

DELVER



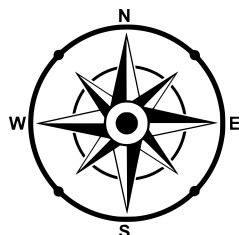
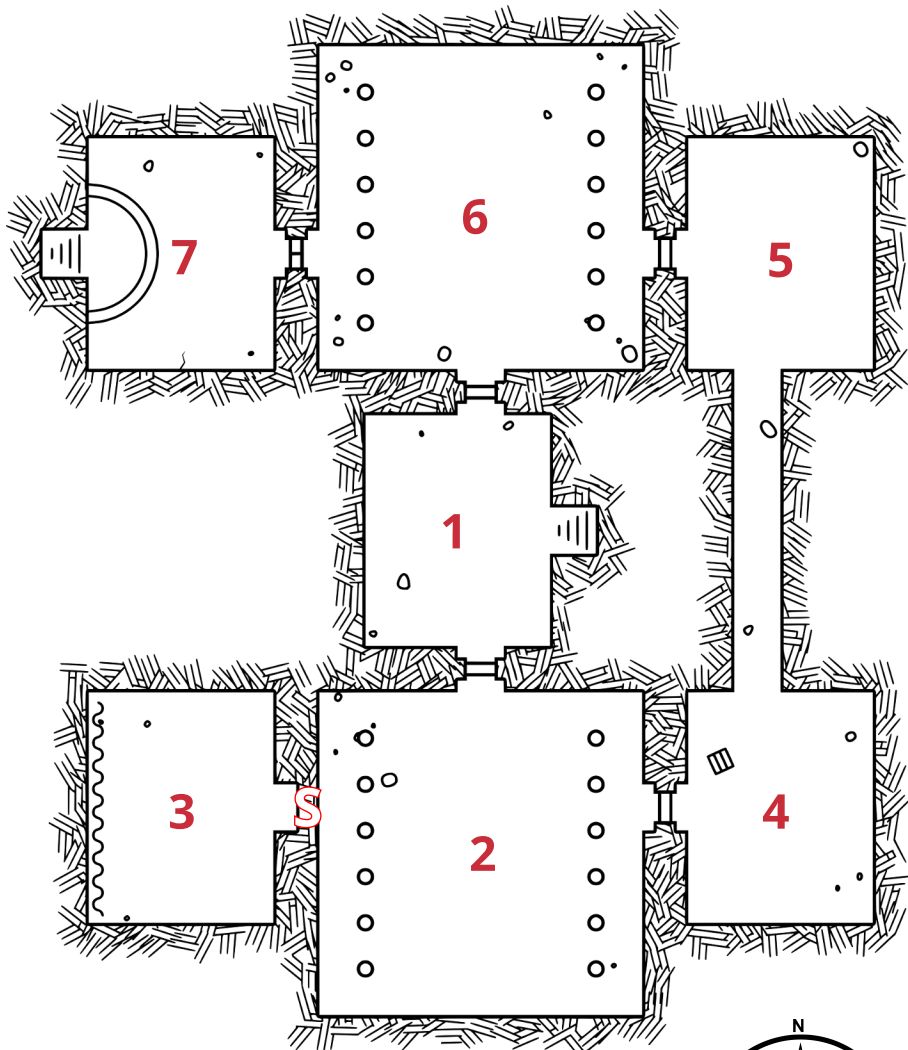
Issue #6

Resources for the Random-Rolling Referee

OSR

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

A VAMPIRE PROBLEM



DELVER

Issue #6

Created by James Floyd Kelly
1st Printing

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Some artwork provided by Daniel F Walthall, watabou, MidJourney, and Vecteezy

Resources for the Random-Rolling Referee

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DELVER

Issue #6

WELCOME!

Six issues done!

Thank you, all!

My *Delver* readers have been amazing, allowing me to dedicate a percentage of my work week to creating new gaming content. It's a dream come true, and I am eternally grateful for the opportunity my *Delver* supporters and advertisers have given me.

Enjoy the issue and I hope your players enjoy their special encounter in this issue's level 6 adventure.

If you have any questions or comments or suggestions for future issues, I can be reached at this email address:

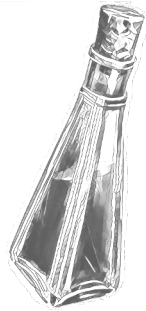
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BETTER HEALING POTION



d4 - Name

- 1 Clura's Sweet Water
- 2 Vial of Invigoration
- 3 Wyloch's Brew
- 4 Tears of Guratyn

d4 - Needed Ingredient

- 1 1d6 Plura Tree leaves
- 2 1d4 vials of holy water
- 3 2x blue pearls
- 4 1x griffon feather

d6 - Special

- 1 Only works for lawful
- 2 Only works for neutral
- 3 +1d6 hp for lawful
- 4 +1d8 hp for lawful
- 5 +1d10 hp for lawful
- 6 1-in-6 chaotic 1d4 dmg

d6 - Time & Cost

- 1 1 hour - 100 gold
- 2 1 day - 75 gold
- 3 1 week - 50 gold
- 4 1 month - 25 gold
- 5 1d8 days - 50 gold
- 6 1d10 days - 25 gold

d10 - Effect

- 1 1d6 hp healed PLUS infravision for 24 hours
- 2 1d6 hp healed PLUS immune to cold effects for 24 hours
- 3 1d8 hp healed PLUS immune to fire effects for 24 hours
- 4 1d8 hp healed PLUS hardened skin (AC +2) for 8 hours
- 5 1d8 hp healed PLUS invisibility for 2 hours (or until taking damage)
- 6 1d10 hp healed PLUS bonus 1d6 hp
- 7 1d10 hp healed PLUS water breathing for 2 hours
- 8 1d10 hp healed PLUS STR or DEX increase +2 for 4 hours
- 9 1d12 hp healed PLUS INT or WIS increase +2 for 4 hours
- 10 1d12 hp healed PLUS one Attribute +3 increase for 2 hours



FROM THE LIBRARY OF NILOSHIS WHISPERWALK

The Druid Reaper

by Botran Yokum

Memory of the Master

by Lemis Chiganer

Stardust and Fury

by Taten Ulbram

The Killing Ship

by "Gray Eye" Yannimeer

Legacy of the Death Mage

by Sir Trillith of Foglight

Time of the Atlarik

by Wanha Siffin

The Apprentice's Possession

by Vot Trel Gulinck

Throne of the Skull

by Unknown

Wall of the Fool's Haunting

by Eriton Steelbone

Amulet of the Spark

by Derin Bluewater

Poison of the Raven King

by Brigla the Younger

A Traitor's Poisoning

by Gebastia Hollowoak

Lost Book of the Ice Elf

by Ceracita Sobenlos

The Sorcerer's Dark Eye

by Kee Fundergrank

The Dragon's Thorn

by Talloo Sibbermol

Hour of the Seer

by Drimbana Shakesream

Knight and Spellbinder

by Nuck Babersham

Mad Paladin of Belagon

by Dalen Ryelik

Fortress of Time

by Eishman Usperdream

The Undead Shadows

by Yermou Fincoob

A Scepter's Travels

by Priests of Agronna

The Smoking Wrath

by Unknown

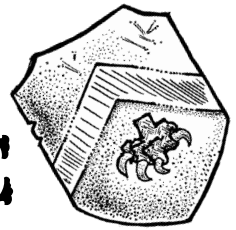
Shamans of Lightblade

by Durstis Amarock

Harbor of Ember's Might

by Lagun Ultoxia

GRIFFON CLAW AUCTION HOUSE



LOT # 71- A Mace

One of seven maces made for the Order of the Scarlet Orb, this particular mace was wielded by Sister Gizbeth of Yanbur during the siege of Castle Perrik.

The Secret: A lawful cleric wielding this mace gains +1 Strength and a bonus 5 hit points when in combat against any group of chaotic majority.

d4 - Beat this Bid?

- 1 1d4x15gp and yours!
- 2 1d6x20gp and yours!
- 3 1d8x25gp and yours!
- 4 1d12x30gp and yours!

d4 - Beat this Bid?

- 1 1d4x50gp and yours!
- 2 1d6x150gp and yours!
- 3 1d8x250gp and yours!
- 4 1d10x400gp and yours!

LOT # 93- A String of Beads

The Order of the Scarlet Orb provided beads like these to the youngest of its order as a focus for their worship.

The Secret: A lawful cleric holding these beads during a healing adds +1 hit point to the healing.

LOT # 54 - A Prayer Book

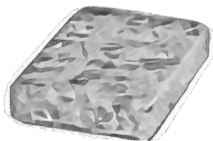
This prayer book contains a list of members of the Order of the Scarlet Orb. Many of the names will be recognized as participants in some of history's most iconic battles.

The Secret: The book is a fake and is cursed. The first time a lawful cleric casts a spell while holding the book, the spell fails and the caster takes 1d8 damage.

d4 - Beat this Bid?

- 1 1d6x25gp and yours!
- 2 1d6x50gp and yours!
- 3 1d6x100gp and yours!
- 4 1d6x200gp and yours!

True Sight Rations



3 rations.

Eating a single ration provides the consumer with the ability to see illusions and hidden traps and doors for one hour. Illusions and hidden objects are surrounded by a yellow glow.

Vial of Find Water



Single use.

Pour out the contents of this vial. The liquid will move in the direction of the nearest source of clean water but stay within 30' of the vial. The effect lasts for 24 hours.

Rusting Leather



Provides the wearer with +1 AC and any non-magic weapons that successfully strike the wearer have a 1-in-10 chance of crumbling away into a pile of rust within 60 seconds.



The "Don't Get Too Attached" Backstory **FIGHTER**

d10 - Motivation

- 1 Freedom, never be in debt
- 2 Rise above my station
- 3 Fame and fortune
- 4 Find friends I can trust
- 5 Never be hungry again
- 6 Find my sibling's killer
- 7 Buy back a stolen heirloom
- 8 Redeem my family name
- 9 Gold. Lots of gold...
- 10 Revenge, find nemesis

d6 - Early Start

- 1 Small town, stable hand
- 2 Village, some training
- 3 Large city, old money
- 4 Streets, self-sufficient
- 5 Forest life, hunting/fishing
- 6 Quiet farm, peaceful

d10 - Unique Token

- 1 Father's ring
- 2 Mother's knitting needles
- 3 Special coin from trainer
- 4 Childhood toy soldier
- 5 Necklace of orc teeth
- 6 Deceased friend's dagger
- 7 Favorite uncle's backpack
- 8 Defeated goblin's rattle
- 9 Ruby, 50gp, first loot
- 10 Deceased sister's earring

d12 - Personal Goal*

- 1 Retrieve the hide from a rare creature for a custom tunic (100XP)
- 2 Save an ally from certain death (150XP)
- 3 Ask a dragon a specific question and get the answer (300XP)
- 4 Find a magic sword and use it to slay a powerful creature (200XP)
- 5 Build a stronghold for you and your allies (500XP)
- 6 Survive impossible odds in a 1v1 fight to the death (400XP)
- 7 Assist an ally with an unusually deadly mission and survive (300XP)
- 8 Lead a group of hirelings (>8) against an evil creature 5+HD (700XP)
- 9 Successfully complete a mission assigned by a temple (300XP)
- 10 Catch enough thieves to become marked by the Thieves' Guild (600XP)
- 11 Have a magic-user create you a powerful magic helm (500XP)
- 12 Defeat a more powerful undead foe in combat (1000XP)

*XP values are just suggestions; modify as desired.

Note: Originally published for The Lost Tomes Patreon

The "Don't Get Too Attached" Backstory

MAGIC-USER

d6 - Early Start

- 1 Magic skills but no training
- 2 Urchin doing street magic
- 3 Banished by town cleric
- 4 Hid skills from peers
- 5 Needed to learn control
- 6 Wizard's apprentice

d10 - Motivation

- 1 Return home a hero
- 2 A powerful library of spells
- 3 Make a name for myself
- 4 Be a valuable ally
- 5 Dabble in unknown magics
- 6 Banish an evil nemesis
- 7 Discover a lost magic item
- 8 Prove my family wrong
- 9 Creating unique magic items
- 10 Start a school of sorcery

d10 - Unique Token

- 1 My teacher's quill
- 2 An enchanted die
- 3 A bottle of rare ink
- 4 A stone from my home
- 5 A coin from my first delve
- 6 An enemy's skull
- 7 My late-sister's ring
- 8 A dragon's scale
- 9 An old ally's lantern
- 10 Ribbon from first spellbook

d12 - Personal Goal*

- 1 Steal a spell from a rival's spellbook (200XP)
- 2 Eliminate all enemies in a room with a single fireball (300XP)
- 3 Discover a powerful magic item and use to save an ally (400XP)
- 4 Create a magic item for an ally (500XP)
- 5 Build a stronghold for you and your allies (500XP)
- 6 Hire two apprentices and join them on a delve (250XP)
- 7 Duel with a magic-user and survive (300XP)
- 8 Hire a thief to steal a magic item from a rival (500XP)
- 9 Save a disgruntled cleric from dying with a spell (200XP)
- 10 Successfully save your allies from death by solving a puzzle (300XP)
- 11 Find and use a magical tome that almost kills you. Almost. (400XP)
- 12 Participate in the destruction of a lich (2000XP)

*XP values are just suggestions; modify as desired.

d12 - Roll 1st

- 1 The Missives of...
- 2 Sixteen Prayers of...
- 3 Blessed Pages of...
- 4 Readings of...
- 5 Tales of...
- 6 Light and Sounds of...
- 7 A History of...
- 8 Thoughts on...
- 9 The Third Miracle of...
- 10 The Tenets of...
- 11 Fifteen Sermons of...
- 12 A Prayer Book of...

d12 - Roll 2nd

- 1 ... a Dying Priest
- 2 ... the Knights of Trilladay
- 3 ... the Healer of Freila
- 4 ... the Weeping Statue at Isk
- 5 ... a Redeemed Queen
- 6 ... the Plane of Light
- 7 ... Six Lost Priests of Cajul
- 8 ... Grisloom the Beggar
- 9 ... Reywas Silvertribe
- 10 ... the Twin Citadel Monks
- 11 ... the Believers from Below
- 12 ... of the Wandering Thief

d8 - Written by

- 1 Felbray the Wise
- 2 Hikra Sterinflame
- 3 Gridpaw of Solstran
- 4 Order of Golden Light
- 5 Kistra Westerein
- 6 The Wise and Just Rexil
- 7 Unknown
- 8 Enlightened Orc of Drav

d8 - Value

- 1 $1d4+2 \times 50gp$
- 2 $1d6+3 \times 50gp$
- 3 $1d8+4 \times 50gp$
- 4 $1d0+5 \times 50gp$
- 5 $2d4+4 \times 100gp$
- 6 $2d6+6 \times 100gp$
- 7 $2d8+8 \times 100gp$
- 8 $2d10+10 \times 100gp$

d10 - Benefit (time limit)

- 1 reader gains 1d6 bonus hp (24 hrs)
- 2 reader gains +1AC (8 hours)
- 3 reader gains +2 Wisdom (4 hours)
- 4 reader gains one bonus spell
- 5 reader may cure poison (1/day)
- 6 ally gains 1d10 bonus hp (4 hours)
- 7 ally gains +1AC (4 hours)
- 8 ally gains +2 Str or Dex (1 hour)
- 9 ally non-magic weapon is +1 (4 hours)
- 10 ally spellcaster gains bonus spell

A Priest's Holy Tome

DEED

LET IT BE KNOWN THAT THE PROPERTY
DESCRIBED BELOW IS OWNED AND TAXED
PER THE ORDINANCES OF BARON WHITESAND
OF THE PROVINCE OF ESCALARIA

THE LIBRARY OF NIBO ARCHBREAK

STRUCTURE - TWO BEDROOMS, ONE GATHERING
ROOM, ONE KITCHEN, ONE DINING AREA,
THREE CLOSETS, ONE FIREPLACE, LIBRARY ROOM

LIBRARY CONTENTS

SEVENTY-FIVE HISTORY TOMES
THIRTY-TWO MAPS
TWENTY-SIX SCROLLS
FOUR SPELL BOOKS
THREE PERSONAL JOURNALS (NIBO)
THREE SHELVES - TWO CHAIRS - ONE TABLE

X

X

Drishan Whitesand



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.)

Dolbin's Scrolls

Twisted Words of Mad Castal

Read aloud the words on this scroll while pointing at a single enemy spellcaster. Choose one of the following effects:

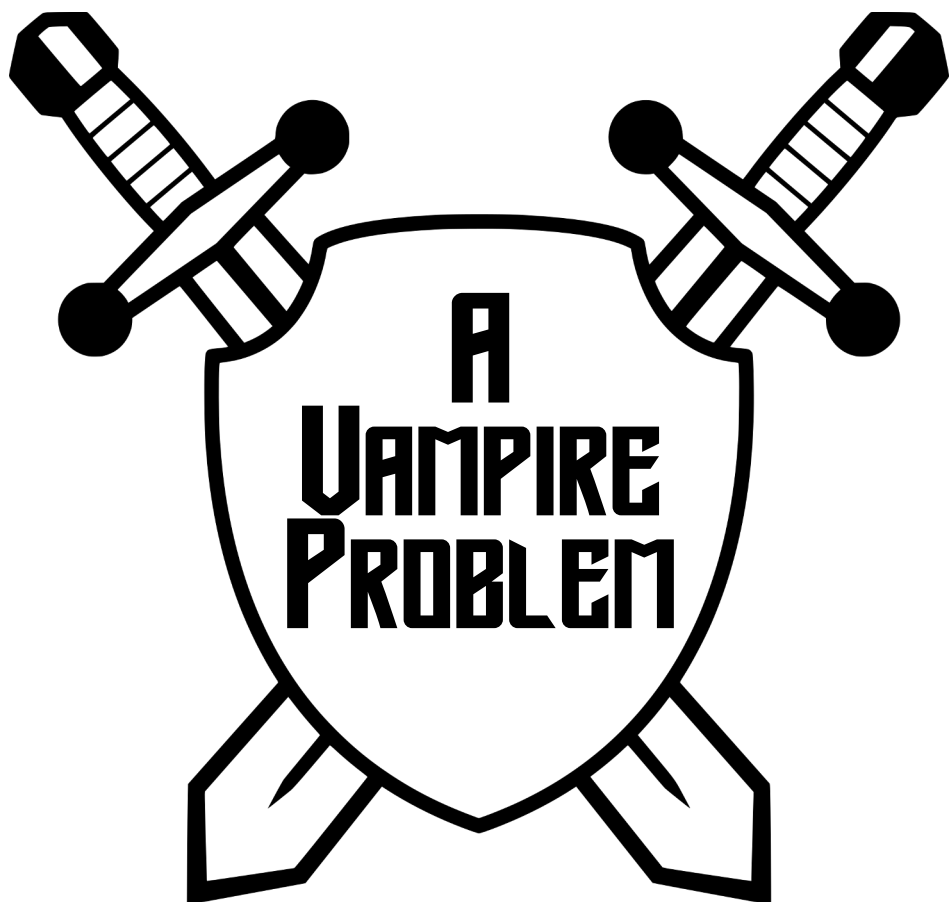
1. Target must save vs spell after casting their next spell; on failure, the effects (if beneficial to the target) are applied to the scroll's reader or applied to the target (if harmful to the reader of the scroll).
2. Target must save vs spell after casting their next spell; on failure, the target's spell fails and the target takes 1d8 damage.
3. Target must save vs petrification or be frozen in place until the end of the target's next turn. The target cannot cast a spell on the turn following their unfreezing.

Nightmare Rhyme of Dalistrake

After reading the words on this scroll, the reader may choose one enemy (undead are immune) within 60'. Target must save vs spell or flee in terror a minimum of 600'.

Flaming Blade Incantation

Read this scroll and touch an ally's bladed weapon. For ten minutes, the blade is +1 and delivers a bonus 1d6 fire damage. (Any enemy that is susceptible to fire takes double damage.)



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

An increase in ghouls combined with the discovery of the blood-drained corpses of three townsfolk have pushed the small village of Silver Farms to its breaking point. A vampire has taken up residence at the abandoned castle on the hill, and Silver Farms has issued a plea for assistance.

PLAYERS: DO NOT READ ANY FURTHER

Referees,

A Vampire Problem is a level 6 adventure for four to six players plus a mix of hirelings. The entire adventure should run between 3-4 hours and can be split over one or more sessions.

The maps for the adventure can be found on the inside of the front cover and at the back of the book; 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 lower level characters, you can consult the *Referee's Tome* and roll for wandering monsters of a lower HD value to reduce the adventure's deadliness. For the

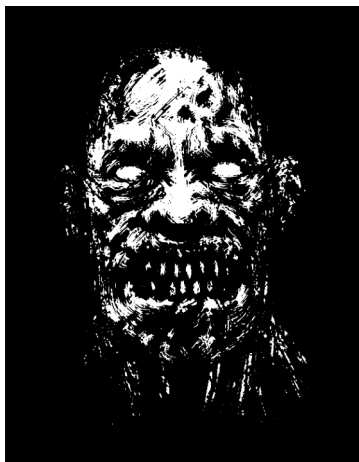
vampire, however, use your best judgment for modifying armor, hit points, and special abilities.

This will be a challenging adventure for the players; the vampire isn't going to die easily, and she has found a sufficiently remote village to terrorize and on which to feed. She will fight to survive, and she will fight viciously. Keep that in mind when you roleplay the vampire and her encounter with the adventurers.

Smart players will choose to enter the parsonage as soon as the sun rises, giving them the maximum time to find and end the vampire's existence. Once the sun sets, the vampire will rise from her coffin and there is a 2-in-6 chance she will leave the parsonage (via a secret exit in **Area 12**). When she

returns with a new victim, she will enter through **Area 1** and discern that she has... visitors. She does not like visitors and will be extremely angry.

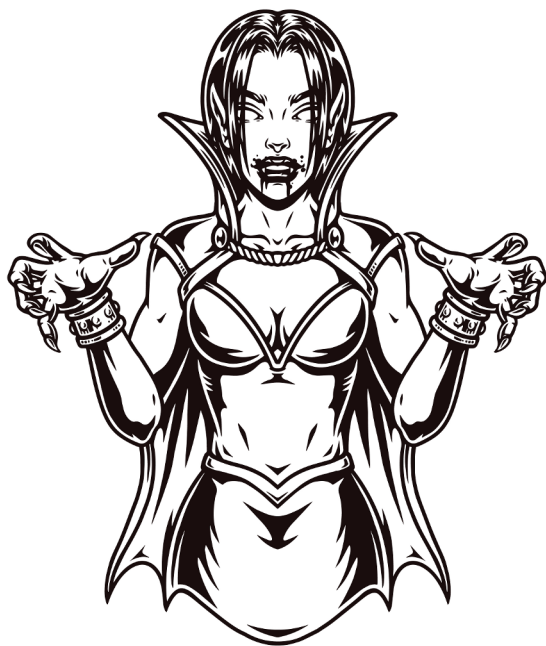
I hope you and your players enjoy *A Vampire Problem*!



The Story

Berliva Windsong's first life was as a respected elven musician in the small village of Halsetta atop the Copper Cloud Mountains. Her family was of a long line of singers and musicians who traveled between numerous villages and cities of elves to entertain and swap historical ballads with other families to do their part to keep the elf histories alive.

It is not known when Berliva's first life ended, but how it ended has never been a secret. At some point in her travels, she succumbed to the bite of a vampire and joined that group of undead in the taking of life and feeding on blood.



For over a century, her family has quietly searched for her location in order to put an end to her suffering. The Windsong Family has grown in wealth and power, and is not above using both to bring peace to one of its own.

Berliva has been careful to hide her travels, moving when the evidence of a vampire's activities becomes impossible to hide. But Berliva recently made an error when she stalked and killed a victim while a small child watched through a window. That child's description of the event has convinced enough townsfolk that a vampire walks among their village at night. And one of those townsfolk sent word to an old vampire-hunter acquaintance with a description of the vampire.

The Windsong clan has been notified, and plans are in place. They believe Berliva is preparing to leave soon as the last death was the fourth victim... and she has a pattern of leaving after the fifth victim. Time is short, and the Windsong Family isn't taking chances...

BEGINNING THE ADVENTURE

However the player characters find their way to the village of Silver Farms, there are plenty of ways to introduce the possibility of this adventure.

Adventure Hooks

1. If the adventurers are traveling between cities or villages, it's a simple matter to place Silver Farms on their path and allow the adventurers to hear of the evil that threatens the town. The adventurers will not, however, have any of the benefits provided by the Windsong Family.
2. If the party is in a medium to large-sized city, the Windsong Family will have put up notices that it is looking for some discreet assistance with a "family issue." Word will reach the adventurers that the family is wealthy and offering substantial rewards and benefits to the group that they interview and choose for the job. The village of Silver Farms will be about 2-days travel from the party's current location.
3. If any adventurer has had an encounter with a vampire, there is a chance that word will reach the adventurer about the attacks on Silver Farms through contacts the adventurer has made with fellow survivors of vampire attacks. This will bring quiet word about the

offer from the Windsong Family who will have gathered outside the village and will find a way to intercept the party should they choose to make their way to Silver Farms.

NOTES:

1. The adventure is designed for level 6 PCs and is going to be a challenge. This is a vampire they'll be dealing with, and one that has survived through intelligence and viciousness. The GM is encouraged to roleplay the vampire in this manner; the party should not be able to defeat the vampire without significant luck and solid planning and tactics.
2. The tools that the Windsong Family are providing are limited in number and expensive. The family will not appreciate squandering of the resources and are unlikely to outfit the party a second time should they fail in their first attempt to defeat Berliva.
3. If Berliva escapes, it is possible that the Windsong Family will assist the party financially to chase down Berliva (who will be weakened from the battle) one final time IF and ONLY IF the party is able to prove they came close to ending her existence.

The Lair

The vampire known as Berliva Windsong retains nothing of her expectations or behaviors from her earlier life among the elves - organization, cleanliness, and a hint of nobility all ended when Berliva's life ended.

For this reason, when Berliva relocates to a new hunting ground, she tends to look for abandoned structures with natural dangers inside that can be used as excuses by locals for why a person might go in but not come out. These include pits, floors weakened walls that can easily collapse, wild animals such as bears and wolves (that she can control) and traps when they are to be expected.

Berliva currently resides in an abandoned parsonage that also served as an orphanage half-a-day's walk from Silver Farms. (The "priests" were exposed as using the children to harvest illegal plants used to create and sell poisons and chased away.) The area surrounding the parsonage is now overgrown with weeds where the gardens used to exist and hides the above-ground structures (there are seven structures visible if the party does a complete examination of the outer

structures, and this should alert any of them with a 15+ INT when they enter the structure and find no door to **Area 3** (see map). The walls of the above-ground buildings are solid oak, while the below-ground (level 2) rooms have stone walls.

Note: Burning the above-ground structures is certainly an option, but it won't kill the vampire that resides in the below-ground area. There is also a 3-in-6 chance a fire will spread out of control to the nearby areas; the party will be held accountable for the loss of woods, farm land, and the produce from the farms. The party will be wanted by both the townsfolk AND the vampire.

Berliva's coffin resides in the lower levels in **Area 13**; there is a single staircase that leads to Level 2.

Berliva has done some work in creating some minor traps in Level 1 to scare away any trespassers... the traps and dangers become more lethal in Level 2 as do the undead minions that Berliva has collected to protect her lair.

Note: Berliva has a backup coffin in the Silver Farms cemetery. If her coffin is destroyed and she is reduced to gaseous form AND it is night, she will attempt to flee to it, otherwise she will fight to the death.

Area 1

Parsonage Entrance. Stairs up and out (east). Unlocked doors to north and south.

The entrance to the parsonage once offered a peaceful entrance for visitors, with colorful murals on the wall showing the focus of the parsonage's work with orphaned children.

Now, the murals have faded beyond recognition. A thick coating of dust and dirt on the floor has been disturbed recently by the movement of dozens of tracks, some recognizable as human while other tracks hint of claws.

Area 2

Parsonage Worship Room 1. Unlocked door (east) to **Area 4**. Secret door (west) to **Area 3**.

Twelve poles, each three feet high, protrude from the floor. On each pole are carved runes that tell a different story about a demigod, and resting on the top of each pole is a copper bowl.

The priests who lived here would make offerings to the various deities by placing food or other items in the bowls. Berliva has instructed her minions to corrupt the room, and now each of the copper bowls here now holds the

a mix of bloody entrails, hearts, tongues, and other organs taken from both animal and non-animal.

Any cleric who chooses to clean the 12 desecrated bowls will gain 1d4 bonus hit points as a blessing of thanks from one or more of the deities .

The two most-southern bowls each contain a venomous snake that is hidden by the bowl's contents; The snakes will strike anyone who touches a bowl and will require a save versus poison to avoid losing 1d4 hit points every hour until the victim is fully healed.

Area 3

Parsonage Vault. Secret door (east) to **Area 2**.

Berliva is aware of this room, but cares nothing for human treasure. That said, the key to the vault is in Berliva's possession. If the secret door is discovered, it will reveal a complex locking mechanism that keeps the vault secure. The mechanism can be picked, but a thief will recognize the lock type and know that a single failure to pick it will lock it forever and that there is also a -20% chance of success. With the key, the vault can be unlocked easily. See **Handout A** for a list of the vault's contents.

Area 4

Orphanage Room 1. Unlocked doors to west and corridor to north (to **Area 5**).

The ten bunk beds (five from **Area 4** and five from **Area 5**) in this room have been arranged in this room to create a small labyrinth that leads to the corridor to the north. Each bunk bed is covered in a thick, dust-coated blanket that covers a single skeleton (20 **skeletons** in all, see *Skeleton Tactics* on **page 38**). The path through to the corridor is thin and allows only a single adventurer to move through it at a time. The skeletons will remain in place until at least one living creature is at the midpoint of the room and then all will leap to attack. Any adventurers in this room will find themselves surrounded from the front and back as well as from above as the skeletons leap from bunk bed to bunk bed to reach their targets.

Each skeleton is armed with a single bladed weapon, but the weapons have been coated with an unusual poison that Berliva discovered in the poison collection maintained by the priests (**Area 13**).

A single hit from the weapon forces the target to make a save

versus poison or become disoriented; all attacks for the next 10 minutes are at -2 and AC is -1. A successful save grants immunity to the poison for 24 hours.

A search of the entire room (taking approximately 30 minutes) will reveal a number of corpses stashed beneath a few of the bunk beds. Roll 1d6 2x on the table below for the finds:

1	1d8x10 gold
2	1d10x20 gold
3	1 random magic ring
4	1 random spell scroll
5	1 random magic wand
6	1 random magic stave

Corridor

The corridor that runs between Area 4 and Area 5 is trapped. The trap is easy to spot (+20% to any **TR**) and easy to disarm (+20% to any **TR**). The trap, however, isn't the real danger. The act of disarming the simple trap is actually a trigger for a second gas trap (-10% **TR** to discover, -15% **TR** to disarm).

If the trap triggers, an acidic gas is released and all living creatures in the hallway must save vs poison or take 1d8 damage.

Area 5

Orphanage Room 2. Unlocked doors to west and corridor to south (to **Area 4**).

The bunk beds were removed from this room and placed in Area 4, leaving behind a large open area here that has been filled waist-high with loose soil, weeds, and other debris. The debris spills partially into the corridor and slows movement in the room by half.

Hiding in the debris are three special ghouls (roll on the *That is NOT a Normal Ghoul*, **page 43**) that will attack when a living creature moves at least 10' into the room.

Combat in this room is difficult, with all attacks (adventurers and ghouls) at -1 to hit. During combat, each time an adventurer moves 5' or more, they must make a Dexterity ability check roll to avoid getting tangled and tripping. Failure results in -2 AC until the victim stands.

There are no traps in this room or treasure, but the death of a ghoul will arm the trap in **Area 6**.

Area 6

Parsonage Worship Room 2. Unlocked door (east) to **Area 5**. Locked door (west) to **Area 7**.

Twelve poles, each three feet high, protrude from the floor. On each pole are carved runes that tell a different story about a demigod, and resting on the top of each pole is a copper bowl.

The priests who lived here would make offerings to the various deities by placing food or other items in the bowls. Berliva has instructed her minions to corrupt the room, and now 10 of the copper bowls here hold a variety of dark liquid poisons, half of which work on touch, the others upon ingestion.

The two most-northern bowls are part of a trap created by Berliva. Each bowl is empty but rests at an angle; a close look reveals each bowl is resting on a large silver coin. Lifting or moving either bowl (-10% **TR** to detect and disarm) causes the ten bowls filled with poison to explode and fill the room with a mix of misted poisons. Roll 1d4 individually for each victim who fails a save versus poison:

1	-1d6hp; -1 to hit for 1 hour
2	-1d8hp; -50% MV speed
3	-1d10hp; -4 STR for 2 hours
4	-1d12hp; blind for 1 hour

Area 7

Library and Level 2 Entrance.

Locked doors to east and stairs down (to **Area 8**).

Four bookshelves (two on the north wall, two on south) contain molding books that have been smeared with blood.

Guarding the stairs leading down to Level 2 are two wights. The wights will be prepared and will get a surprise attack on the first adventurer who enters this room, attacking from the northeast and southeast corners of the room.

If one of the wights is destroyed, the second wight becomes enraged and is +1 to hit but -2 to AC.

If both wights are destroyed, the adventurers can move down to Level 2 at their leisure. If the sun has set, Berliva has exited the orphanage (via **Area 12**) and will return in 1d4 hours via **Area 1** with a fresh victim. She will then be aware of the trespassers and will slowly hunt them, choosing to attack (in random forms) when she can and using her gaseous form to retreat to find new ways to attack. If the adventurers do not find Berliva in her coffin before the sun sets, the situation is going to deteriorate quick...

Area 8

Laboratory. Unlocked doors to north, south, and west. Locked door (north to **Area 13**) and open corridor (south to **Area 10**).

The fake priests used this laboratory to brew their unusual poisons and tranquilizers while the children in the "orphanage" were put to work in the fields above, gathering the various roots and leaves from the rare plants and flowers the "priests" had collected and planted.

There are a total of three small journals (see *A Poisoner's Journal* on **page 41**) that can be collected, each worth 1d6x100 gold pieces to the Assassins Guild or other nefarious individuals. It is up to the adventurers to choose whether to keep or destroy the journals, but any lawful heroes should have a difficult time rationalizing allowing this information to be saved and allowed into the world.

The plants, leaves and roots here are all rotted and useless but the quality lab equipment (about 100gp worth of weight) can easily be sold to any wizard or alchemist for 1200gp.

Area 9

Harvest Storage. Unlocked door to north (to **Area 8**). Open corridor to west (to **Area 10**).

This room once contained dozens of wood bins that were carried down by the priests. Each bin would be stuffed with leaves and roots and other components that the orphans would pull from the poison gardens above.

Now, the room is filled with rotted and dried bits of plants and flowers and the fragmented remains of the wood bins.

Any adventurer who remains in this room for more than 30 seconds must save versus poison or be overcome by the lingering odor of the various poisonous plants; on failure, the victim becomes dizzy and confused, resulting in -1 to hit for 30 minutes until the effect wears off.

Area 10

Grelvis' Lair. Unlocked door to north (to **Area 11**). Open corridors to east and north (to **Area 8** and **Area 9**).

Berliva's human protector, Grelvis, sleeps and eats in this room when not hunting outside. The room contains a total of six beds that the priests used, but now only one

looks like it has been cleaned and maintained, a clean blanket and pillow for its sole occupant. A small table and chair rests against the southwest wall.

This room has two traps.

Trap 1: A pressure plate in front of the door to **Area 11** triggers a set of three steel spikes to stab down from the ceiling. Each spike does 1d8 damage and the trap resets immediately. A Dexterity ability check is required for each spike to avoid damage.

Trap 2: A pressure plate at the edge of the corridor to **Area 9** triggers an explosive acidic poison that damages all within 15' - save versus poison or take 1d8 damage.

If Grelvis is in this room (3-in-6 chance unless after sunset when he protects the coffin while Berliva hunts), he will navigate the room to avoid the pressure plates and try to lure heroes onto them.

Area 11

Storage. Unlocked doors to east and south (to **Areas 8** and **10**). Locked door north (to **Area 13**).

The priests used Area 13 originally as storage for the valuable poisons, but this room was used for storing casks of water and other supplies that are long gone.

Area 12

Kitchen and Lab Ventilation. Locked doors to west (to **Area 13**) and unlocked door (to **Area 8**).

This area served two purposes -- one as a kitchen for the priests and also as a ventilation area for the dangerous fumes that were sometimes produced while brewing the poisons. Two iron pipes in the ceiling over a small table allow for fumes to exit the area, and this also provides an exit for Berliva when she is in her gaseous form. She has the key that unlocks the doors to **Area 11** and **Area 13** where her coffin is placed. The cooking supplies that include pots and pans and glassware have all been pushed to the floor, breaking much of it and allowing other pieces to rust away.

If the adventurers think to do so, they can spend 10 minutes (1 turn) shoving debris and other items in this room up both the pipes to prevent Berliva from using the pipes to enter or exit.

Area 13

Berliva's Lair. Locked door to east (to **Area 12**) and locked door to south (to **Area 11**).

Berliva's Lair is pristine; clean, without dust or cobwebs. This is not her doing, but her human

caretaker, Grelvis Sadlake. Grelvis hunts and is rewarded well to keep him alive and strong, and Berliva's promise to give him the eternal life of the vampire keeps him motivated to protect his mistress.

When Berliva is in her coffin, Grelvis is in **Area 10**. When Berliva leaves, Grelvis moves to **Area 13** to protect her coffin. Berliva maintains a psychic connection with Grelvis that has a range of about 300 feet beyond the boundaries of the orphanage. If she discovers trespassers, she alerts Grelvis who enables various traps in her lair and nearby rooms.

Grelvis will fight to the death when encountered, and will provide no information to assist the adventurers in defeating Berliva.

Berliva's coffin is unique (see *A Unique Coffin* on **page 37**) and will provide some surprises if disturbed (whether Berliva is in it or not).

If the coffin is destroyed, Berliva does have a spare coffin in the nearby area, and she will never stop hunting any adventurer who is in the room when the coffin is destroyed. If she is in it, adventurers will have a 1-in-6 chance to plunge a stake in her heart before she awakens and attacks. Viciously.

Berliva Windsong

Berliva Windsong is an unforgiving enemy, with superior tactics and unmatched strength. It will take all of the heroes' energies and abilities to destroy her.

AC 2 [17], **HD** 7 (31hp), **Att** 2 x Blade of Feratu (1d10), **THACO** 13 [+6], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (7), **ML** 12, **AL** Chaotic, **XP** 1250, **TT** (see below)

Berliva is fearless. Her retreats may appear to show weakness, but she is simply pulling back to strike again when the heroes have a moment of indecision or weakness.

She changes her form often and to suit her needs when in combat. Any hero that delivers damage to her becomes her next target. She will change to gaseous form frequently to avoid damage and the need to return to her coffin.

While Berliva rarely uses her Charm Gaze ability but will do so if an adventurer is found alone or a sufficient distance from the party.

Grelvis Sadlake

Grelvis Sadlake is a warrior veteran, and Berliva has armed him with some strong magical items to assist him in his duty as vampire protector.

AC 1 [18], **HD** 3 (13hp), **Att** 2 x **Blade of Feratu** (1d10), **THACO** 19 [+0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F3), **ML** 12, **AL** Chaotic, **XP** 35, **TT** (see below)

Blade of Feratu

This +1 blade may only be wielded by a creature of chaos. On a successful hit, the blade does damage and steals +1 hp that is permanent and reduces the max hp of its target by 1.

Leather of Feratu

This +1 armor may only be worn by a creature of chaos. When the wearer takes any damage, 1d4 of that damage is absorbed by the armor. When the armor absorbs a total of 8 points of damage, the wearer gains +2 AC until the wearer is hit again and the armor begins absorbing damage again.

Note to GM: *Berliva should be extremely difficult to defeat. Play her with viciousness and cunning. The players should only be able to defeat her if they are 100% prepared and ready for potential losses of allies. Combat should not be even a moderate level of risk; if the players have not entered battle accepting the fact they are going up against one of the most feared opponents the living can face, then they are likely to die.*

Handout A - Contents of Vault (Area 3)

Inside the vault, adventurers will find a mix of treasure and magic items along with a mix of special poisons that was the specialty of the false priests who ran the orphanage. The key to this vault is held by Berliva (when in physical form).

When Berliva leaves her lair by using her gaseous form, she leaves the key inside her coffin. She has no need of the treasure, but realizes the key is an item of which many will seek and that may bring her more victims.

Basic Treasure

1d8 sacks of silver coins, each sack contains 100sp.

1d6 sacks of gold coins, each sack contains 100gp.

1d4 sacks of platinum coins, each sack contains 50pp.

1 chest containing the following:

2x random magic rings

1x random magic weapons

3x random spell scrolls

4x random potions

Special Items

The false priests collected a couple of rare poisons in this room with the idea that they could use their laboratory to discover the means to recreate the poisons. There are two rare bottles here, each worth at least

2000gp to the Assassins Guild or to powerful alchemists. Should the heroes destroy the poisons, they had best keep this information private as news of the loss of these are poisons would mark them as enemies of the Assassins Guild.

Murderer's Ink

Two hours after being mixed in a vial of standard ink used for writing scrolls or writing spells in books, this poison begins to emit poisonous fumes that are undetectable to all except for elves. Anyone within 10' of the bottle must save vs poison or perish immediately. The victim will appear to have perished of natural causes.

Death Spiral

When ingested, this arcane poison causes the target's Max HP to drop 1 permanent hit point every 48 hours. Additionally, 1 point of Strength is lost every 24 hours. The target's health deteriorates until death at 0 hp. Any magical healing will only bring the target up to the current Max HP. A *cure poison* or similar magic can remove the effect but only has a 1-in-6 chance and may only be attempted once per day due to the magically-infused poison.

Tavern Tales

The Stracken Castle Robbery



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 2x)*

- 1 Eristol Yallinger (Human Fighter)
- 2 Banem Strikesilver (Half-Elf Fighter)
- 3 Ferro (Half-Orc Fighter)
- 4 Dollis Irontoe (Dwarf Fighter)
- 5 Shannel Errinflow (Human Rogue)
- 6 Primig Grangilon (Elf Rogue)
- 7 Loriet Shalnamik (Half-Elf Rogue)
- 8 Trock (Half-Orc Rogue)
- 9 Julama Virickan (Human Fighter)
- 10 Callapod Sinshink (Human Rogue)
- 11 Hollut Madstringer (Human Fighter)
- 12 Zerna Tallblade (Human Rogue)

* reroll until 1 Fighter and 1 Rogue

d6 - Storyteller

- 1 Gecker Nollis
- 2 Trem Deprackis
- 3 Shard Darisday
- 4 Rumert Blindstar
- 5 Kaladay Redripple
- 6 Omipra Finesabre

d6 - The Goal

- 1 A rare magical staff
- 2 A chest filled with platinum
- 3 An enchanted sword
- 4 A gold statuette of a fallen hero
- 5 A rare tome of forbidden magic
- 6 Six cursed coins

d12 - Getting In (roll 1x)

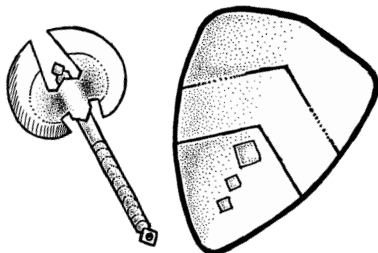
- 1 Rope climb to a high window in a high wind (+6gp)
- 2 Climbed in through a low window (+5gp)
- 3 Tricked the rear guards with an illusion (+4gp)
- 4 Bribed a guard to look the other way (+3gp)
- 5 Picked a lock and walked in (+2gp)
- 6 Tunneled in from below (+1gp)
- 7 Rogue and Fighter enter disguised as servants (+2gp)
- 8 Fighter knocks out guards, ties up, and leaves in shed (+4gp)
- 9 Rogue scales wall and enters and opens back door (+6gp)
- 10 Potion of Invisibility used to conceal thieves (+8gp)
- 11 An illusionist hired for flying dragon illusion diversion (+10gp)
- 12 Wizard hired to teleport the thieves inside (+12gp)

d12 - The Guardians (Roll 2x & Reroll Duplicates)

- 1 8x human guards with standard weapons and armor (+1gp)
- 2 6x orc gang hired as guards and paid weekly in silver (+2gp)
- 3 4x gnolls paid in gold and a 1x hapless victim per week (+3gp)
- 4 1x pet grey ooze kept in a closet near kitchen (+4gp)
- 5 2x trained dire wolves in master bedroom (+5gp)
- 6 1x ogre paid in sheep and pigs and very loyal (+6gp)
- 7 3x living statues (rock) placed in random locations (+7gp)
- 8 1x charmed mantichore roams the halls (+8gp)
- 9 1x basilisk ambushes the crew mid-robbery (+9gp)
- 10 2x hellhounds that are extremely hungry (+10gp)
- 11 2x fire elementals that go after the thief in the group (+11gp)
- 12 1x flesh golem enhanced with an exploding ward (+12gp)

d8 - Getting Out (Roll 2x)

- 1 Got the loot and out the front door without injury (+2gp)
- 2 One guardian killed, one thief injured, no treasure (+4gp)
- 3 One thief killed, other escapes with loot (+6gp)
- 4 Two thieves tossed out a window but loot intact (+8gp)
- 5 Climbed out a shattered window, one thief injured (+1gp)
- 6 All guardians defeated or indisposed, no treasure (+3gp)
- 7 Both thieves killed, loot never found (+5gp)
- 8 One survivor chased by a guardian, loot in hand (+7gp)



d4 - # Times Requested This Month

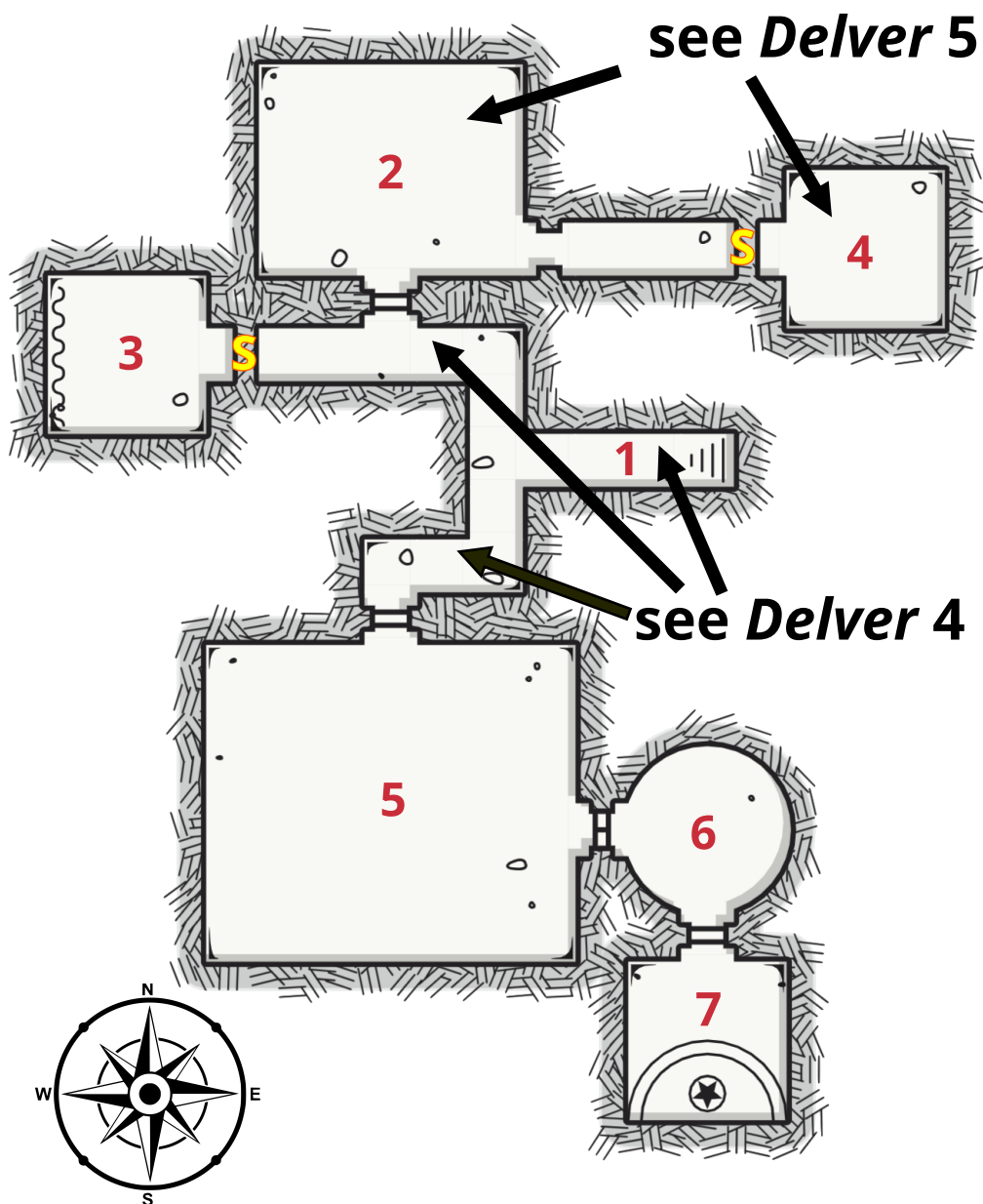
- 1 4 (Patrons bored!) Bonus x 3
- 2 12 (Story is a hit!) Bonus x 8
- 3 5 (Story getting stale...) Bonus x 4
- 4 18 (Story becomes epic) Bonus X 13

Bonus Profit this Month!

Add up gp from tables and
multiply by Bonus value

--

Let's Create a Dungeon - Part 3



Let's Create a Dungeon

- Areas 3 and 5

With a loud click, the secret door opens to reveal a small room...

d6 - Area 3 - A Small Room

- 1 A bed, a wardrobe, a small desk and chair, and a woven rug
- 2 A laboratory with vials filled with strange liquids and smells
- 3 A room filled with stacks of maps and 3x shelves of history books
- 4 A small armory with 1d4 x 10 non-magical weapons
- 5 A single altar splashed with fresh blood and burning candles
- 6 A hidden crypt with 1d4 +2 coffins

GM Note: Roll for an HD3 wandering monster for Area 3.

d4 - Area 5 - The Complication

- 1 Door closes and locks after 30 seconds (non-poisoned)
- 2 Entry into room alerts creature in Room 7 (cannot be surprised)
- 3 Entry into room unlocks gate to east (Area 6) releasing Challenge
- 4 Anti-magic room -- no spells, magic items or weapons

d4 - Area 5 - The Challenge

- 1 HD5 Creature - 1d4 (1-2) Rust Monster (3-4) Ochre Jelly
- 2 HD6 Creature - 1d4 (1-2) Manticore (3-4) Troll
- 3 HD7 Creature - 1d4 (1-2) Catoblepas (3-4) Xorn
- 4 HD8 Creature - 1d4 (1-2) Gorgon (3-4) Invisible Stalker

d6 - The Chest*

- 1 plus 1x magic ring
- 2 plus 1x magic wand
- 3 plus 1x magic weapon
- 4 plus 1d4 spell scrolls
- 5 plus 1d4 potions
- 6 Treasure Type D

d6 - Trap Effect

- 1 Fire Spray - 10' radius 1d8 dmg
- 2 Frost Strike - 15' radius, 1d6 dmg
- 3 Poison Gas - 30' radius, 1d6 dmg
- 4 Spear Drop - 5' radius, 1d6 dmg
- 5 Acid Spray - 10' radius, 1d8 dmg
- 6 Lightning Hit - 5' radius, 1d6 dmg

* Treasure Type C and trapped



by James Floyd Kelly

Homebrew Rules RULE!

I am a HUGE fan of homebrew rules. Let's go ahead and get that out of the way. Yes, I've met plenty of players of RPGs who feel the game should be played as written, but after 30+ years of gaming, I've come to conclusion that it is almost impossible to play a RPG using RAW (Rules as Written).

This isn't to say that there aren't games out there where I do try and adhere to the rules as much as possible, but those tend to be boardgames and wargames, not RPGs. Roleplaying games, by their very nature, are meant to allow players to express themselves through their characters, playing the roles they desire and playing those roles in a manner that brings them joy. Of course, the referee/GM/DM is there to keep things from spiraling out of control, but for me the true spirit of an RPG should be to allow players as much freedom to explore their surroundings as well as those inner voices that often aren't allowed in a civilized society. (We tend to frown upon theft and violence in the real world, but RPGs allow us to safely express those behaviors that we know to be wrong or illegal.)

And because RPGs seem to be the kind of games that best play when the players are given as much freedom as possible, this tends to force the GM to consider just how tight the rules will be applied. And because most GMs will differ on how they wish to enforce rules, that means that players from table to table will often encounter a mix of rules and homebrew rules, all depending on the GM running the game.

It can cause some confusion or even frustration at times when players find a new table at which to play along with a variation of the rules they know. Fortunately, most RPG games share enough of a "rules skeleton" that the differences are usually minor and/or small in number. But still, the question is often asked, why not just run a game with the rules as written and forget creating modifications and new twists on rules?

In my experience, this question is typically asked by players and not GMs. Why? Because GMs are the ones that must read the rules, understand the rules, and then enforce the rules. And because of this, rules are often found in games that do not blend well with a GM's style of play.

For example, one of my favorite homebrew rules comes from Professor Dungeon Master (of the Dungeon Craft YouTube Channel) covers hit points. In most RPG games, as player characters rise in level, so do the hit points. It's not uncommon to find heroes of level 10 or higher with 100+ hit points. For any GM who has never run a combat session with two or more heroes with hit points this high, let me just say that it can get a bit tiresome. Not only do these heroes have high HP, but they are also delivering damage that can often be found in the 30-40 range... or higher AND going up against creatures with 200, 300 or even 500+ hit points. While these can be fun sessions to play in, they can become very cumbersome to a GM. And I've found myself dreading high-level combat scenarios.

For this reason, I like PDM's use of the 20hp maximum rule. You see, no matter how high of level your character gets, it's not like they're piling on extra bones and flesh and growing in size. PDM limits his players to 20 hit points as a physical limitation. Not only does it seem more realistic, but it makes the games run faster, too. Players are more focused on strategy and the proper timing of skills and spells because at their heart... they're still just flesh and blood and can only take a few hits before dying.

This is just one example of a homebrew rule that clearly deviates from standard RPG rules, and there are many more, but another question is then raised... do homebrew rules ruin the fun of the original game concept?

I've heard players argue that HP should be allowed to go up with each level because the characters should become harder to kill. They should take more damage and be able to brush off simple attacks. Okay, but isn't that already taken care of by increases in armor class, more powerful spells and healing abilities, and better attribute modifiers that reflect the increase in skill? How does becoming a more proficient fighter suddenly give you more body mass and blood and harder bones? What is the valid explanation for higher HP if it's nothing more than how much damage a body can take?

Another homebrew rule that frequently gets numerous variations relates to Initiative. In many RPG games, initiative is to be rolled at the start of every turn. Some games have you roll once per combat session and the order stays the same throughout that session. Yet again, however, GMs will often twist this rule as written to make it easier to facilitate combat. Some GMs will have a single player roll the party's Initiative versus a creature initiative. Some GMs simply go around the table clockwise. Others allow the players to determine the order in which they will act.

This is a perfect example of why homebrew rules should be welcomed with open arms by GMs and players alike - it demonstrates that there really is no One True Mechanic for each and every possible action or event. Truly, if players found one method that was perfect, we'd see it in almost every game. And since we don't see this... it does seem to hint that players are divided on how a game should be run.

This doesn't mean, however, that players are the final word for how a game should be judged and run. My players may prefer to roll individually for initiative, but as the GM, I prefer one roll for the party and one for the bad guys. It might not seem fair, but it's the rule at my table. The players have chosen to sit at my table and have me as both story-teller and rules referee. For the story I wish to tell, there are often going to be times that the rules need to be bent... or ignored. When the dragon breathes fire and kills the small band of bandits in a single attack, I'm not rolling to hit, for damage, etc... it just happens. That's another example of homebrew even if the players don't recognize it as such and see it as simply the GM taking liberties. As the GM, I don't see it that way -- the slight modifications to rules allow me to make changes when necessary or to turn the direction of plot to fit with the players' decisions... instead of saying, "okay, let's see if the dragon fire kills all those bandits." If a GM were forced to roll dice and consult rules for every possible situation, it's unlikely the players would get to step outside of the tavern door and move towards their ultimate destination.

I chose to write this little examination of homebrew rules and why I think they are not only important BUT required because of a discussion with some players over how a game I had just GM'd had gone over. One of the players felt that I had violated the rules of the game by changing how a combat ruling was enforced. Now, if I had used that rule ONLY for the benefit of the bad guys, I could see the argument standing, but I applied

the rule to the players as well, and they did benefit from it in combat. The player was unaware that if I had applied the rules as written in this situation, both the bad guy AND the player's character would have likely died. But you can't just stop the game and explain that if you wish to keep the game's momentum going.

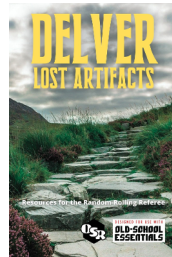
Homebrew rules work best, IMO, when both the GM and the players have buy-in. I try never to surprise my players with new rules without first explaining how they will be implemented... and if I feel it necessary, I will explain why this change in rules is important to me.

Ultimately, I love homebrew games. I've played my share of games adhering to the rules of the game's creator, and there's nothing wrong with that... but I do feel that the true value of RPGs is in the spirit in which they were originally created. They were a mish-mash of rules that were tried, tested, thrown out or kept, and the process starts again. Homebrew is nothing more than an existing game getting a new version, if you really think about it. It may be YOUR version and YOUR version only, but that's the value of RPGs. They let us define a game that we want to play with rules we feel make OUR game better. (And we always find homebrew rules that don't work, so the process never ends.)

I mentioned earlier that there are players who prefer to play by the rules. The RAW rules. And that is 100% fine. There's something to be said for playing a game exactly as the game creator intended it to be played. But never forget that our love of RPGs stems from the freedom these games offer us in actions and deeds. And the rules should always reflect that, allowing both GM and player to tailor the game to run and be an experience to remember.



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DELVER

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I'd like to thank the following advertisers for sponsoring *Delver* #6.

This support has allowed me to add some additional random charts and tables that I'm using to enhance this issue's adventure, ***A Vampire Problem***.

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A handwritten signature in black ink, appearing to read "Jim", with a stylized, flowing script.



every edition

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A Unique Coffin

d4 - Unusual?

- 1 Coffin gives off a scent of roses that never fades
- 2 Polished surface that gives off no light reflection
- 3 Coffin floats a single coin's thickness above surface
- 4 If lifted, the coffin weighs less than a feather

d6 - Body

- 1 Quality white oak
- 2 Cheap cut pine
- 3 Cedar-stripped
- 4 Maple planks
- 5 Worm-ridden walnut
- 6 Ash and teakwood

d6 - Lid

- 1 Iron lid with silver inlays in a pattern that seems to shift
- 2 Dark smoked glass; nothing visible through it
- 3 Ancient solid oak; carved wolf face with fangs bared
- 4 Gold filigree in ash traces an image of an ancient castle
- 5 Claw marks an inch deep cover the wood surface
- 6 Ancient, unrecognizable runes painted over lid

d8 - Interior

- 1 Empty except for dirt
- 2 Dirt scattered over silk
- 3 Soft blanket covers dirt
- 4 Pillow and padded lining
- 5 Mix of dirt and leaves
- 6 Cut branches over dirt
- 7 Moldy clothes over dirt
- 8 Ancient robes over dirt

d8 - Special

- 1 Touch and cursed
- 2 Hidden compartment
- 3 Scroll spell on bottom
- 4 Hinges hide 2d4 gems
- 5 Gold hinges 1d4x100gp
- 6 1d4x100 gp to collector
- 7 1d4x500 gp to collector
- 8 2d4x1000 gp to collector

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SKELETON TACTICS



d4 - First Strike

- 1 Nearest target
- 2 Two strongest targets
- 3 Evenly divided attacks
- 4 One unlucky individual

d6 - Regroup

- 1 Go Defensive! +1 AC
- 2 Double-up on a target! +1 to hit
- 3 Focus on weakest target
- 4 Focus on healthiest target
- 5 Rush the party! -1 to hit, -1 AC
- 6 4x surround a target! +2 to hit

d8 - The "Leader" (roll 2x)

- 1 +2 to hit
- 2 +1 AC
- 3 Regeneration 2hp per turn
- 4 +1 magic weapon
- 5 +1 AC shield
- 6 Random magic ring
- 7 Poisoned bite (1d8)
- 8 Exploding death (1d8 dmg)

d10 - 1d4 Specialist(s)*

- 1 1x Lvl 2 Thief skeleton
- 2 1x Lvl 4 Fighter Skeleton
- 3 1x Lvl 6 Barbarian Skeleton
- 4 1x Lvl 8 M-U skeleton
- 5 Dire Wolf skeleton
- 6 Lion skeleton
- 7 Cave Bear skeleton
- 8 Hobgoblin skeleton
- 9 Orc skeleton
- 10 Lizard Man skeleton

* Use class/creature special abilities and half HD

d10 - Priorities (roll 2x)

- 1 Protect Specialist/Leader
- 2 Use Specialists first
- 3 Block exits to flee
- 4 Eliminate spellcasters
- 5 Eliminate fighters
- 6 Eliminate healers
- 7 Gang up on first injured
- 8 Gang up on nearest target
- 9 Block LoS between targets
- 10 "Injured" skeletons to rear

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**DICE
TOWERS**



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T-SHIRTS



**HAND-MADE
DICE BAGS**



d12 - Poison Name

- 1 Dread Delight
- 2 A Taste of Death
- 3 Tears of the Gorgon
- 4 Wraith Wine
- 5 Toad's Kiss
- 6 The Bitterest Ale
- 7 Murderer's Mud
- 8 A Permanent Slumber
- 9 False Hope
- 10 Stomach Barbs
- 11 Repulsive Rictus
- 12 Traitor's Blood

d12 - Key Ingredient

- 1 Blood of a Harpy
- 2 Stirge wing
- 3 Purple Worm blood
- 4 Fragment - Grey Ooze
- 5 Manticore saliva
- 6 Gorgon venom
- 7 Fragment - Yellow Mold
- 8 Cockatrice feather
- 9 Fragment Black Pudding
- 10 Fragment Mummy wrapping
- 11 Fragment - Gelatinous Cube
- 12 Rust Monster saliva

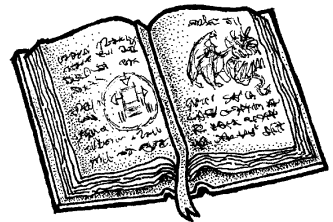
d8 - Recipe by

- 1 Dorg Shadebark
- 2 Willinton Rednail
- 3 Sharflack Feringrag
- 4 Tulbrid Darkwallow
- 5 Palerie Hagginreck
- 6 Jeck Sharpcrown
- 7 Ginstrel Plickonis
- 8 Kalibric Bonespike

d8 - Color/Smell/Taste

- 1 Black / Roses / Sweet
- 2 Red / None / Bitter
- 3 Clear / Oranges/ None
- 4 Green / Ocean / Lemon
- 5 Clear / Earthy / None
- 6 Blue / None / Onion
- 7 Gold / Perfume / Nasty
- 8 Clear / None / Syrup

Poisoner's Journal





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www.drivethrurpg.com/browse/pub/11996/Wintertree-Software

That is NOT a Normal Ghoul!

d8- Unique Characteristic*

- 1 Intelligence (INT 16)
- 2 Super Strength (INT 18)
- 3 Former Mage (Lvl 4 + spells)
- 4 Former Thief (**HS** 75%)
- 5 Former Barbarian (18hp)
- 6 Extra limbs (**Att** 4 x claw)
- 7 Super Speed - **MV** 120' (40')
- 8 Wields random magic wand

d8 - Paralyzes and THEN...

- 1 Targets nearest ally
- 2 Targets nearest spellcaster
- 3 Targets nearest healer-type
- 4 Targets nearest fighter-type
- 5 Attempts to run and hide
- 6 Summons 1d4 skeletons
- 7 Runs and activates a trap
- 8 Targets furthest ally

d8 - Enchanted to cast...

- 1 *sleep* (once per day)
- 2 *mirror image* (once per day)
- 3 *web* (twice per day)
- 4 *fireball* (once per day)*
- 5 *hold person* (twice per day)
- 6 *lightning bolt* (twice per day)*
- 7 *confusion* (twice per day)*
- 8 *cloudkill* (once per day)*

d10 - Unique Ability (in addition to Paralysis) *

- 1 **Frozen Skin** - immune to cold-based attacks
- 2 **Rage** - +2 to hit when injured
- 3 **Petrified Skin** - non-magical weapon attacks do 1d4 less damage
- 4 **Leap** - Can jump up to 30' - successful Dexterity ability check or tackled
- 5 **Choke Hold** - successful claw adds 1d4 choke damage
- 6 **Grub Infestation** - successful attack immediately infects with rot grub
- 7 **Focused Target** - +3 to hit against one random selected target
- 8 **Wall Crawl** - move 30' on walls and ceiling
- 9 **Pustule Skin** - when hit, cloud of poison (save vs poison or -2 attack)
- 10 **Whip Tail** - Att x 1 (1d6 and -1 to hit on next attack)

* add +10XP for this table or for this specific listing in a table



**INDIE CREATORS:
GAME DESIGN,
ROLE PLAYING GAMES, MUSIC,
ART, GRAPHIC DESIGN AND
OTHER VARIOUS GROOVY THINGS**

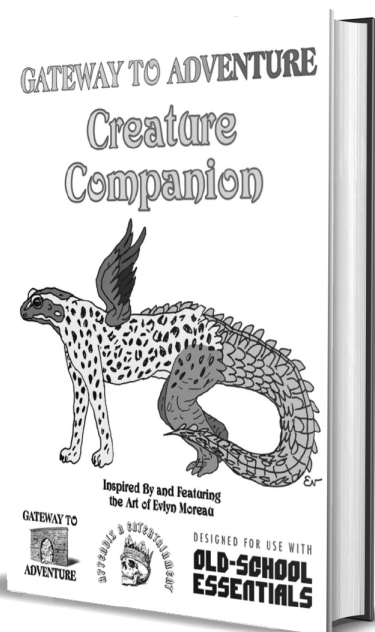
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d8- Possibly the...

- 1 Crypt of Shankridel
- 2 Vaults of the Brink Dwarves
- 3 Lair of Yarblin the Lich
- 4 Tomb of the Dark Cleric
- 5 Burial Ground of Ser Gallow
- 6 Resting Place of Grim Veras
- 7 Monastery of Dronic Fallfist
- 8 Lost Temple of the Red Orcs

d4 - Rumored to be...

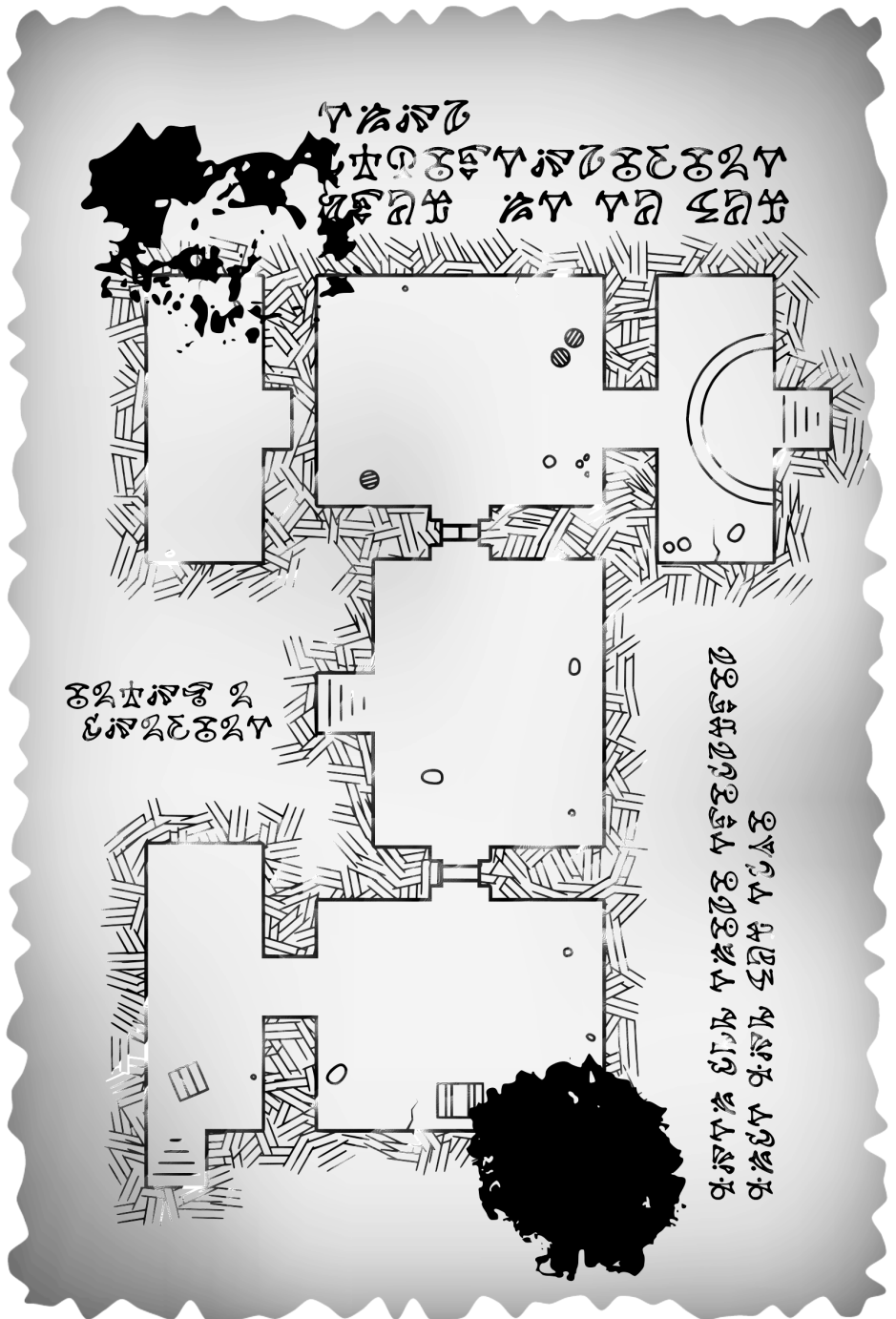
- 1 ... in the Granite Wolf Hills
- 2 ... south of Citadel Frost
- 3 ... beneath Castle Blackwall
- 4 ... northeast of Skull River

d4 - Rumored to Stalk the Corridors

- 1 *Brig the One-Eyed Gorgon*
- 2 *Gabien, the Wight of Sythlok*
- 3 *Flurg the Ancient Gelatinous Cube*
- 4 *Sabo Bluestack the Zombie Mage*

d12 - Last Known Location of...

- 1 ***The Sword of Shangro*** - +1 Intelligent Sword
- 2 ***Treasure of the Gold Dwarves*** - TT F
- 3 ***Wand of Soul Steal*** - save versus spell or lose 2d12 hp (2 charges)
- 4 ***Gem of the Night Haunt*** - black diamond, 1d4x1000gp
- 5 ***Queen Trenna's Crown*** - 2d6x1000gp, -2 INT for 3 days if worn
- 6 ***Loot of Adventurer Dackel Coldlock*** - TT B
- 7 ***Cloak of Shandersal*** - +2 AC for a magic-user or illusionist
- 8 ***Gray-Eye Hister's Lockpick Set*** - +20% to a thief **OL** and **TR** attempts
- 9 ***The Eye of Summer*** - amber gemstone, 3d4x1000gp
- 10 ***Lantern of Wasleka*** - When held by cleric, turns all undead within 60'
- 11 ***Jurina's Shield*** - +1 AC and 1d8 healing (once per day)
- 12 ***Final Haul of Trebeck Winterstone*** - TT E



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.)

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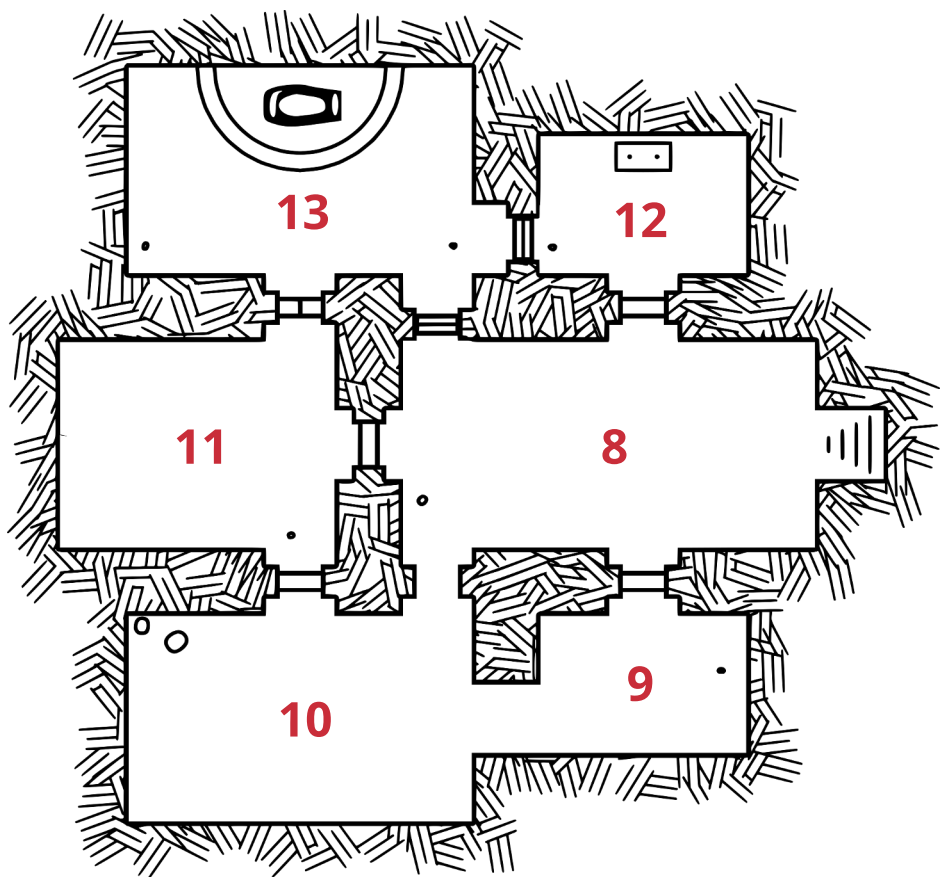
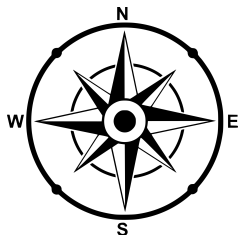
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A VAMPIRE PROBLEM



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