranger
- 7 once per day, laugh at a stranger
- 8 once per day, scream at a stranger
- 9 save-vs-death or roll 2x on chart
- 10 save-vs-death or... death

* curse can be removed

An Eldritch Tome



Ice Dagger



Made from an enchanted glacial stone, this dagger allows the wielder to force a target to save-vs-breath weapon or take 2 bonus damage (on a successful attack) as the air around them chills instantly.

Cloak of the Turtle



This +1 AC cloak allows the wearer to perform one special action per day -- upon a successful attack against the wearer, wearer may choose to harden the cloak and prevent 1d6 damage.

Rogue's Tar



5 uses.

This sticky, tar-like substance is applied to the fingers and increases the chance of a successful pick pocket attempt by 10%.



Dolbin's Scrolls

Incantation of the Living Statue

Read aloud the words on this scroll while pointing at a target. Target must save-vs-spell or become immobile for 30 seconds. Target is unable to move or speak.

Eldritch Curse of the Crone

While reading the words on the scroll, burn a small amount of pine tar mixed with a vial of holy water. When done, sprinkle the water over an area 10' x 10'. Any target that walks over this area within one hour receives one of the following drawbacks that lasts for 24 hours (roll 1d4):

1. All magical attacks performed by target (including weapons) are done at -1 to hit and normal attacks are -2
2. Target may not rest for 24 hours and no healing magics may be cast on target
3. Target movement/speed reduced by 10 feet and -1 to AC
4. All successful attacks against the target do a bonus 3 damage

Savage Strike Chant

Read this scroll and then burn it. Run a bladed weapon through the ashes; the weapon gains +1 to hit against all living creatures (no undead) for 24 hours. On a successful hit, target must save-vs-spell or be at -1 to hit on their next attack.

YOU GO IN FIRST!

d6 - Domain

- 1 The Citadel of...
- 2 The Tower of...
- 3 The Cavern of...
- 4 The Castle of...
- 5 The Hut of...
- 6 The Labyrinth of...

d6 - First Clue

- 1 Snargas Tinderflame,
- 2 One-Eyed Pylonopus,
- 3 Ranick "Bloody Ears" Gern,
- 4 Turgar the Angry Ogre,
- 5 Ximos Darksoul,
- 6 Dornius the Battle Mage,

d8 - Second Clue

- 1 ... Tearer of Tendons...
- 2 ... Drinker of Blood...
- 3 ... Wearer of Skulls...
- 4 ... the Heart Eater...
- 5 ... Scourge of the Living...
- 6 ... Source of Curses...
- 7 ... the Crusher of Bones...
- 8 ... Ripper of Limbs...

d8 - Seal the Deal

- 1 ... and Keeper of Souls
- 2 ... and Maker of Corpses
- 3 ... and Master of Death
- 4 ... and Collector of Heads
- 5 ... and Merciless Flayer
- 6 ... and Eater of Flesh
- 7 ... and Chewer of Eyes
- 8 ... and the Eternal Evil

d10 - The Truth?

- 1 Rumor made up by gang of thieves holed up inside.
- 2 A real villain, but died from a sinus infection six months ago.
- 3 Old age has caught up to this individual, but still has a few tricks...
- 4 Over-hyped but still dangerous.
- 5 4-in-6 chance you'll catch him asleep. Wake at your own risk.
- 6 Not much of a threat, but watch out for the unmentioned sibling!
- 7 Has placed more traps than you can count.
- 8 It's a she, not a he... and she is not in a good mood today. At all.
- 9 A real terror, but 3-in-6 chance of being away terrorizing farmers.
- 10 Totally legitimate - I would not go in there.





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

Crypts aren't designed to hold just the deceased. If treasure wasn't always on the minds of adventurers, crypts would never be looted. Knowing this, wealthier individuals will pay to make sure their property is protected by magic, traps, and... other means.

PLAYERS: DO NOT READ ANY FURTHER

Referees,

The Silent Stalker is a level 4 adventure for four to six players plus a mix of hirelings. The entire adventure should run between 3-5 hours and can be split over one or more sessions.

The map for the adventure can be found on the inside of the rear cover; 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.

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.

This adventure has an invisible enemy; there are plenty of

possibilities for the players to suggest or develop ideas for locating the enemy. The enemy will not move beyond a specific point, so allow the players to use that to their advantage if necessary.

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 *The Silent Stalker*!



The Story

Before his death, Crim Briarstake consulted with some of the masters of the darkest sorcery, requesting that his body be mummified and that he be buried along with the treasures he had amassed through a lifetime of adventuring.

The sorcerers were more than willing to take his money and perform the mummification, but Crim didn't trust them and had a secret spell put on his corpse that would allow him to wander his tomb unseen.

The sorcerers buried him after completing the mummification process and then proceeded to rob the tomb before the "awakening" magic took effect. Crim woke to discover the sorcerer's treachery and an endless anger began growing inside his wrapped body.

Crim's Tomb

The sorcerers knew that Crim had his treasures hidden in a secret room inside the tomb, and they found and emptied it in a single night.

Crim had never trusted the sorcerers, however, and had a second room filled by a trusted ally prior to his death. That room is still filled with treasure. But it is also now guarded by a silent and

invisible Crim who refuses to allow any more looting of his resting place.

Cursed Treasure

Crim's treasure can be removed from the tomb, but as those unlucky sorcerers discovered after they looted the first room, Crim ensured that his treasures would be cursed, even if his mummified body is destroyed.

Crim's secret spell awakens his mummified corpse but also gives it some additional abilities that allow Crim to blend with his surroundings.

A mummy is bad... an invisible mummy is even worse.

BEGINNING THE ADVENTURE

There are any number of ways for the adventurers to be introduced to the story of Crim Briarstake. Below are some adventure hooks that can be used by a GM to get the heroes heading down the stairs into Crim's crypt.

Adventure Hooks

1. Any small town with a good tavern is going to have someone in it at any given hour who knows the local legend of Crim Briarstake, but finding someone who knows the location of the crypt could be difficult. If the PCs decide to investigate, the mayor and a descendant of Crim, Frall Briarstake, is willing to offer its location in exchange for a share of any treasure.

2. The Obsidian Pages guild wants a specific tome that is rumored to have been buried in Crim's crypt. Word has reached a member of Obsidian Pages that the heroes will be traveling through an area where the crypt is rumored to exist. Would the adventurers be willing to look around for a small fee and a hefty reward for the book?

3. Some of the wizards who were cursed after looting Crim's crypt have had enough and desire the treasures to be returned to end the curse. They will offer a reward

to the adventurers to return a few items to the secret room (along with details on where it is found). Of course, the players may choose to look around a bit just in case additional treasures are to be found.

NOTES:

1. Crim has retained his intelligence and will attempt to trap the players in one area so he can take his time to hunt and kill them off.

2. Crim is not willing to negotiate with any looters; that said, returning some treasures (see Adventure Hook #3) could put the heroes in his good graces and maybe earn them a favor. How many heroes can say they have a mummy as an ally?

3. Unlike traditional mummies, Crim is able to speak and use weapons and armor; he is not wrapped in traditional mummy wrappings. When Crim chooses to become visible, he will appear as a sun-dried husk of a human with piercing eyes and a smirk. Heroes will need to be very careful when dealing with Crim...

Area 1

Tomb Entry. Stairs up (west to exit), hallway south and door (south, unlocked).

Crim was fascinated by the burial rituals associated with mummies and had his tomb recreated with many traditional features. Along the eastern wall, for example, is a chiseled mural that depicts a story of Crim's adventuring days and his death and mummification.

Any hero who examines the wall has a 1-in-6 chance of spotting an unusual glyph near the end of the story. This glyph appears as magic coming from three wizard-like figures who are standing over the body of Crim. The glyph enters Crim's corpse before he is sealed in a sarcophagus.

A trail of dropped gold coins leads to the door to the south that leads to **Area 2**. There are 75 gold coins in all, and the coins are part of the treasure that was removed from **Area 3**. While in the tomb, the coins are normal gold coins, but if even a single coin is removed from the tomb, the bearer of that coin will be cursed (see **Crim's Curses**).

The door to Area 2 is not locked but it does have a mechanism that keeps the stone door closed. An individual can push on the stone door to open it, but a hidden

system of weights in the walls will close the door if someone does not hold it open or a spike or other object isn't used to keep the door from closing.

Area 2

The Husk Room. Stone doors (north, unlocked and south, unlocked).

A total of eight corpses are in this room. Six of these are the shriveled bodies of trespassers caught and killed by Crim. The other two were placed per Crim's request just before his tomb was sealed as a way to "seed" the tomb with immediate victims.

The corpses are leaned against the west and east walls (four each), and an examination by any spellcaster will reveal that their life force was leeched away.

Weapons and armor have been removed from the corpses (and can be found in **Area 7**), but each body has a 2-in-6 chance of having a bag of 3d10+20 gold coins tied to its belt. (These coins are cursed coins placed there by Crim.)

The corpses on the east wall are trapped; disturbing one releases an acid vapor and requires a save-vs-death for all in the room. Failure delivers 1d8+4 damage.

Area 3

Small Treasure Room. Door (secret, east).

The two hallways that run parallel to each other from **Area 2** to **Area 5** also hide two secret doors. One door (to the west) leads to a small treasure room that was looted by the sorcerers who mummified Crim. These sorcerers were unaware that Crim had another (more powerful) wizard place a curse on any treasures removed from his tomb.

This secret door is easy to find and open; the alcove created off the two parallel hallways was made to hint at the possibility of a secret door being located there while hopefully distracting trespassers from considering a second secret door to a larger treasure room (**Area 5**).

There is a 4-in-6 chance of discovering the secret door; any thief will find the lock a simple matter to open, thinking themselves lucky and not realizing the lock was designed to be easily opened.

This room shows all the signs of already being looted, although there are a few areas that were ignored for the larger treasures. Roll 3x on the following table for items left by the looting wizards;

remember that these items are cursed and that anyone leaving the tomb with them will receive a curse (see Crim's Curses) until Crim's body is destroyed.

Contents of Area 3

1	Silver gauntlets (125gp)
2	Small gem (100gp)
3	Broken gold statue (200gp)
4	2x random spell scrolls
5	Cursed idol (see Xandit)
6	Small chest (400sp)

Xandit

AC 5 [14], **HD** 4 (18hp), **Att** 2x tail (1d8), **THACO** 16 [+3], **MV** 60' (20'), **SV** D11 W12 P10 B14 S15 (4) **ML** 8, **AL** Neutral, **XP** 100, **NA** 1 **TT** none

Charm Touch: The Xandit may substitute one tail attack with an attempt to charm a target. Target must save-vs-spell or become charmed by the Xandit. The Xandit will instruct a charmed hero to leave the tomb (and immediately becoming cursed).

Xandits are small magical beings created to guard treasure rooms. Their goal isn't to kill, although they will do so if they are cornered; instead, they use a charm ability to force targets to become cursed.

Area 4

Large Treasure Room. Door (secret, west).

No traps, no wards, no magic. Just treasure. However each and every item is cursed. Anyone removing even a simple gold coin will receive one of **Crim's Curses**.

Crim's Treasure Room contains the following items:

RARE GEMS

Black Star Sapphire (100 gp)

Rose Quartz (15 gp)

Peridot (20 gp)

Black Opal 40 gp)

Pink Pearl (30 gp)

Star Rose Quartz (50 gp)

Jasper (30 gp)

Spinel (50 gp)

Rhodochrosite (30 gp)

Aquamarine (40 gp)

Azurite (50 gp)

Golden Topaz (30 gp)

Obsidian (20 gp)

Malachite (50 gp)

Jasper (60 gp)

Citrine (60 gp)

Eye Agate (30 gp)

Black Pearl (60 gp)

WEAPONS/ARMOR

1d4 Battle axe

1d8 Dagger

1d10 Javelin

1d4 Short sword

2d8 Sword

1d4 Warhammer

1d6+2 Leather (Human)

3x Chainmail

2x Plate

1d8+2 Shield

MAGIC ITEMS

Potion of Mage Armor

Wand of Hold Person (3 charges)

Scroll of Fireball

Potion of Remove Paralysis

1d6+3 Random Spell Scroll

1d4+2 Random Potion

2x Random magic rings

MISCELLANEOUS

Large Statue (Elf, female), stone

Small Statue (Dragon), stone

Small Statue (Fish), bronze

Lantern, gold (100gp)

Area 5

Crim's Trick. Open archway to **Area 2** (north), door to **Area 2** (north, unlocked), door to **Area 6/7** (door, trapped).

Drawn on the floor area variety of shapes - circles, squares, hexes, triangles, and more. The shapes are meant to engage trespassers while the doors at **Area 5** and **Area 2** lock down and the secret doors to **Area 3** and **Area 4** also become magically locked. When the doors lock, the characters are trapped and can only move from **Area 5** to **Areas 6, 7, and 8** and the dead-end hallway (that moves north to **Area 2** and then west and then south to the locked door to **Area 5**). There is an additional trap that triggers when the characters enter **Area 8**.

The trap is to allow Crim to hunt the characters and wait for the best time to attack. He will try to separate them or wait for them to divide up, using his invisibility to his advantage.

The locked doors will only open on Crim's command or upon his death.

Crim's Curses

Any character who carries out a piece of treasure, from a single gold coin to any of the remaining treasures in the tomb (Area 3 or Area 4) are subject to a curse. Roll on the random table below to determine the curse that afflicts an individual who takes from Crim's Tomb.

d6 - Crim's Curse*

1	Victim loses 2" in height each day until curse is removed.
2	Victim grows an extra ear on a random body location each week.
3	Victim gains 1d4 hit points each day and loses 1d8 hit points each night.
4	Victim has 30 days until turning into a orc. Changes appear each day.
5	Victim's primary attribute (Strength, for example), drops by 1 each day.
6	Victim has 30 days until turning into a wight. Changes appear each day.

* Curse can be removed

Area 6

Heavy Mud Room. Open archways (west, south).

Archways connect **Area 6** to **Area 7** and the hallway leading to **Area 5**.

This room is dark and filled with 1' of mud that is kept wet by a slow trickle of water from a nearby spring that leaks in from the east wall. Movement through this room is reduced to half speed.

There is a 2-in-6 chance a hero will be able to spot the movement of the mud as Crim moves through it.

Area 7

Olive Oil Room. Open archways (west, north, south).

Archways connect **Area 7** to **Area 6** and **Area 8** as well as the hallway leading to **Area 5**.

This room is dark and filled with half an inch of olive oil that replenished by dozens of barrels hidden behind the east wall.

There is a 1-in-6 chance a hero will be able to spot the movement of the oil as Crim moves through it.

Movement through this room must be reduced to half speed or a Dexterity ability check must be made to keep from falling down. If a hero falls and Crim is within 5' or

can close the distance to attack, the attack is made at +2 to hit.

Area 8

Crim's Sarcophagus. Stone door (north, unlocked).

The stone door leading to the room with Crim's Sarcophagus is unlocked and can be opened with a simple push. Doing so will automatically trigger the trapped door in **Area 5**.

The Sarcophagus is a decoy. Crim is invisible and sleeps on the floor at the south wall. Anyone opening the door immediately awakens Crim who will attempt to sneak by the trespassers to retrieve his scimitar in **Area 6**. Once armed, he will use a mix of attacks and vertigo-inducing touches to slowly reduce the attackers' numbers.

Crim can reset the trapped door in **Area 5** by pulling a lever in his sarcophagus. This lever will be visible to anyone opening the sarcophagus and digging through half a foot of dirt (2 turns). A letter will also be found (see **Handout**). If a hero manages to pull the lever, the door to **Area 5** will unlock.

Crim will touch or attack anyone who attempts to open his sarcophagus, keeping them on the run in the small circuit of **Area 6**, **Area 7**, and **Area 8**.

Crim the Mummy

AC 3 [16], **HD** 6+2** (29hp), **Att** 1x touch (1d12 + vertigo) or 1x *Crim's Scimitar*, **THACO** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (6) **ML** 12, **AL** Chaotic, **XP** 550, **NA** 1 **TT** (see **Area 4**)

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

Invisibility: In combat: cannot be attacked in the first round; in subsequent rounds, may be attacked at -2 to hit (the floating scimitar reveals Crim's location). A hit on Crim removes his invisibility until his next turn.

Damage immunity: Only harmed by fire, spells, or magic weapons. All damage is reduced by half.

Vertigo. Anyone touched by Crim receives a wave of vertigo that lasts for 30 seconds. During this time, all attacks made by the victim are at -2 to hit.

Crim's Scimitar

Crim wields a +2 scimitar; on a successful attack, the target must save-versus-paralysis or be frozen in fear until the end of their next turn. Once per day, the scimitar may be used to regenerate 1d8 hit points to an undead wielder.

Crim's Boots

Crim wears a pair of boots that allow him to move through shallow water, mud, and slippery surfaces without sacrificing speed. The enchantment on the boots wears off if Crim is killed.

Playing Crim

Crim will quietly drop his scimitar into the mud in **Area 6** when he wishes to make a vertigo-inducing touch attack. There is a 1-in-6 chance a hero may discover the weapon while walking thru the area containing the weapon.

Crim will take advantage of the players being trapped in **Area 6**, **Area 7**, and **Area 8** when the doors lock on the east wall of **Area 5**. Play up the dread and fear of being hunted by an invisible stalker. If a hero should discover Crim's scimitar, Crim will make that adventurer the target of his next touch, using the vertigo to wrench the weapon from the target's grasp.

Crim is open to negotiation, so if the characters try to speak or haggle, allow it until Crim either is convinced they are stalling for time and are being deceitful or a hero attacks. After three deceitful attacks, Crim will no longer be open to negotiating.

My name is Crim
Briarstake, and you
have entered my
tomb without
permission. For this
transgression, you
will know my wrath
by the curse I
bestow upon all who
enter and take from
my possessions.

Final Notes

I am a HUGE fan of *The Mummy* (1999); there is something about Egyptian tombs that just screams dungeon crawl.

During a recent re-watch, I played a typical GM game of "What if..." and began asking myself all sorts of questions.

What would a curse on treasure looted from a tomb look like?

How might a mummy be a bit more deadly than the standard shambling wrappings?

How might a mummy go about protecting its tomb and treasure when the heroes can just run away?

I hope my possible answers to these questions make for a fun adventure for your players. But even more importantly, I hope you can provide your players with some roleplaying options that might show a different side to the traditional mummy. Crim is smart. He's really just wanting to keep all those treasures he worked so hard to collect... is that unreasonable?

Smart players may be able to discern that Crim isn't just any old mummy. The right amount of negotiations could result in the heroes not only having a mummy as an ally, but also a crypt where

they can also store their own treasures complete with a built-in guardian.

Of course, destroying Crim is always there for the players. It really is the only way to get rid of a curse anyway. Just returning a stolen treasure won't get rid of the curse, and there's nothing Crim can do about it at this point in his... undead life.

A handwritten signature in black ink that reads "Jim". The letters are stylized and fluid, with a large 'J' and a cursive 'm'.

Tavern Tales

Trallog the Faceless Sorcerer



For you *TAVERN* owners, here's another *Tavern Tales* to spur those sales. Be sure to order more barrels of ale this month, and keep an eye out for those pesky pickpockets; they like to strike when the storyteller pauses before the big reveal! Just make sure the fire is kept stoked and the front door closed to keep out the chill.

d12 - The Adventurers (roll 6x)*

- 1 Torrik Lightbrow (Half-Orc Magic-User)
- 2 Shandle Spiritsong (Human Thief)
- 3 Cerson Ficklesprout (Elf Cleric)
- 4 Dowbray Threestar (Dwarf Fighter)
- 5 Kerigot Sprakiro (Human Bard)
- 6 Speffar Broternik (Halfling Thief)
- 7 Timir Sharpshard (Half-Elf Druid)
- 8 Ackova Harkenfell (Human Acrobat)
- 9 Fritna Warmleaf (Elf Ranger)
- 10 Yurk (Human Barbarian)
- 11 Plabstin Starsand (Drow Illusionist)
- 12 Gallick Ironspear (Human Knight)

* reroll duplicate classes

d6 - Storyteller

- 1 Tammera Flameday
- 2 Ledda Darkrust
- 3 Stard Redshield
- 4 Jiliad Vonaday
- 5 Onir Stormguard
- 6 Dinnit Gifilona

d6 - Setting

- 1 Crumbling castle on the south border
- 2 The Forbidden Cemetery at Troll Falls
- 3 Old dwarven mine in the Copper Hills
- 4 Catacombs beneath Tall Pines Citadel
- 5 Abandoned Kark Library in Redtower
- 6 Silver Orc Lake near Mount Darkfang

d12 - The First Encounter (roll 3x)

- 1 Faceless wizard ambushed party, party fled to heal (+1gp)
- 2 Fire Elemental on guard duty, one adventurer killed (+3gp)
- 3 Adventurers attacked by undead, wizard escapes (+2gp)
- 4 Secret chamber found with a treasure chest (+1gp)
- 5 Wizard placed curse on adventurer! (+2gp)
- 6 Adventurers trigger a trap, one member gravely injured (+2gp)
- 7 Fireball! Healing potion used on adventurer near death (+4gp)
- 8 Wizard grows claws and kills two hirelings! (+3gp)
- 9 Party sets trap; drops boulder, injures wizard who flees (+1gp)
- 10 Lost party of adventurers discovered killed by poison (+2gp)
- 11 Wizard issues threat to leave his domain or be killed! (+4gp)
- 12 Party splits up -- one group never seen again! (+5gp)

d12 - Plot Twist (Roll 2x)

- 1 The faceless sorcerer's identity revealed -- an old ally! (+8gp)
- 2 Pit trap triggered but party avoids injury (+3gp)
- 3 One of the adventurers is charmed and runs away (+1gp)
- 4 Adventurers discover sorcerer's lair and loot it (+4gp)
- 5 Adventurers trigger a ward; one party member killed (+1gp)
- 6 Sorcerer uses secret passage to ambush party (+3gp)
- 7 Captured cleric freed, heals two party members (+4gp)
- 8 Sorcerer's helmet enchanted; party member petrified! (+5gp)
- 9 Lucky hit -- sorcerer loses helmet, blinded by torchlight! (+6gp)
- 10 Sorcerer seals unlucky adventurer in flooding room! (+3gp)
- 11 Thief successfully hides and backstabs sorcerer! (+5gp)
- 12 Sorcerer regroups and summons undead minions! (+4gp)

d8 - End of the Story (Roll 2x)

- 1 Sorcerer cornered and refuses to surrender (+2gp)
- 2 Surviving heroes encircle the sorcerer and strike! (+3gp)
- 3 Sorcerer prepares to kill fighter but wizard blasts him! (+2gp)
- 4 Sorcerer triggers own trap and gets struck by arrow (+2gp)
- 5 One party member leaps on sorcerer and stabs! (+4gp)
- 6 Sorcerer goes down but takes wizard's life in trade (+6gp)
- 7 One hero walks out alive, but sorcerer's terror is over (+7gp)
- 8 Cleric revives two slain heroes! (+8gp)

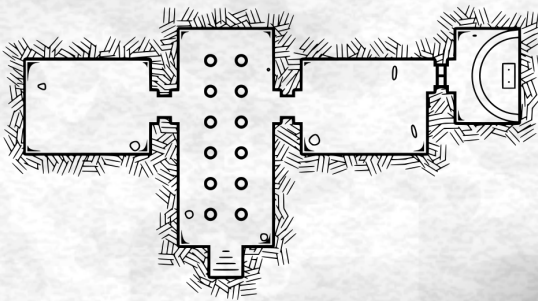


d4 - # Times Requested This Month

- 1 3 (Patrons bored!) Bonus x 3
- 2 7 (Story is a hit!) Bonus x 8
- 3 10 (Story getting stale...) Bonus x 7
- 4 18 (Story becomes epic) Bonus X 12

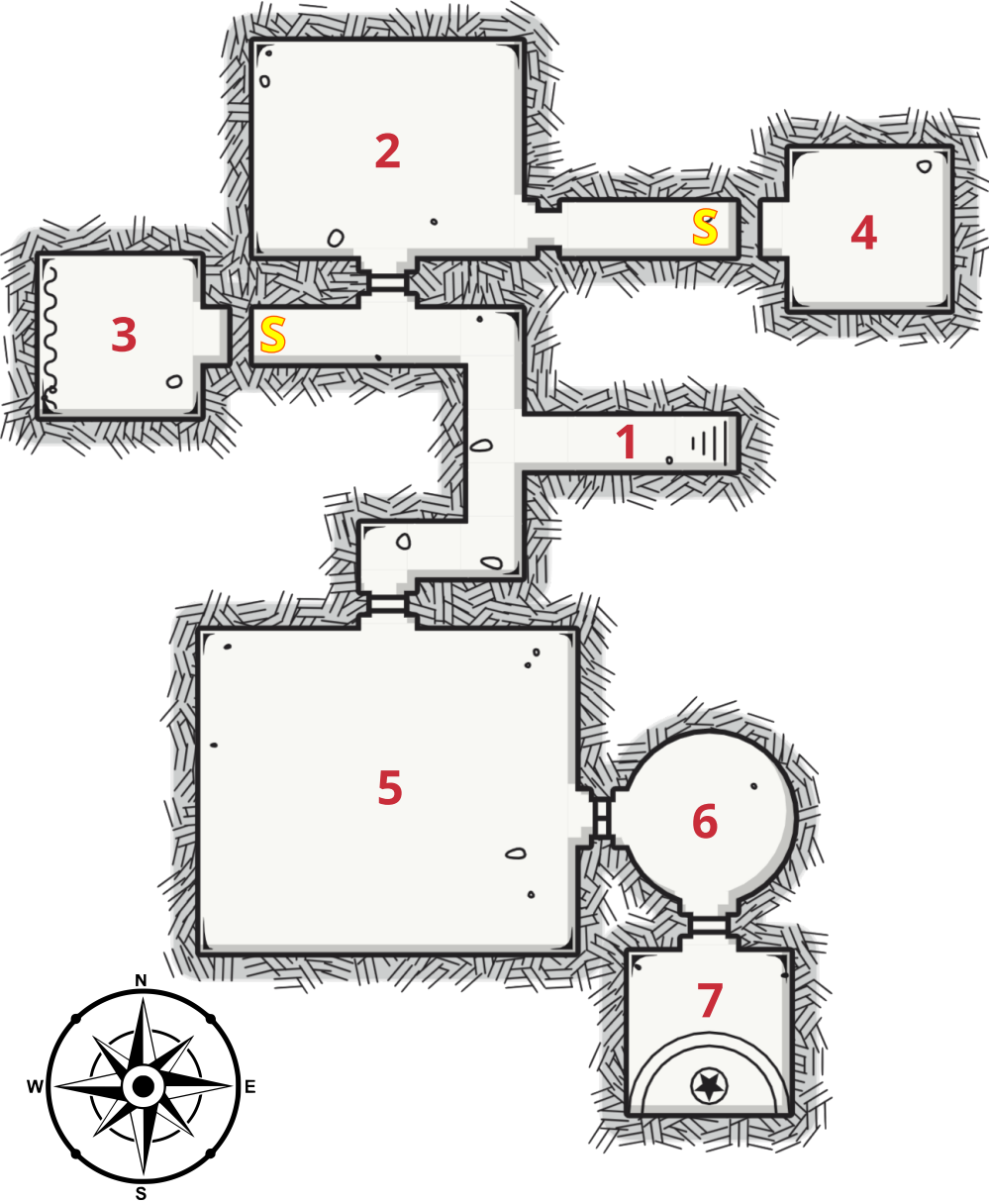
Bonus Profit this Month!

Add up gp from tables and multiply by Bonus value



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.)

Let's Create a Dungeon - Part 1



Let's Create a Dungeon - Area 1

d6 - Dungeon Name 1

- 1 The Forbidden Temple of...
- 2 The Lost Sanctuary of...
- 3 The Cursed Training Grounds of...
- 4 The Abysmal Walls of...
- 5 The Lurking Horrors of...
- 6 The Dread Halls of...

d6 - Name 2

- 1 Xera the Dark Mage
- 2 the Mad Monks
- 3 the Howling Cultists
- 4 the Shadow King
- 5 Mytnanis the Lich
- 6 the Red Minotaur

Crumbling steps lead down to hallways that splits to the north and south...

d6 - Northern Hallway (roll 2x)

- 1 Dead adventurer - 1x weapon, 3d8+10 gp, rotted leather
- 2 Footsteps in the dirt and debris, 1d8 dropped sp
- 3 Pit trap - Dexterity ability check on 2 lead PCs to leap away
- 4 Orc skeleton - 1x weapon, 1 key (fits one lock in dungeon)
- 5 Writing on wall - "Door at [**unreadable**] is [**unreadable**]"
- 6 Poison Dart - Dexterity ability check on rear PC to dodge

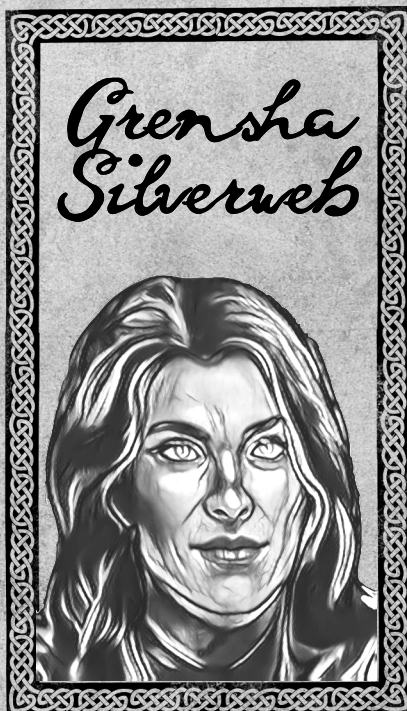
GM: A secret door to **Area 3** is at the end of the northern hallway.
Standard door to north to **Area 2** is locked, no trap.

d6 - Southern Hallway (roll 2x)

- 1 1x Dormant ooze awakens -- Ochre Jelly or Black Pudding
- 2 Magic ward on door (to **Area 5**) - use *lightning bolt* spell
- 3 Pit trap - Dexterity ability check on 2 lead PCs to leap away
- 4 Bones of unknown creature - value 2d8x10 gp to an alchemist
- 5 1-in-6 chance for each adventurer to hear ringing in ears
- 6 Nothing of importance -- dust, cobwebs and dark stains on walls

GM: Standard door to south to **Area 5** is unlocked.

WANTED



*Half-Elf Female
Magic-user
Dark hair
Blue eyes*

*Necromancy
Desecration of
cemetery
Dark magics*



100 GOLD



DEAD OR ALIVE

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.)



by James Floyd Kelly

If you had asked me a few years back about which form of running a game I preferred, one with terrain and miniatures OR one with just theater-of-the mind (TotM) narration, I would have picked the former.

For years now, I have crafted terrain, 3D printed terrain, and purchased pre-painted terrain. I started a YouTube channel devoted to my hobby of making my own terrain for the games I play. Terrain was both enjoyable

to make and fun to share with my players. It allowed them to move their little miniatures around the scene, picking lines of sight, hiding behind barrels and columns, and much more. But jump ahead a few years and just a few months ago I had one of the most fun gaming experiences in decades as I ran a group of players through an old school rpg with nothing but dice, character sheets, and their imagination as I described the scenes, the rooms, the creatures, and anything else they would ask about or request more information on.

So that leads to this issue's discussion -- Theater of the Mind or Miniatures and Terrain? (And is there a middle ground?) I don't claim to be the expert on the subject, so just let my observations about both methods steer your own thoughts and decisions and maybe you'll discover a different method that you can use at your own table. There are no right or wrong ways to run a game, so let's just look at when one or the other may be a good decision for you.

Miniatures and Terrain

I'll start with the Minis & Terrain (M&T) option because it's the one I'm most experienced with. My early days of RPGs (back in the early 80s) were almost all TotM because my friends and I were not only too poor to afford metal miniatures, but we wouldn't have even known how to use them as we had never seen minis used at a table.

But these days, miniatures and terrain are pretty common, especially at

gaming stores where those items are sold. Miniatures are a huge business these days, and with the arrival of 3D printing (especially resin printers), it's way too easy to have as many miniatures in your collection (as either a GM or player) as you can find a place to store them.

Most RPGs these days use a standard 1 inch = 5 feet measurement method for gaming. It's become so easy for a GM to drop down a gridded dry-erase mat or a pre-printed gridded neoprene mat with a top-down view of trees or mountain passes or the corridors in a castle. Entire businesses have formed around providing GMs methods to provide visuals for their players, and even the digital gaming use the VTT digital mats that can include animations such as flickering torches and an eerie fog moving across a graveyard.

Miniatures and terrain provide a way for players to show where their characters move, where they search, where they hide... the list goes on. And these items allow the GM to provide players with colors and shapes and more vivid imagery that removes the need to describe the environment and focus instead on the creatures or the NPCs that are within visual range... or crossbow range, for that matter.

Not every locale has a matching piece of terrain or mat that you can purchase, however, and this means the GM who desires to provide an immersive bit of terrain will often have to make it - crafting terrain is a well-known option for many GMs who find they need a very unusual or specific feature or setting (a watchtower with goblin skeletons hanging from it like curtains, for example). Check out legendary crafter, **DM Scotty**, and his 600+ video channel, **The DM's Craft**, on YouTube if you want to see just a sliver of what's available out there in terms of tutorials. The only limit is your skill, your budget, and your time.

And that's a place where purchased miniatures and terrain shine -- the GM no longer has to create custom mats or create little paper mache monsters to simulate those in a round of combat. Need a group of zombies? You can find them sold in packs or entire boxes! Need a nice little tavern with two stories and a fireplace, tables, and chairs? There are plenty of companies that sell 3D structures like a tavern with removable roofs and interactive elements like stairs and secret doors.

Downsides to M&T? Well, the biggest one is cost. Terrain and miniatures aren't free. 3D printing minis might be cheap, but you've still got to buy

the plastic or resin and the machine to print them. Pre-built terrain is awesome stuff, but they're not giving it away at the stores. If you can't make it yourself (whether you lack the time or the patience or the skill), some game stores will have a "library" of terrain you can borrow, but you're often limited to stuff that's doing double-duty for wargaming and will be extremely limited in its ability to tell a story.

If cost is an issue, a GM can always go the route of a dry-erase mat (gridded or non-gridded) and draw out the caverns, the rooms, and the forests with dry-erase markers. The players will still get the general idea, and they can move their miniatures around and discuss combat strategies at will.

Ultimately, miniatures and terrain do offer some great visuals for games that feature unreal and non-traditional settings. It's easy for a GM to simply describe a gas station or a warehouse, but nothing beats dropping down a bit of terrain on the table for a crumbling watchtower or a spooky cemetery. And why describe a band of goblins running at the party when you drop a dozen or two plastic goblin minis on the table?

Theater of the Mind

It's not outside the realm of possibilities to imagine a GM placing 20 or 30 goblin minis onto the tabletop, but I doubt many GMs would be able to handle 100 or 500 or an army of 10,000 goblins. First, table space would likely be a real issue. Second, cost. And third... where would you store them?

All kidding aside, there are just as many (I might argue more) instances where describing the scene to the players is a more realistic option. Those GMs who prefer Theater of the Mind know that part of the joy of a game is allowing the players to imagine the scene themselves. GMs will provide the barebones description and leave the rest to the players.

With TotM, there's no need to craft or buy a five level castle and force the players to stand up, move around the terrain as they shift their miniatures, and deal with the logistics 3D terrain brings when you start thinking about line of sight, hidden doorways, and fog of war. With TotM, the trap remains invisible, the secret door remains closed, and the huge pile of coins with the dragon on top on the other side of the door stays a surprise until the GM lets the players in on the secret.

Theater of the mind is not only cheaper (you're expenses are dice, pencils, rulebooks, and snacks), but it allows a GM to avoid things like limited table space. Terrain and miniatures need room to place and move, but with TotM, a GM and players can set up pretty much anywhere... a living room, the floor, or even a car. (And I've run a game or two in a moving vehicle!)

What TotM offers to a GM in terms of savings and less storage space (or even the time to make the terrain) does come with a larger responsibility however; the GM needs to be able to describe the scene, the NPCs, the creatures, and all the other things that cannot be shown in a sketch or with a mat or with a dozen creatures placed in specific hiding spaces behind a piece of terrain.

As a GM, TotM is both burden and freedom.

Burden in the sense that we need to make sure we can describe things colorfully, accurately and with enough details - enough that the players feel they can move forward with their own actions.

Freedom in the sense that the GM has no limits -- a floating castle doesn't need to be crafted or bought... and if it is, how do you plan on suspending it... and why would you? Your players have an imagination, so GMs can take advantage of that and create and describe the most elaborate, expansive, and intricate settings possible without worrying about the limitations of tabletop terrain or the potential disappointment in seeing a wondrous setting reduced to black dry-erase lines on a gridded mat.

TotM offers the GM the most advanced visual system on the planet -- the human imagination.

Middle Ground?

Is there a balance between Theater of the Mind and Miniatures & Terrain? Of course there is, but finding that balance can be tricky.

If you get your players expecting to see small, medium and large pieces of terrain on the tabletop in which to interact with their miniatures, you may find them a bit resistant to playing when you show up with just your notes. And there's another drawback to using terrain all the time; when you pull out a huge scene you've crafted or bought, the players are somewhat trained to expect a big battle or some sort of significant scene

that requires the detailed terrain. Most GMs don't want to craft an item or buy an item simply to have the miniatures walk through it or have a conversation with an NPC about the weather. Terrain implies action, and that can be a problem when you use terrain too much.

But the flipside exists, too -- use TotM with your players in every game, and when you pull out a piece of terrain, they know something's up. Maybe they're supposed to see something hidden or some puzzle requires physical items or locations that the terrain gives away or hints strongly to... the terrain breaks them out of their own imagination and forces them to use only what they see before them.

So, what's the solution?

One way to solve the dilemma of when to use TotM versus M&T is to use it randomly. Flip a coin or just decide to do a 50/50 mix of M&T-vs-TotM and stick with it.

The only problem I can see with this option is that you risk slowing down the action by dropping a piece of terrain on the table and forcing your players to use minis during a scene that really has very little impact on the story. If the PCs are simply meant to approach an NPC and appeal to her good nature to share the location of the bandit camp, taking the time to setup the scenery, drop the NPC down, and then allow the players to do the same risks them searching the area for secret items (buried treasure) or interacting with scenery elements that are just there for show. Trust me... it can happen.

Another option is to use randomly use TotM and M&T for combat only; only pull out terrain when it's needed for strategy and line of sight stuff and do that half the time... the other half, you'll be running combat using verbal clues only.

But here again is a problem... if you do that, then the players automatically know when the terrain comes out that combat is on the horizon.

You COULD use terrain only for non-combat scenes, but the issue there is that setting up terrain can steal time from a game. We all know that time is fleeting; games usually start a few minutes late, there are minor interruptions (bathroom breaks, snacks, text messages, etc.), and a dozen more things can steal away our gaming time. And honestly, so

many of the non-combat game events that would be done using terrain can be done faster without it. A 30-second dialogue with an NPC shouldn't require two minutes of pulling out terrain and setting up minis and barrels and trees and... you get the idea.

So, is there an actual solution?

The best thing I can come up with (and you may have something even better!) is having a talk with your players and finding out what they want from a game:

1. Do they want to use miniatures? Some players love buying them, painting them, and using them in a game, but some can easily skip that part of the game.
2. How do your players react when you reach for terrain? Do they use that time to take a break because they know it'll take a few minutes? Do they get excited? Do they sit up tall and start talking tactics because they are sending combat?
3. Do your players enjoy hearing a verbal description of a significant locale and gaining the freedom to move and act where their imagination allows them to, or do they prefer terrain that shows them exactly where the ledge is located, how high up it is, and how far away (and how many turns it will take to get there)?

Of course, as a GM, you get the final vote. Your players may want terrain, but your budget or storage space may be limited. You may not have access to a local store where you can find terrain and miniatures to fit your game and you may not like ordering online and dealing with shipping charges or...

Maybe your players prefer TotM but you're a crafter or a wargamer and have quite the collection of terrain and minis and want to put them to use. And you might prefer to let the terrain do the talking when it comes to describing distances, heights, and line of sight.

Ultimately, you as the GM will need to listen to your players requests and evaluate your ability to respond based on finances, time, skill, and goals for your campaign. Your enjoyment of the game (as GM) is just as important as that of the players, so hopefully you can find a middle ground that is custom to your game style and your players desires.

Sshhh... Did You Hear That?

Adventurers would be wise to heed the lessons of the old explorers. Kicking in doors is for the reckless. Listening at a door can often mean survival.

Journal of Rickety Kick-It

d8 - Now what??

- 1 A door slams
- 2 Snap of a bow string
- 3 Scrape of claws on stone
- 4 A chain rattles
- 5 A roar
- 6 Drip, drip, dripping...
- 7 Clang of a sword
- 8 A splash of water

d6 - Sounded like...

- 1 ... a cracking of bone
- 2 ... a growl
- 3 ... chewing
- 4 ... a cackle
- 5 ... a snap of teeth
- 6 ... clicking of claws

d8 - We should go...

- 1 Sound of running
- 2 Wood splinters nearby
- 3 A loud snort
- 4 Shuffling of padded feet
- 5 Rumble of a stomach
- 6 A lengthy inhale
- 7 A howl and then panting
- 8 Sniffing...

d12 - If the party just has to investigate...*

- 1 Rabid Cyclops - **AC** 6 [13], **Att** 1 x fist (2d10)
- 2 One-Eyed Hulker - no Confusing Gaze, no Averting Eyes
- 3 Lost Minotaur - **Crazed**: Picks one target for all attacks, **Att** 2 x gore
- 4 Insane Bugbear - **HD** 4+1 (19hp), **Att** 2 x weapon
- 5 Hunter Roper - **MV** 60' (20'), **HD** 10** (45hp), **Att** 2 x bite, no Grab
- 6 Giant Ghast - **HD** 10 (45), **Att** 2 x claw (1d4+paralysis), 1 x bite (1d8)
- 7 Berserk Wereboar - **Att** 2 x tusk (2d6 +poison save)
- 8 Devious Troll - level 4 thief, **Att** 3 x talon (1d6), no bite, **ML** 8
- 9 Three-headed Ettin - **AC** 3 [16], **HD** 11 (49hp), **ML** 6
- 10 Crypt Manticore - **HD** 7+1 (32hp), **Att** 2 x bite (2d4), no flying
- 11 Starving Basilisk - **HD** 5+1** (23hp), **ML** 11
- 12 Ogre Shaman - level 4 Magic-User, **AC** 7 (12)

* use standard stats with these modifiers

That is NOT a Normal Medusa!



d8- Name

- 1 Tajall the Scaled Torturer
- 2 Relpayurk Eyestrike
- 3 Melatru (Curse of the Living)
- 4 Wadirra the Defiler
- 5 Aplituma the Scalp Shredder
- 6 Refik (Poisoner of Darkwall)
- 7 Flayna the Flesh Flayer
- 8 Sarridee the Snake Queen

d8 - Desires ..

- 1 ... a rare magic wand
- 2 ... a nearby enemy killed
- 3 ... area of dungeon collapsed
- 4 ... to play a game of chance
- 5 ... a pet (creature in dungeon)
- 6 ... six gems for her crown
- 7 ... a quest be completed
- 8 ... revenge on an NPC

d8 - Henchmen

- 1 1d4+2 Ghoul
- 2 2x Cockatrice
- 3 1d4+1 Harpy
- 4 2d4+1 Bugbear
- 5 1x Doppelganger
- 6 2d4+1 Gargoyle
- 7 2x Blink Dog
- 8 1x Gorgon

d10 - Unique Ability (in addition to Petrify)

- 1 **De-Petrify** - can undo a petrification she causes
- 2 **Call Snakes** - can summon 1d4 giant snakes
- 3 **Snake Form** - can shape change to a snake for fast escapes
- 4 **Charm Person** - save-versus-spells or be charmed
- 5 **Shape Stealing** - adopt form of any human-like creature (6' tall or less)
- 6 **Fire Resistance** - unaffected by fire or fire-related weapons/spells
- 7 **Deadly Gaze** -- save-versus-death or die
- 8 **Side Slip** - twice per day, teleport up to 30' away
- 9 **Rust Touch** - can dissolve metal on touch
- 10 **Petrifying Touch** - save-vs-petrify

What Did I Just Pickpocket?

One of the thrills of being a thief is the unknown pull from a target's pocket or pack. I could tell you stories...

Stephen Allen
(aka Pickpocket Prince)

d4 - Made PP roll by...

- | | |
|---|--------------------------|
| 1 | 5%? - 1 roll |
| 2 | 10%? - 2 rolls, pick one |
| 3 | 20%? - 3 rolls, pick one |
| 4 | 30%? - 4 rolls, pick two |

d20 - What do we have here...?

- | | |
|----|--|
| 1 | Rusty, bent horseshoe |
| 2 | Broken vial wrapped in a handkerchief |
| 3 | Ransom letter for a kidnapped royal (5000gp) - victim or villain? |
| 4 | A moldy cut of half-eaten bread |
| 5 | A bag of squash seeds, value 10sp |
| 6 | Piece of slate rock with the elvish rune for LUCK etched on surface |
| 7 | Small vial of lantern oil, value 20sp |
| 8 | Unfinished letter of blackmail, victim is town sheriff |
| 9 | Leather cord tied around 3d10+10 bird bones |
| 10 | Toy soldier cast from silver, value 15gp |
| 11 | Small leather pouch holding 3d8pp |
| 12 | Small journal, contains 1d4+1 hand-copied sketches of treasure maps |
| 13 | Deed to small plot of land, value 500gp |
| 14 | Ornate ring with a single opal, value 100gp |
| 15 | Gold chain necklace holding 3x unusual teeth, value 25gp |
| 16 | Small wood box containing three sapphires (30gp each) |
| 17 | 200gp IOU from a well-known and local merchant |
| 18 | A sheet of music signed by famous bard, value 200gp |
| 19 | Random magic wand, target will offer a sizable reward for its return |
| 20 | Random magic ring, target will go to great lengths to retrieve it |

Are You Really Going to Drink That?

Green? Smells like a ghoul's armpit? Tastes like it, too? I don't care! Do you see this cut I've got on my arm?

ch\\V\\olfgang

d4 - Consistency

- 1 Watery
- 2 Slippery
- 3 Syrupy
- 4 Chunky

d8 - Color

- 1 Amber - "It's pretty!"
- 2 Blue - "It's blue."
- 3 Green - "Like ogre snot."
- 4 Orange - "Is this natural?"
- 5 Purple - "Looks pricey."
- 6 Yellow - "Don't say it."
- 7 Pink - "That's not right."
- 8 Black - "Are you serious?"

d8 - Smell

- 1 "Smells like flowers!"
- 2 "Like sweaty leather."
- 3 "Is this vinegar?"
- 4 "Smells like lantern oil."
- 5 Like a barbarian's breath."
- 6 "Bottled ghoul."
- 7 "Sulfur would be better."
- 8 "Like three-year dead orc."

d12 - But How Does It Taste?

- 1 "I'm having flashbacks of my mother's homemade apple wine."
- 2 "Not bad. A little like butter. Burns in my stomach, though."
- 3 "Like warm cinnamon, but the aftertaste was like my worst belch."
- 4 "Wish I could tell you. My tongue feels like I licked an oak tree for a year."
- 5 "The lumps were a nice surprise... made me forget to cry."
- 6 "I think I'd choose poison if you told me I needed a second dose."
- 7 "I'm glad we didn't buy that. Tasted like squirrel marinated in demon tears."
- 8 "If healing potions tasted like that, the dungeons would be full of corpses."
- 9 "I need ten ales. Not to wash away the taste but to pass out now."
- 10 "Like the scent of that mummy we fought was bottled."
- 11 "If my tongue had a weapon right now, I think I'd be dead."
- 12 "Exactly like you'd imagine cooked troll would taste."

Jebadiah's *Artisan Torches*



Guaranteed to last One Hour*



*Jebadiah's Artisan Torches makes
no guarantee how long user will last.

That is NOT a Normal Torch!



d8 - Unusual Observation

- 1 Produces no smoke
- 2 Produces no smell
- 3 Provides a deep blue glow
- 4 Not extinguishable in water
- 5 Creates no shadows
- 6 Heavier than normal (1d8 dmg)
- 7 Brighter - 40' radius
- 8 Fast burn - 30 minutes (3 turns)

d8 - Found in/on...

- 1 ... on dead adventurer
- 2 ... on dungeon wall
- 3 ... in bundle of 1d4 torches
- 4 ... dusty bag in shop corner
- 5 ... abandoned workshop
- 6 ... weathered coffin
- 7 ... wandering creature
- 8 ... shady merchant wagon

d10 - Special Ability (2-in-6 chance)*

- 1 *The wood used produces a smoke that lycanthropes avoid.*
- 2 *Secret doors within 200' of the bearer of the torch glow green.*
- 3 *Any offensive spells cast within 15' of the lit torch do double damage.*
- 4 *While torch burns, all clerics within 30' gain 1d4 bonus healing on spells.*
- 5 *All magic items within 30' of the torch are ineffective.*
- 6 *The light produced enrages all undead creatures who can see it.*
- 7 *Any trap within 15' of the lit torch glows blue.*
- 8 *All chaotic creatures within 60' of lit torch are -1 AC.*
- 9 *All fighters within 30' of the torch hit harder - 1d4 bonus damage.*
- 10 *The scent of the torch charms all goblins within 60'.*

*Ability should remain secret to players

**This BONUS page of Random Charts & Tables is sponsored by
Lords of Ruin**

Brew Kessel

School of Spellcraft and Sorcery

62 years ago, Brewkessel vanished,
in a mysterious magical disaster.

7 months ago, it returned
in a flash of red lightning,
halls filled with monsters,
treasure, and traps.

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DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

THE ALLY

ILLUSIONIST

d6 - Secret

- 1 Vertigo (1-in-6 once per day)
- 2 Cursed - spells fail 1-in-6
- 3 Death mark from orcs
- 4 Female (dresses male)
- 5 On the run (using alias)
- 6 Afraid of water (lakes, etc)

d6 - Special Skill

- 1 Immune to *sleep*
- 2 Spots secret doors 2-in-6
- 3 **Hide in Shadows** (lvl 1 thief)
- 4 Staff-trained: +1 to hit
- 5 Dagger-trained: +1 to hit
- 6 **Move Silently** (lvl 1 thief)

d8 - Advantage

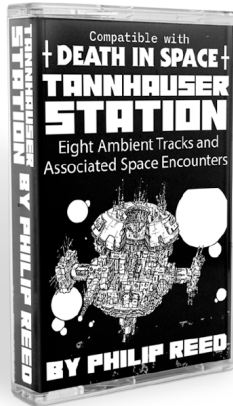
- 1 Farm-raised +1d4 hp
- 2 Knows *charm* spell
- 3 Creates wands (400gp/level)
- 4 Chance to copy spell +10%
- 5 *Chromatic Orb* 2x damage
- 6 *Wall of Fog* (20' cube/level)
- 7 Savings Throws at Level +1
- 8 Speaks 4x languages

d8 - Disadvantage

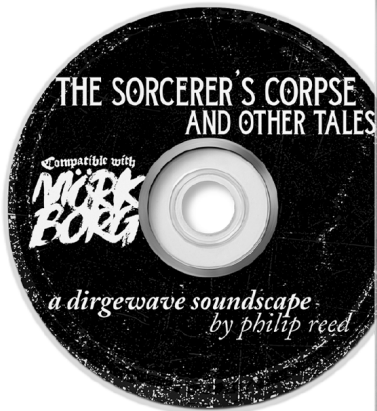
- 1 Deathly afraid of goblins
- 2 Injured knee - **MV** -30' (-10')
- 3 *Darkness* spell always fails
- 4 Major gambling debts
- 5 Despises lawful clerics
- 6 Horrible body odor
- 7 Arrogance of royalty
- 8 Argues to get all wands

d10 - Weapon(s) & Possessions + 1d4*10gp

- 1 Dagger only, Pack - 1d4 torches, 25' rope, water/rations for 3 days
- 2 Dagger x2, Pack - 3 torches, 50' rope, water/rations for 4 days
- 3 Staff only, Pack - 1d6 torches, lantern/oil (8 hours), water/rations for 5 days
- 4 Dagger and Staff, 1x random magic ring, 3x random spell scrolls
- 5 +1 Dagger (Mage Blade), 1x random magic wand, 2x random spell scrolls
- 6 +1 Staff (Staff of Thorns), Dagger, 2x random spell scrolls
- 7 Staff of Defense (+1 AC), 3x random spell scrolls, 2x random potions
- 8 Staff of the Caster (*fireball* once per day), 3x random potions
- 9 Blade of the Caster (dagger, +1d4 bonus damage), 2x random spell scrolls
- 10 Robe of the Caster (+1 AC, cast invisibility once per day), 1x magic ring



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philipreed.bandcamp.com

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INTELLIGENT STAFF

d4 - Alignment

- 1 Law
- 2 Neutral
- 3 Chaos
- 4 Unaligned

d6 - Quirk

- 1 Requires vote on spell casting
- 2 Hates illusionists/refuses to help
- 3 Requires 1hp of blood/day
- 4 Hates magic-users/refuses to help
- 5 Must be wrapped in wool while asleep
- 6 Hates druids/refuses to help

d8 - Primary Ability

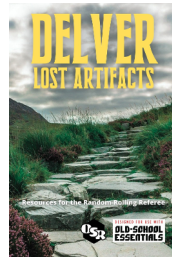
- 1 Heals wielder 1d4 per day
- 2 Wielder immune to *charm*
- 3 Cast *dispel magic* 3x/day
- 4 Cast *wizard eye* 1x/day
- 5 Cast *reincarnation* (lose 1 level)
- 6 Reveals wards within 15'
- 7 +1 Intelligence
- 8 Wielder - infravision 30'



d10 - Secondary Ability (1x/day)

- 1 Heal ally - 2 hp
- 2 Cast *light*
- 3 Reveal trap within 60'
- 4 Cast *detect magic*
- 5 Detect undead within 300'
- 6 Cast *shield*
- 7 Translate runes
- 8 Cast *knock*
- 9 +1 AC for 3 turns
- 10 Cast *web*

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