

DELVER

LOST PAGES

OSR

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

DELVER

LOST PAGES

Created by James Floyd Kelly
1st Printing

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The Lost Tomes Collection

Lost Pages
Lost Adventures
Lost Hirelings
Lost Artifacts

Available at

thetabletopengineer.bigcartel.com



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**OLD-SCHOOL
ESSENTIALS**

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d4 - First Glance

- 1 Piles of bones
- 2 Strange smell
- 3 Extinguished fire pit
- 4 Blood on walls

d6 - Closer Look

- 1 Old magic ward on wall
- 2 Scratch marks on ceiling
- 3 Trip wire to broken trap
- 4 Footprints in floor dust
- 5 Frozen water on walls
- 6 Alcove hidden around wall

d8 - Doors/Passages

- 1 One locked door
- 2 Two passages - East/West
- 3 Unlit corridor down
- 4 Shattered stairs going up
- 5 Secret passage - North
- 6 Unlocked, damaged door
- 7 Column hiding stairs down
- 8 Double-doors - South

d10 - Did you hear that?

- 1 Screams in distance
- 2 Drip of water then splash
- 3 Sound of shattering wood
- 4 Kicking of door
- 5 Unintelligible whispers
- 6 Chanting stops suddenly
- 7 Deep laughter that fades
- 8 Claws on stone
- 9 Clang of two swords
- 10 Gibberish then laugh

d12 - Extensive Search

- 1 Buried bag of gold (3d8+20)
- 2 Spellbook fragment - 1x spell
- 3 Partial map of area
- 4 Ring - (1-in-6 magical)
- 5 Old dagger
- 6 Secret crawl space
- 7 Key stuck in stone wall
- 8 Journal (old explorer's notes)
- 9 Claw nail (unknown creature)
- 10 Shed skin (giant snake)
- 11 Old blood splatter on floor
- 12 Remnants of burnt spider web

DUNGEON ENTRY AREA

A PEEK AROUND THE CORNER

d8 - The Shape

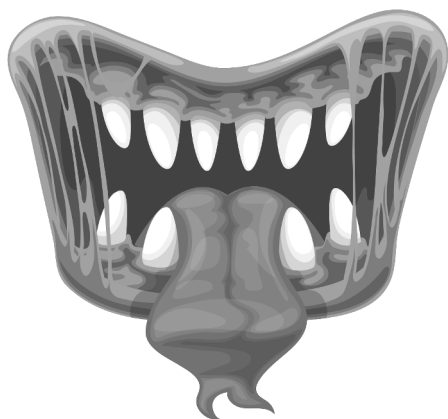
- 1 Blob
- 2 Humanoid
- 3 Four-legged
- 4 Insectoid
- 5 Rodent/Vermin
- 6 Oversized - no arms
- 7 Oversized - no legs
- 8 That's not right...

d8 - Was that...?

- 1 ... a tentacle?
- 2 ... an extra eye?
- 3 ... a second mouth?
- 4 ... a horn?
- 5 ... a pair of wings?
- 6 ... a glowing heart?
- 7 ... a spear-tipped tail?
- 8 ... boil-covered skin?

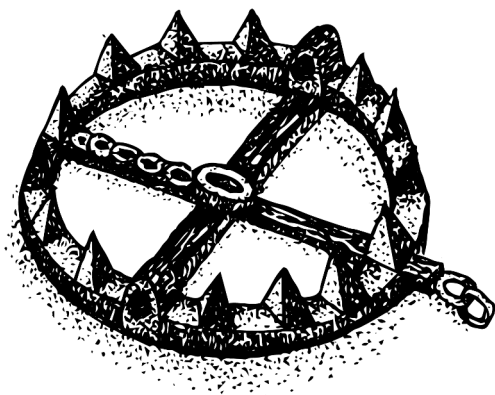
d10 - Did You Hear That?

- 1 Growl
- 2 Weeping
- 3 Laugh
- 4 Shuffling
- 5 Groan
- 6 Chattering of teeth
- 7 Scratching
- 8 Scream
- 9 Gurgling
- 10 Squeal



d8 - They Want to Fight it? Okay...

- 1 Use Basilisk stats with special abilities from Deep One
- 2 Use Black Pudding stats, Spectre abilities
- 3 Use Chimera stats, Shambling Mound abilities
- 4 Use Gargoyle stats, Leprechaun abilities
- 5 Use Gibbering Mouther stats, Harpy abilities
- 6 Use Hag stats, Revenant abilities
- 7 Use Hulker stats, Mummy abilities
- 8 Use Manticore stats, Ghoul abilities



A Nasty Trap

d4 - Basic Form

- 1 Pressure Plate
- 2 Hidden Wire
- 3 Random Item (rock, bag, etc.)
- 4 Major Item (chest, door, etc.)

d6 - Initial Effect

- 1 Explosive - Fire damage
- 2 Magic - Poison Mist
- 3 Magic - Lightning Attack
- 4 Magic - Hail (Ice) Attack
- 5 Magic - Falling Rocks Attack
- 6 Explosive - Acid damage

d6 - Damage

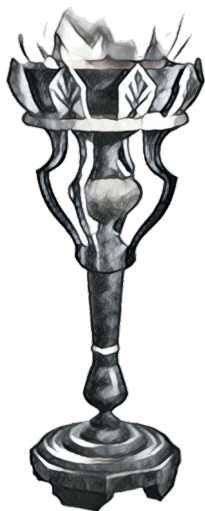
- 1 1d6+3 with save versus magic for half damage
- 2 Save versus magic to avoid 1d6 damage
- 3 2d6+3 with save versus magic for half damage
- 4 Save versus magic to avoid 2d6 damage
- 5 3d6+3 with save versus magic for half damage
- 6 Save versus magic to avoid 3d6 damage

d6 - Target

- 1 Person who triggers
- 2 Random person within 10'
- 3 Random person within 30'
- 4 Random person within 60'
- 5 All persons within 10'
- 6 All persons within 60'

d6 - Special

- 1 Standard trap
- 2 Trigger has a 1-in-6 chance of summoning an elemental (random)
- 3 Standard trap
- 4 Trigger opens a secret door to release 1d4 undead (random)
- 5 Standard trap
- 6 Trigger alerts one nearby wandering monster with 1d6HD (random)



An Unusual Brazier

d4 - Dimensions

- 1 5' tall, 3' diameter base
- 2 3' tall, 4' diameter base
- 3 4' tall, 2' diameter base
- 4 2' tall, 1' diameter base

d6 - When lit...

- 1 Blue flame with no heat
- 2 Violet flame, music plays
- 3 Yellow flame, floral scent
- 4 Clear flame with heat
- 5 Black flame, no magic 30'
- 6 Green flame!

d6 - Special

- 1 Spells cast within 30' double damage or range
- 2 Bladed weapons that touch flame +1 dmg for 10 minutes
- 3 Crush an ember and add to healing potion for +2 hp
- 4 Burn up a magic scroll in the flames to remove a curse
- 5 Thieves tools that touch flame +1 level for 24 hours
- 6 Clerics add 1d4 to healing spells cast within 30'

d10 - Closer Look

- 1 Silver inlays (120gp)
- 2 Elven inscription "Talba"
- 3 Secret compartment (empty)
- 4 Compartment (spell scroll)
- 5 Compartment (magic ring)
- 6 Switch, brazier rotates
- 7 Switch, extinguish flame
- 8 Switch, brazier collapses
- 9 Ignites on movement 60'
- 10 Ignites on touch

d8 - Crafted by...

- 1 Human design (20gp)
- 2 Elven crafter (50gp)
- 3 Dwarven crafter (40gp)
- 4 Goblin design (10gp)
- 5 Eldritch design (75gp)
- 6 Kobold design (15gp)
- 7 Drow design (35gp)
- 8 Unknown design

d4 - Name 1

- 1 Sands of...
- 2 Limits of...
- 3 Hourglass of...
- 4 Lost Time of...

d4 - Name 2

- 1 ... the Dark Cleric of Janrolk
- 2 ... Sinsik the Cursed Mage
- 3 ... the Silver Sorcerer
- 4 ... the Dragon-scaled Priest

d12 - Curse*

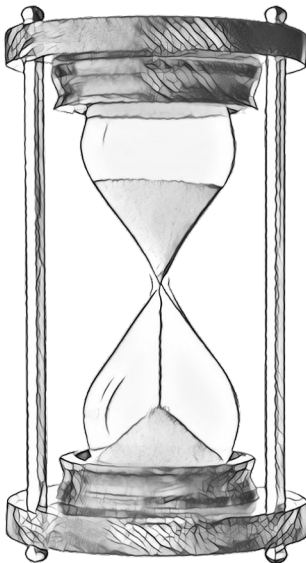
- 1 -1 AC
- 2 -2hp per level
- 3 Lose ability to speak
- 4 -1 STR
- 5 -1 INT
- 6 -1 WIS
- 7 -1 DEX
- 8 -1 CON
- 9 -1 CHA
- 10 -40' (10') Movement
- 11 Lose ability to heal
- 12 Lose 500XP per level

* affects person who flips hourglass

d12 - Duration

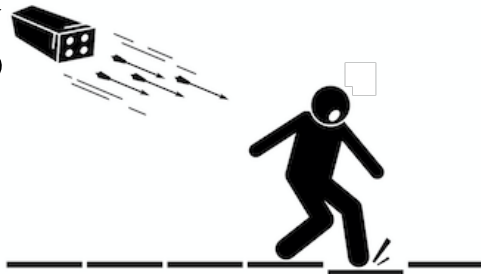
- 1 1d4 hours
- 2 1d6 hours
- 3 1d8 hours
- 4 1d4 days
- 5 1d6 days
- 6 1d8 days
- 7 1d4 weeks
- 8 1d6 weeks
- 9 1d8 weeks
- 10 1d4 months
- 11 1d6 months
- 12 1d8 months

* or until *remove curse*



When
Time
Runs
Out

Spring Trap



d6 - Failed by 1-4

- 1 Ally within 10' is knocked unconscious for 10 minutes.
- 2 Ally within 20' takes 1hp damage and is blinded for 1 minute.
- 3 Ally within 30' is unable to use hold weapon for 5 minutes.
- 4 Ally within 40' takes 2hp damage and cannot speak for 10 minutes
- 5 Ally within 50' is unable to cast spells for 15 minutes.
- 6 Ally within 60' takes 3hp damage and is petrified for 20 minutes .

d6 - Failed by 10-14

- 1 Allies within 5' save-versus-breath or take 2d4 dmg .
- 2 Allies within 10' save-versus-spell or take 2d6 dmg
- 3 Allies within 15' save-versus-wand or take 2d8 dmg
- 4 All allies within 5' are rendered unconscious for 10 minutes.
- 5 Allies within 10' stunned and cannot cast spells for 20 minutes.
- 6 Allies within 15' save-versus-spell or be petrified for one hour.

d6 - Failed by 5-9

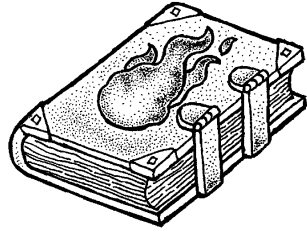
- 1 Allies within 5' save-versus-breath or take 1d4 dmg .
- 2 Allies within 10' save-versus-spell or take 1d6 dmg
- 3 Allies within 15' save-versus-wand or take 1d8 dmg
- 4 All allies within 5' are rendered unconscious for 5 minutes.
- 5 Allies within 10' stunned and cannot cast spells for 10 minutes.
- 6 Allies within 15' save-versus-spell or be petrified for 30 minutes.

d6 - Failed by 15+

- 1 Allies within 5' save-versus-breath or take 2d6 dmg .
- 2 Allies within 10' save-versus-spell or take 2d8 dmg
- 3 Allies within 15' save-versus-wand or take 2d10 dmg
- 4 All allies within 5' are rendered unconscious for 15 minutes.
- 5 Allies within 10' stunned and cannot cast spells for 30 minutes.
- 6 All allies within 15' must save-versus-death or die.

d4 - Effect

- 1 Minor
- 2 Troublesome
- 3 Significant
- 4 Deadly



Spell Misfire

d6 - Minor

- 1 Range cut in half OR Touch requires both hands
- 2 1 point of damage to caster but spell is successful
- 3 Nearest ally takes 1 point of damage but spell is successful
- 4 Caster's shoes turn to iron; walking can be heard for 120'
- 5 Caster leaves a trail of slime for 30 minutes
- 6 Nearest source of light extinguishes with a BANG!

d6 - Troublesome

- 1 All shields within 30' become too hot to carry for 1 hour
- 2 Caster loses hearing for 30 minutes
- 3 Nearest ally must save-vs-spell or take 1d4 damage
- 4 1d12 points of damage evenly distributed 30' from caster
- 5 Caster's voice echoes for 30 minutes and carries for 300'
- 6 All healing potions and holy water within 30' turn to lamp oil

d6 - Significant

- 1 Positive spell affects nearest enemy; negative affects ally
- 2 All allies within 30' must save-vs-spell or take 1d6 damage
- 3 All food and water within 60' of caster spoil instantly
- 4 One random piece of armor within 60' crumbles to dust
- 5 Caster loses sight for 1 hour
- 6 Two random allies within 60' too weak to walk for 1 hour

d6 - Deadly

- 1 1d8 points of damage to caster and spell fails
- 2 One random ally within 60' of caster save-vs-spell or 1d12 dmg
- 3 Angry fire elemental summoned; appears within 30' of caster
- 4 Caster must save-vs-spell or be struck mute for 24 hours
- 5 3d6+10 points of damage evenly distributed 60' from caster
- 6 All enemies within 60' healed for 1d8 hp each.



IXRA'S WONDROUS TOMES

The Purple Pages

With 16 pages stained purple, this blank spellbook offers up a special secret to its new owner.

Cover

Magic

Drawback

Roll 1d4	Roll 1d4	Roll 1d4
A carved relief in ivory of a wizard riding a horse. The book is covered in red velvet.	Spell written on its first page can be cast twice per day. Second casting has 1-in-6 chance of reducing INT -1 for a day.	After casting a spell from this book, there is a 1-in-6 chance the spell will disappear from its pages.
Six bone fragments embedded in an oak cover. The two covers are held together with some type of woven vine.	An offensive spell written on the last page delivers a bonus 3hp of damage to a single target.	The book calls to any undead within 100' who will move towards the book's holder.
Two thin sheets of tin with dwarven runes etched all over. Leather strands hold the covers in place.	After a spell is cast while holding the book open, the book emits light for one hour.	The ink was created from an extinct tree's leaves. Any druid within 60' of the book is unable to cast spells.
Wyvern leather hide covers two pine board covers with the word "Beware" burned into the inside front cover.	A single page ripped from the spellbook can be soaked in a vial of water to create a potion that heals 2d10hp.	Non-defensive spells written in its pages have a 1-in-6 chance of failing. On failure, a spell cannot be cast again for 24 hrs.

Add Some Eldritch!



d4 - New Feature

- 1 Leathery wings
- 2 1d8+2 tentacles
- 3 Segmented body (Insect-like)
- 4 Segmented body (worm-like)

d6 - Boosted Stat

- 1 +1 **HD**
- 2 +2 **HD**
- 3 +3 **HD**
- 4 **AC** +2
- 5 **AC** +3
- 6 **MV** +30' (+10')

d6 - Special Ability

- 1 Summon 1d4+1 minions every 4th turn.
- 2 Teleport up to 40' behind target and make +2 attack
- 3 **Shadow Blend** - to hit -3 for two rounds, +1 attack
- 4 **Call Priest** (lvl 5 cleric, chaotic) teleports in 2 turns.
- 5 **Corrupt Bite** (save-vs-poison or take 2d8 damage)
- 6 **Death Glare** (save-vs-death or die)

d10 - Weakness

- 1 fire does double-damage
- 2 cold does double-damage
- 3 electricity does 2x damage
- 4 poison does 3x damage
- 5 bludgeoning weapon 2x dmg
- 6 bladed weapon 2x dmg
- 7 magic does 3x damage
- 8 -3 to hit in bright light
- 9 +20% to be turned by cleric
- 10 +5 to hit for back stab

d4 - When First Seen

- 1 Save vs spell or -2 to hit for two turns
- 2 Save vs spell or flee for two turns
- 3 Save vs spell or first attack from creature is +1 to hit
- 4 Save vs spell or cower in fear for two turns (+3 to hit)

INTELLIGENT SHIELD

d4 - Alignment

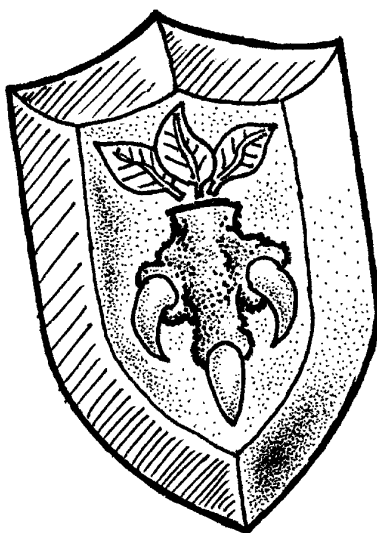
- 1 Lawful
- 2 Neutral
- 3 Chaotic
- 4 Unaligned

d6 - Quirk

- 1 Won't assist fighters
- 2 Double encumbrance
- 3 Half encumbrance
- 4 Only assists fighters
- 5 Communicates in rhyme
- 6 Requires daily polishing

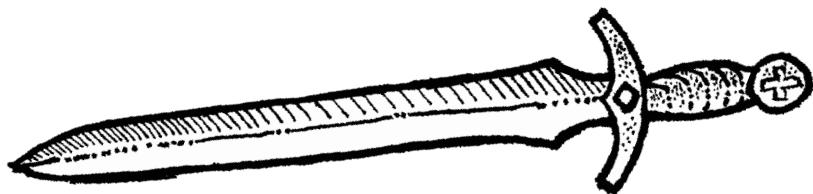
d8 - Primary Ability

- 1 Wielder -- infravision
- 2 +1 Strength
- 3 Half damage from poison
- 4 +1d4 damage against orcs
- 5 Undead detection 150'
- 6 +1 hp healing per day
- 7 Cast *light* twice per day
- 8 +1 Constitution



d10 - Secondary Ability

- 1 Translates goblin
- 2 Wielder - speak with dogs
- 3 Wielder knows true North
- 4 Water detection 60'
- 5 +10% max encumbrance
- 6 -1d4 damage from fire
- 7 +1 against *charm* spell
- 8 Heightened hearing
- 9 Breath water - 1 min/day
- 10 +5% XP



d4 - Type

- 1 Short sword
- 2 Sword
- 3 Bastard sword
- 4 Two-handed sword

d6 - Mark Location

- 1 Pommel
- 2 Grip
- 3 Cross guard
- 4 Base of blade
- 5 Tip of blade
- 6 Length of blade

d8 - Ability

- 1 Basic +1 sword
- 2 Glows for 30 min 1/day
- 3 Gets warm near undead
- 4 +1 DEX while wielded
- 5 1-in-6 shatter a shield
- 6 +1 AC while wielded
- 7 1-in-6 shatter enemy sword
- 8 +2 hp while wielded

d10 - Marking(s)

- 1 Elf runes
- 2 Square with eye in middle
- 3 Shield with lightning bolt
- 4 Dog head on halfling body
- 5 Dwarf runes
- 6 Jagged line through hand
- 7 Spiral ending at tear drop
- 8 Leafless tree
- 9 Orc runes
- 10 Rain falling from cloud

d12 - Secret

- 1 Desired by all orcs who see it
- 2 Stolen from a ruthless politician
- 3 Used to kill a king (killer unidentified)
- 4 Stolen from Thieves Guild by traitor
- 5 Blood bounty on any owner
- 6 5x value to a blacksmith
- 7 Undead drawn to blade (up to 600')
- 8 2x damage versus undead
- 9 3x damage versus dragon
- 10 4x damage versus a troll
- 11 5x damage versus a giant
- 12 10x value to a collector

A Strange Sword

d12 - Roll 1st

- 1 Books for the Study of...
- 2 Tristel's Notes on...
- 3 A Cleric's Guide to...
- 4 Healings and...
- 5 Mysteries of...
- 6 Secrets of...
- 7 A Study in...
- 8 An Understanding of ...
- 9 Benefits of...
- 10 The Practice of...
- 11 Simple Aids for...
- 12 Comprehending...

d12 - Roll 2nd

- 1 Curses
- 2 Bloodletting
- 3 Blessings
- 4 Broken Bones
- 5 Anti-Poisons
- 6 Elven Medicine
- 7 Dwarven Wound Treatment
- 8 Countering Necromancers
- 9 Monastic Chanting
- 10 Orc Amputations
- 11 Goblin Biting Rituals
- 12 Leeches

d8 - Written by

- 1 Sharzba Dustbrow
- 2 Tola Grayblaze
- 3 Mella Kingsrock
- 4 Dintler Redcowl
- 5 Rainkiv Rivertripe
- 6 Billo Shytrade
- 7 Kham Goodnight
- 8 Erra Trask Strongp

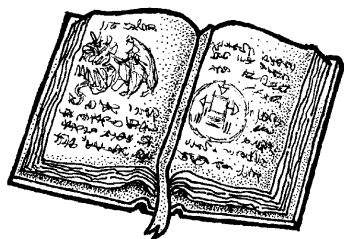
d8 - Wanted by...

- 1 Rich wizard
- 2 Eccentric royal
- 3 Rare book seller
- 4 Local temple
- 5 Farmer's wife
- 6 Assassin's Guild
- 7 Ship's captain
- 8 Village healer

d10 - Value

- 1 Trade for a rusty lantern
- 2 Trade for a new shield
- 3 Trade for 1d4 daggers and 10gp
- 4 Trade for chain armor and 20gp
- 5 Trade for one random spell scroll
- 6 1d6+10 x 10sp and a mace
- 7 2d6+20 x 10sp and a bow & quiver
- 8 1d4+10 x 10gp and a horse
- 9 2d8+20 x 10gp and potion of healing
- 10 Trade for one random spell

A Helpful Tome



d12 - Roll 1st

- 1 The Bleeding...
- 2 The Cursed...
- 3 Lost...
- 4 Nightmare...
- 5 Deadly...
- 6 Forbidden...
- 7 Spectral...
- 8 The Screaming...
- 9 Shadowy...
- 10 The Blasphemous...
- 11 Arcane...
- 12 The Shuddering...

d12 - Roll 2nd

- 1 Pages of...
- 2 Imagery of...
- 3 Scripts of...
- 4 Incantations of...
- 5 Experiments of...
- 6 Spells of...
- 7 Memories of...
- 8 Warnings of...
- 9 Tales of...
- 10 Musings of...
- 11 Explorations of...
- 12 Curses of...

d8 - 3rd Roll

- 1 ... the Dark Wizard
- 2 ... the Cursed Mage
- 3 ... the Evil Priest
- 4 ... the Insane Sorcerer
- 5 ... the Lich Prince
- 6 ... the Necromancer
- 7 ... the Mad Elf
- 8 ... the Sinister Witch

d8 - 4th Roll

- 1 Halzar Taskelvo
- 2 Yoleg Denhaunt
- 3 Kig Vel Mulzonder
- 4 Xelan Bloodlake
- 5 Dretkonna Shadowbay
- 6 Trena-Bonja Redgrit
- 7 Pandrola Spiritblade
- 8 Gydwis Bentspine

d10 - Rumored to be able to...

- 1 Grant immortality
- 2 Curse an entire village
- 3 Trap a soul in its pages
- 4 Steal power (levels) from an enemy
- 5 Create an unbeatable golem
- 6 Charm any evil dragon
- 7 Embue power (levels) without study
- 8 Summon undead ogres
- 9 Give endless nightmares to an enemy
- 10 Crumble the walls of any castle

Dangerous Tome



d12 - Roll 1st

- 1 Holy Pages of...
- 2 Blessed Words of...
- 3 Meditations of...
- 4 The Divine Works of...
- 5 Sacred Visions of...
- 6 Hallowed Leaves of...
- 7 Supreme Readings of...
- 8 Sanctified Lyrics of...
- 9 The Celestial Movements of...
- 10 Eternal Blessings of...
- 11 Exalted Musings of...
- 12 The Spiritual Wanderings of...

d12 - Roll 2nd

- 1 ... Revala the Favored
- 2 ... the Monks of Klishkan
- 3 ... the Lost Gold Clerics
- 4 ... the Elves of Eshiria
- 5 ... Gerrila Shanisbew
- 6 ... the Orange Priest
- 7 ... Seven Priests of Rydra
- 8 ... Kanya the Blind
- 9 ... the Order of Silver Might
- 10 ... the Dwarf Holy Men
- 11 ... the Priestess of Croyar
- 12 ... Darapu of Traganahad

d8 - Collected by

- 1 Shourba the Wise
- 2 Golden Order of Hipla
- 3 The Dancing Monks
- 4 Unknown
- 5 The Red Order of Jinsa
- 6 The Twilight Priests
- 7 The Priests of Lanisha
- 8 The Lakeshore Retreat

d8 - Special

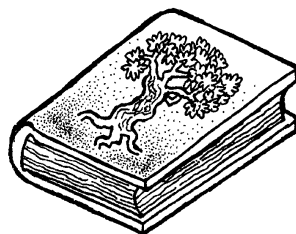
- 1 Only usable by cleric
- 2 Written in elvish
- 3 Written in dwarvish
- 4 Only usable by Law
- 5 Struck silent for 1 hour
- 6 1d4 pages disappear
- 7 Chaos allies -1d4 hp
- 8 Neutral allies no effect

d10 - Blessing*

- 1 +1 AC to holder
- 2 +1 AC to an ally within 30'
- 3 +1 to hit holder
- 4 +1 to hit for an ally within 15'
- 5 +1 hp to holder
- 6 +3 hp to an ally (touch)
- 7 +5 hp to self and one ally (30')
- 8 +1 hp to all allies within 15'
- 9 +2 hp to all allies within 30'
- 10 +3 hp to all allies within 60'

* Once per day when holder reads 1d4 pages.
A Chaos reader takes 1d8+4 damage.

A Blessed Book



That is NOT a Normal Golem!

d8 - Unique Type

- 1 Mud Golem
- 2 Vine Golem
- 3 Crystal Golem
- 4 Copper Golem
- 5 Wax Golem
- 6 Tar Golem
- 7 Ice Golem
- 8 Brass Golem

d8 - Use Stats of...

- 1 Amber Golem - no tracking
- 2 Bone Golem - no multi-attack
- 3 Bronze Golem - no flame blood
- 4 Clay Golem - no curse
- 5 Flesh Golem - no electric heal
- 6 Iron Golem - no fire heal
- 7 Stone Golem - no slow aura
- 8 Wood Golem - no flammable

d8 - ... add Modification

- 1 add Charge (gorgon)
- 2 add Confusion (hulker)
- 3 add Sleep Gaze (jackalwere)
- 4 add Paralysis (krell)
- 5 add Cling (lurker above)
- 6 add Leap (mantid)
- 7 add poison (purple worm)
- 8 add regeneration (revenant)

d12 - Special*

- 1 *Can cast magic missile once per day*
- 2 *Extra attack when engaged with a fighter wearing chain or plate*
- 3 *Invulnerable to magic-user spells*
- 4 *AC +1 with a crafted shield of same material*
- 5 *Blood scent - damaging a PC allows it to follow that target for up to 300'*
- 6 *Barbed appendages - a successful attack delivers a bonus 1d2 damage*
- 7 *Sensitive to heat - fire (or fire-magic) does double damage*
- 8 *Charm gaze - save-versus-spell or be charmed; killing golem breaks charm*
- 9 *Goblin attendant - one goblin serves as both guard and guide to golem*
- 10 *Temporary energy drain - lose two levels (or Hit Dice) for 24 hours*
- 11 *Splits into two smaller golems when HP drops to half, split HP*
- 12 *Teleport once per day up to 30' and perform back stab (double damage)*

*** +15XP per Special**

That is NOT a Normal Skeleton!

d8 - Creature

- 1 Bear
- 2 Bugbear
- 3 Centaur
- 4 Ettin
- 5 Hobgoblin
- 6 Lizard Man
- 7 Minotaur
- 8 Ogre

d8 - Use Skeleton Stats +...

- 1 **AC** 5 [12] and -1 **HD**
- 2 **Att** 2 claws (1d4) and bite (1d6)
- 3 **THACO** 16 [3] and **XP** 20
- 4 **MV** 45' (15') and **NA** 1d4
- 5 **Paralytic Bite** - save vs paralysis
- 6 **Frighten** - save vs spells or flee
- 7 Immune to non-magic weapons
- 8 **Stalk** - 1-in-6 to surprise

d8 - Focuses attack on...

- 1 Largest party member
- 2 Smallest party member
- 3 Most armored member
- 4 Least armored member
- 5 Wizard then Cleric
- 6 Human then non-human
- 7 Farthest party member
- 8 Closest party member

d12 - Special*

- 1 *Can shake off a magical attack once per day*
- 2 *1-in-6 chance to trample a target after a successful hit for +1d4 damage*
- 3 *Hardened skeleton gives -2 damage from bludgeoning weapons*
- 4 *Turn Undead more difficult - treat as -1 level (level 3 cleric turns as level 2)*
- 5 *Magical self heal gives +1 hp at end of each of its turns*
- 6 *Jagged skeletal bones adds 1d2 damage to all claw attacks*
- 7 *Petrified bones increase **AC** +1 but slows **MV** by 15'*
- 8 **Piercing Claws** - **Cling** as used by Crab Spider
- 9 **Power Leap** - once per day, may jump up to 30' in any direction
- 10 **Undead Rage** - once per day, a successful attack on cleric is +3 damage
- 11 **Loot Guard** - guards a special hidden treasure (Treasure Type B)
- 12 **Enchanted Skull** - once per day, may cast Lightning Bolt

* +15XP per Special

That is NOT a Normal Kobold!

d8 - Powers/Mods

- 1 1 Bonus Power
- 2 2 Bonus Powers
- 3 1 Modification
- 4 2 Modifications
- 5 1 Power & 1 Modification
- 6 2 Power & 1 Modification
- 7 1 Power & 2 Modifications
- 8 1 Special

d8 - Bonus Power*

- 1 **Spell** - *Magic Missile*
- 2 **Spell** - *Sleep*
- 3 **Spell** - *Shield*
- 4 **Spell** - *Cure Light Wounds*
- 5 **Spell** - *Protection from Good*
- 6 **Breath Weapon** (5' line fire)
- 7 **Blend with stone** (Gargoyle)
- 8 **Pet** - *Dire Wolf (ML 9)*

* +10XP per Power

d8 - Modification*

- 1 Long legs - **MV** 90' (30')
- 2 Tough skin - **AC** 6 [13]
- 3 Big Fella! - **HD** 2 (9hp)
- 4 Skilled - **Att** 2 x weapon
- 5 Loyal - **ML** 9
- 6 Trained - **THACO** 17 (+2)
- 7 Rabid - **Att** 1 x poison bite
- 8 Sneaky - **Surprise** 1-3

* +5XP per Modification

d12 - Special*

- 1 *Warrior -- treat as level 3 Fighter* **THACO** 18 (+1).
- 2 *Healer -- treat as a Cleric with 1 Level 1 spell and 1 Level 2 spell*
- 3 *Caster - treat as a Magic-User with 2 Level 1 spells and 1 Level 2 spell*
- 4 *Scoundrel - treat as Thief with Back-stab +2*
- 5 *Warlord - 2d6 bodyguards 1+1HD (6hp) with ML 8*
- 6 *Scout - treat as Ranger with Surprise Attack ability 2-in-6 chance*
- 7 *Wearing random magic ring and holding 1d4 gems (60gp each)*
- 8 *Wields Sword of the Serpent (+1 sword, 1-in-6 chance to poison on hit)*
- 9 *Will use 2x spell scrolls - fireball and web*
- 10 *Wears Sssssats Helm (+1 AC, immune to sleep and charm)*
- 11 *Will use Staff of Mud (save-vs-stave or MV reduced to half for 2 turns)*
- 12 *Wearing Cloak of Confusion (attacker save-vs-spell or wearer +1 AC)*

* +15XP per Special

That is NOT a Normal Werewolf!

d8- Class

- 1 Fighter: + 1d8hp, +1 AC
- 2 M-U: 3x level 1 spells
- 3 Cleric: 2x/day self-heal 1d6
- 4 Thief: lvl 4 Move Silently
- 5 Ranger: 3-in-6 surprise
- 6 Half-Orc: infravision 60'
- 7 Druid: immune to charm
- 8 Barbarian: +2d8 hp

d8 - Use Werewolf Stats +...

- 1 1x class-specific weapon
- 2 1x random magic ring
- 3 Poison-dipped claws
- 4 Matted fur gives +1 AC
- 5 **Fear Howl** - save-vs-spell
- 6 **Surprise Pounce** - +1d6 dmg
- 7 **Maul** - save-vs-breath or +1d6 dmg
- 8 **Keen Smell** - no evading

d8 - May negotiate...

- 1 ... if takes damage first
- 2 ... if it misses first 2x attacks
- 3 ... if a bribe is offered
- 4 ... with a similar class
- 5 ... with a druid or ranger
- 6 ... if silver weapon is visible
- 7 ... if wolfsbane is held
- 8 ... with a cleric (2-in-6)

d12 - Special (*in human form before changing)

- 1 *Fights against curse - 1-in-6 chance it may appeal to players for a cure**
- 2 *Expanding its pack - will flee after it infects one party member*
- 3 *Willing Retainer - will join in attempt to secretly infect a PC when alone**
- 4 *Summons 3x dire wolves once it has tracked party*
- 5 *1-in-6 chance will have 1d4 retainers (also werewolves)**
- 6 *Hidden Survivor's Pack (page X) within 300' (add +1 random magic item)*
- 7 *Injured and grateful for assistance; 4-in-6 will not change for attack**
- 8 **Enhanced Strength** - add +1d4 damage to any claw attacks
- 9 **Enhanced Constitution** - add +1d6 hit points
- 10 **Feral Behavior** - 1-in-6 chance after PC hit to receive extra attack
- 11 **Contortionist** - 1-in-6 chance hind legs can add +1 claw attack
- 12 **Tactical Hunt** - will attempt strike at PC with lowest hit point (current)

* +25XP

That is NOT a Normal Eye of Terror!

d8- Name

- 1 Thrixal the Despised
- 2 Rifona, Eater of all Flesh
- 3 Klib Egra the Ancient
- 4 Berot, Collector of Heads
- 5 Jeshel Troq the Merciless
- 6 Gont, Crusher of Skulls
- 7 Vimin the Soul Stealer
- 8 Mudis Tak of the Deep

d8 - Willing to Negotiate for...

- 1 ... information
- 2 ... treasure
- 3 ... magic item
- 4 ... a favor
- 5 ... a hostage and a task
- 6 ... some form of amusement
- 7 ... elimination of a nearby enemy
- 8 NO NEGOTIATION!

d8 - Henchmen

- 1 1d4+2 Bugbears
- 2 1d6+1 Duergar
- 3 1d4+4 Goblins
- 4 1d8+2 Kobolds
- 5 1d6 Lizard Man
- 6 1d8+1 Svirfneblin
- 7 1 Xorn (no treasure)
- 8 1 Wyvern (no treasure)

d10 - Unique Eye Stalk*

- 1 *Create illusion - Range 120'. Requires concentration.*
- 2 *Mind Knock - Range 40'. **Save versus spells** or be stunned for one turn.*
- 3 *Confusion - Range 120'. **Save versus spells** or 1x attack on nearest ally.*
- 4 *Energy Drain - Range 30'. **Save versus spells** or lose one experience level.*
- 5 *Energy Reflect - see Tarrasque*
- 6 *Control Dead - take control of a recently deceased victim for 2 turns.*
- 7 *Diseased Glare - **Save versus poison** or -1 to attack for 3 turns.*
- 8 *Mind Blast - see Mind Lasher*
- 9 *Babble - **Save versus spell** or unable to be understood for 3 turns.*
- 10 *Blind - **Save versus spell** or lose sight for 4 turns.*

* add +25XP for each unique eye stalk

That is NOT a Normal Owl Bear!

d8 - Bonus Ability*

- 1 **Wail** - see Banshee
- 2 **Leap** - see Bulette
- 3 **Charge** - see Elephant
- 4 **Grapple** - see Black Hag
- 5 **Aggressive** - see Minotaur
- 6 **Mimicry** - see Leucrocotta
- 7 **Carriion Stench** - see Ghast
- 8 **Roar** - see Dragonne

* +5XP per Ability

d8 - Powers/Mods

- 1 1 Bonus Ability
- 2 2 Bonus Ability
- 3 1 Modification
- 4 2 Modifications
- 5 1 Ability & 1 Modification
- 6 2 Abilities & 1 Modification
- 7 1 Abilities & 2 Modifications
- 8 1 Special

d8 - Modification*

- 1 Short legs - **MV** 60' (20')
- 2 Tough skin - **AC** 4 [15]
- 3 Alpha - **HD** 6 (26hp)
- 4 Rabid - **ML** 12
- 5 Sneaky - **Surprise** 1-2
- 6 Sharper claws - 1d10
- 7 Loner - **NA** 1
- 8 Poison Bite

* +5XP per Modification

d10 - Special*

- 1 *Found in lair -- 2x random spell scrolls and 2d10x10 gold coins*
- 2 *Guarding captured fighter (lvl 2, chain, sword)*
- 3 *At half hit points, will enrage and do 2x damage*
- 4 *Matted fur increases AC +1*
- 5 *Has a diseased bite - save vs poison or lose 1d4 hit points per hour*
- 6 *Intelligent - targets spell casters first*
- 7 *Bonus attack -- kick (1d10)*
- 8 *Bonus attack - horns (1d8)*
- 9 *Guarding two Owl Bear eggs - value 50gp each*
- 10 *Silver fur (rare) - value 100gp*

* +15XP per Special

It's a Lizard Man Shaman!

Herrsssh

Level 3 Magic-User

No armor

Staff and Dagger

4x random scroll spells

1x random magic potion

3d8x10 gold coins

d8 - Bump Stat

1 **AC** 4 (15)

2 **HD** 3+1 (14)

3 **Att** 2 x weapon

4 **THACO** 16 [+3]

5 **MV** 90' (30')

6 **SV** D11 W12 P13 B14 S15

7 **XP** 35

8 Roll 2x on this table

d8 - ... add Modification

1 add **Blink** (Blink Dog)

2 add **Leap** (Bulette)

3 add **Spit** (Cave Locust)

4 add **Curse** (Cyclops)

5 add **Deadly Gaze** (Sea Hag)

6 add **Confusing Gaze** (Hulker)

7 add **Mimicry** (Leucrocotta)

8 add **Levitate** (Mind Lasher)

d12 - Special*

1 *Can call 2d8 lizard men for assistance*

2 *Always targets magic-users, followed by clerics*

3 *Change staff to 1x random magic staff*

4 *Change dagger to 1x random magic dagger*

5 *When reduced to 1/2 hit points, uses magic amulet to heal 1d4*

6 *Teleport up to 30' once per day*

7 *Hardened Scales -- +1 AC*

8 *Camouflage Hide -- +2 AC*

9 **Clamping Bite** in lieu of weapon or spell attack - 1d6 and save vs poison

10 **Whip Tongue** in lieu of weapon or spell attack - 1d4 damage

11 **Spike Tail** attack in lieu of weapon or spell attack - 1d8 damage

12 **Poison Claws** in lieu of weapon or spell attack - save vs poison or die

*** +15XP per Special**

Lone Explorer



d4 - Name

- 1 Shernick Flamesquint
- 2 Fina Slowstream
- 3 Dobbert Greenblade
- 4 Dula Steelgrave

d4 - Class

- 1 Fighter
- 2 Magic-User
- 3 Cleric
- 4 Ranger

d6 - Will be spotted...

- 1 ...wandering in a field
- 2 ...stopped on a quiet road
- 3 ... feeding fish in a lake
- 4 ... digging a small pit
- 5 ... sitting near a campfire
- 6 ... writing a letter

d6 - Special Knowledge

- 1 Can lead PCs to a nearby unexplored tomb
- 2 Knows location of a band of thieves hiding in woods
- 3 Has map to an old enchanter's home (500gp for 1x enchant)
- 4 Intelligent sword in pack that is hiding from its owner
- 5 Knows a secret door that leads into a magic shop in town
- 6 Possesses knowledge of a magic fountain (a day's walk)

d10 - Task (if asked)

- 1 Heading home to see family
- 2 Searching for a missing ally
- 3 Hired to find a rare book
- 4 Tracking a band of goblins
- 5 Returning item to ally's family
- 6 Searching for an old friend
- 7 Delivering message to royalty
- 8 Looking for lost horse
- 9 Hiding from a bounty hunter
- 10 Finding a cleric to remove curse

d8 - Secret

- 1 Wanted for murder (innocent)
- 2 Doppelganger
- 3 Wererat (looking for cure)
- 4 Thief in disguise (wanted)
- 5 Royalty in hiding
- 6 Escaped prisoner (innocent)
- 7 In possession of rare artifact
- 8 Witness to a murder

Lone Explorer



d4 - Name

- 1 Gannin Highcloud
- 2 Ruzan Sweetberry
- 3 Leegan Lockspur
- 4 Derri Howlingblade

d4 - Class

- 1 Thief
- 2 Thief
- 3 Assassin
- 4 Assassin

d6 - Will be spotted...

- 1 ... seated in a tavern
- 2 ... watching a city guard
- 3 ... singing in an alley
- 4 ... tossing coin in fountain
- 5 ... wandering in a library
- 6 ... giving food to a monk

d6 - Special Knowledge

- 1 Knows identity of a nemesis that is targeting PCs
- 2 Aware of an ambush prepared for the party (in two days)
- 3 Knows habits of city wizard with magic ring collection
- 4 Knows details of theft in four days against city official
- 5 Has a hidden (and illegal) vial of poison in backpack
- 6 Has a map to a hidden crypt filled with stolen gold

d10 - Task (if asked)

- 1 Considering leaving town
- 2 Looking for work
- 3 Delivering message to a wizard
- 4 Waiting for owner to open shop
- 5 Wanting to buy a weapon
- 6 Needing to find a bed for night
- 7 Searching for sister
- 8 Meeting up with an ally
- 9 Following a suspected thief
- 10 Offering services as hireling

d8 - Secret

- 1 Scouting for a theft
- 2 Waiting to ambush enemy
- 3 Poisoned (two days to live)
- 4 Following PCs (but spotted)
- 5 Planning a robbery of shop
- 6 Fencing a rare, stolen dagger
- 7 Hired to kill one of the PCs
- 8 On Guild-assigned first job

Lone Explorer



d4 - Name

- 1 Batska Ninebricks
- 2 Lersha Redstone
- 3 Tyce Sharmglits
- 4 Finper Copperwing

d4 - Class

- 1 Cleric
- 2 Druid
- 3 Bard
- 4 Acrobat

d6 - Will be found...

- 1 ... haggling over a horse
- 2 ... helping a beggar
- 3 ... swimming in a lake
- 4 ... writing in a journal
- 5 ... following a thief
- 6 ... speaking with a guard

d6 - Special Knowledge

- 1 Aware of a kidnapping that just occurred
- 2 Has knowledge of a theft that is planned against a temple
- 3 Knows the entrance to a secret tomb nearby
- 4 Following thief who stole ring that can open portals
- 5 Knows where to find an intelligent sword
- 6 Aware of a wanted assassin hiding in town

d10 - Task (if asked)

- 1 Needing to leave town. Now.
- 2 Looking for a lost child
- 3 Needing to buy medicines
- 4 Researching a lost artifact
- 5 Wants to hire a thief
- 6 Needs to bail out a friend
- 7 Searching for a stolen ring
- 8 Hiding from a gang of thieves
- 9 Needs a magic item crafted
- 10 Delivering message for a king

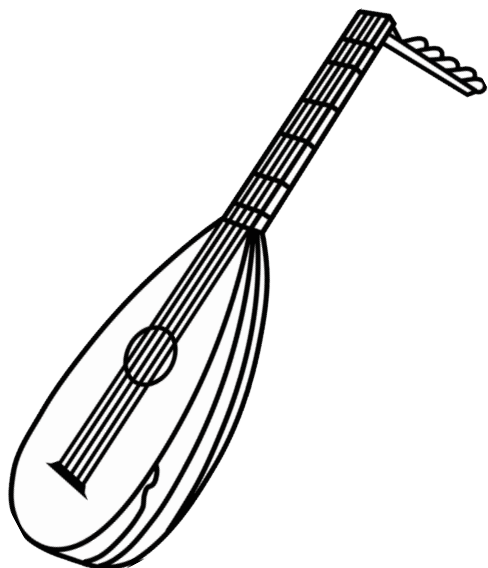
d8 - Secret

- 1 Used to be a thief
- 2 Sheltering a murderer
- 3 On the run for treason
- 4 Owns a stolen magic cloak
- 5 Royalty in hiding
- 6 Hunted by a dwarf clan
- 7 Spy for an explorer guild
- 8 Raised by and elf wizard

I Know This Song!

d6 - Title 1

- 1 The Ballad of...
- 2 The Death of...
- 3 The Legend of...
- 4 A Hero Named...
- 5 Last Days of...
- 6 The Dagger of...



d8 - Title 2

- 1 Vedek ...
- 2 Brank Bluebird, ...
- 3 Tribbly Tonderhouse, ...
- 4 Lakin Darkblade, ...
- 5 Honderlue, ...
- 6 Sarmon Silvernose, ...
- 7 Criddick, ...
- 8 Yibber Yonder, ...

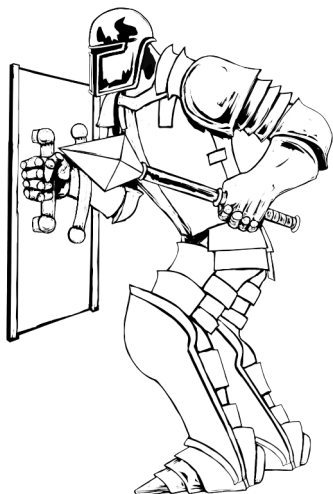
d10 - Title 3

- 1 ... Red Mage of Hinterlake
- 2 ... the Thief of Bad Choices
- 3 ... Prince(ss) of Pick Axes
- 4 ... the One-Eared Priest
- 5 ... Keeper of Keys
- 6 ... the Bumbling Bard
- 7 ... Caster of Cantrips
- 8 ... the Blind Barbarian
- 9 ... Slayer of Squirrels
- 10 ... Waker of Dragons

d8 - Special

- 1 When song ends, 1-in-6 chance a bar fight will begin
- 2 Any dwarf PC will pick a fight with an elf or drow
- 3 Any elf PC will pick a fight with a drow or dwarf
- 4 Any rogue will be inspired to the pockets of the nearest NPC
- 5 Any fighter PCs must immediately buy 3d6 drinks
- 6 Any wizard PCs will drink too much; 1d8 hours -2 INT
- 7 Any barbarian PCs will pick a fight with largest NPC
- 8 Any cleric PCs will drink too much; 1d8 hours -2 WIS

The Fighter in the Corner



d10 - Current Activity

- 1 Examining his sword
- 2 Finishing a bowl of soup
- 3 Cleaning an open wound
- 4 Counting a small pile of coins
- 5 Carving name into table
- 6 Subtly watching the barmaid
- 7 Frowning at the singing bard
- 8 Staring down a half-orc
- 9 Ordering more food
- 10 Intently watching the door

d6 - Special

- 1 Planning on starting a fight with a half-orc thief soon
- 2 Wants to sneak into a private tomb at midnight
- 3 Knows he will be ambushed when he leaves the tavern
- 4 Following rumor of evil cleric in town who betrayed him
- 5 Waiting on a merchant to arrive with an escort job
- 6 Not looking for work, but will certainly take it if it pays well

d6 - Name

- 1 Notha Ferthequn
- 2 Stapher Greatsage
- 3 Kwantek Truelight
- 4 Derwog Swiftsands
- 5 Thebo Redtribe
- 6 Pallon Widestreet

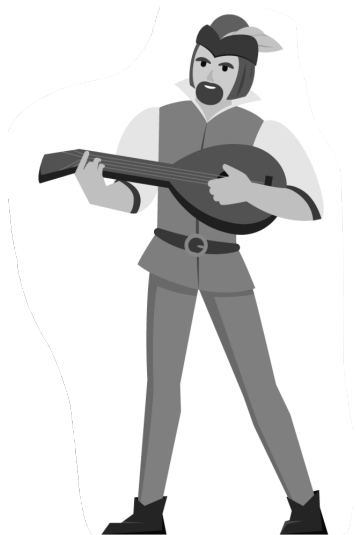
d6 - Appearance

- 1 Bloody and injured
- 2 Dirty and exhausted
- 3 Some minor scratches
- 4 Fidgeting and jumpy
- 5 Calm and rested
- 6 Alert, armor polished

d8 - Level/Details

- 1 Level 1 F, Neutral, leather, shield
- 2 Level 2 F, Neutral, chain, sword
- 3 Level 3 F, Lawful, plate, shield
- 4 Level 4 F, Lawful, +1 leather
- 5 Level 5 F, Lawful, +1 chain
- 6 Level 6 F, Chaotic, +1 leather
- 7 Level 7 F, Chaotic, +1 battle axe
- 8 Level 8 F, Chaotic, +2 shortsword

The Bard on the Stage



d10 - Current Activity

- 1 Tuning his lute
- 2 Whispering to a barmaid
- 3 Writing down lyrics
- 4 Drinking an oversized ale
- 5 Taking requests
- 6 Singing a slow, sad ballad
- 7 Insulting a heckler
- 8 Counting tips in his jar
- 9 Strumming a favorite tune
- 10 Singing his signature song

d6 - Special

- 1 Looking for work - in trouble with local merchant guild
- 2 Knows a local high-level wizard with a job
- 3 Looking for work - in debt to tavern for too many ales
- 4 Sells fake dungeon maps created by his sister
- 5 Looking for work - gambling debts are due
- 6 Assassin who has been hired to kill a party member

d6 - Name

- 1 Plaga Bluefeather
- 2 Tingo Sharfpagg
- 3 Gichell Darklantern
- 4 Orridomma Scrilldreg
- 5 Chobrik Sinisya
- 6 Frullis Gan Trueshard

d6 - Signature Song

- 1 The Rhyiming Rogues
- 2 Queen of Bad Luck
- 3 The Battle of Grisbank
- 4 The Dragon's Duck
- 5 One-Handed Thief
- 6 Barbarian's Love Song

d8 - Level/Details

- 1 Level 1, Neutral, leather armor
- 2 Level 2, Neutral, 1x spell scroll
- 3 Level 3, Neutral, +1 AC cloak
- 4 Level 4, Neutral, healing potion
- 5 Level 5, Lawful, 2x spell scrolls
- 6 Level 6, Lawful, magic ring
- 7 Level 7, Lawful, +1 weapon
- 8 Level 8, Lawful, leather +1 AC

The Wizard's Mistake

d6 - The Event

- 1 Summoning an Elemental
- 2 Looking into the Future
- 3 Teleporting an Ally
- 4 Enchanting a Wand
- 5 Creating a new Spell
- 6 Animating a Statue

d6 -The Problem

- 1 Wrong incantation
- 2 Wrong ingredient
- 3 incorrect pronunciation
- 4 Stars not right
- 5 Enemy wizard interference
- 6 Broken magic circle

d4 - The Event's Location

- 1 In the wizard's tower on the outskirts of town
- 2 An abandoned warehouse in the heart of the town
- 3 Inside a cave a half-day's walk from town
- 4 Outside the tomb of an old wizard in the town's cemetery

d12 - The Complication

- 1 3d6+6 undead created and are attacking town
- 2 d4+4 fire elementals are hunting all spellcasters in town
- 3 For d4 hours, no magic works within 5 miles of the event location
- 4 6 hr lightning storm - 1-in-6 chance per hour of being struck if outside
- 5 All healing potions within 1 mile of even location turned to vinegar
- 6 1 hr quake - 1-in-6 chance per hour of structure collapse if inside
- 7 2d8+4 orc marauders led by orc sorcerer seek source of event
- 8 For 24+d6 hours, utter darkness - no sunlight for 300 miles
- 9 All clerics within 50 miles of event location lose ability to heal for 8 hrs
- 10 All living creatures within 10 miles of event lose ability to speak (3 hrs)
- 11 All non-magical bladed weapons within 10 miles ruined by rust
- 12 1x random dragon summoned - hungry and angry

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

d10 - Motivation

- 1 Serve others as repayment
- 2 Form a family with allies
- 3 Provide healings and cures
- 4 Remove evil from dwellings
- 5 Identify leaders of men
- 6 Reveal corruption to all
- 7 Fight evil head-on
- 8 Share deity with strangers
- 9 Save to build a temple
- 10 Seeking answers

d6 - Early Start

- 1 Small woodland village
- 2 Nomadic Plains family
- 3 Raised on a merchant ship
- 4 Raised by temple priests
- 5 Large city, wealthy family
- 6 Orphan in a desert town

d10 - Unique Token

- 1 Deed to parent's farm
- 2 High Priest's beads
- 3 Letter of High Service
- 4 Sketch of childhood friend
- 5 Chip from temple column
- 6 Cork from vial (holy water)
- 7 Temple book of prayers
- 8 Carved figure of deity
- 9 Ivory die from old rogue
- 10 Rare coin of home region

d12 - Personal Goal*

- 1 Resurrect a stranger (500XP)
- 2 Vanquish a vampire with a group of allies (1000XP)
- 3 Consecrate unholy ground (300XP)
- 4 Wield a magic mace against undead (400XP)
- 5 Give 5000 gold to home temple (200XP)
- 6 Defeat a sworn enemy of my deity (600XP)
- 7 Defeat a powerful evil creature in combat (100XP per HD over 4)
- 8 Uncover corruption in a temple and reveal it to leadership (300XP)
- 9 Convince a thief to give up a life of crime (800XP)
- 10 Defeat an evil creature after a magic-user spell fails to do it (400XP)
- 11 Identify source of evil (altar, statue, etc) and destroy it alone (500XP)
- 12 Defeat an evil cleric in hand-to-hand combat (600XP)

*XP values are just suggestions; modify as desired.

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

d6 - Early Start

- 1 City street orphan
- 2 Family of thieves
- 3 Child of fallen royalty
- 4 Runaway from farm
- 5 Failed at sorcery school
- 6 Self-trained

d10 - Motivation

- 1 Pay off debt to the Guild
- 2 Move higher in the Guild
- 3 Steal from an enemy wizard
- 4 Get wealthy and disappear
- 5 Get revenge on Guild
- 6 Prove value to allies
- 7 Defeat an assassin
- 8 Plan a heist on royalty
- 9 Buy a tavern and retire
- 10 Pay back early victims

d10 - Unique Token

- 1 Bag of loaded dice
- 2 First stolen gold coin
- 3 Necklace taken from cleric
- 4 Stolen ring from a royal
- 5 Broken lock pick
- 6 Cork from a bottle of wine
- 7 Lucky playing card
- 8 Single pearl earring
- 9 Halfling dagger on a chain
- 10 Vial of sea shells

d12 - Career Challenge*

- 1 Steal a total of 5,000 gold coins (1000XP)
- 2 Assist allies 10 times with a well-timed backstab (500XP)
- 3 Successfully open 20 trapped chests (750XP)
- 4 Make 10 successful backstabs after Hiding in Shadows (**HS**) (250XP)
- 5 Steal a jewel worth 100+ gold coins by pick pocket (**PP**) (200XP)
- 6 Steal from a dragon on your own (10XP per gold coin stolen)
- 7 Sell a forged item successfully (500XP)
- 8 Successfully scale a 100 foot wall (100XP)
- 9 Get a promotion in the Guild (150XP)
- 10 Trigger a trap that does damage to an opponent (200XP)
- 11 Successfully frame someone by reverse pick pocketing (300XP)
- 12 Break an ally or stranger out of jail (400XP)

*XP values are just suggestions; modify as desired.

I BLESS THEE WITH...

d6 - Title 1

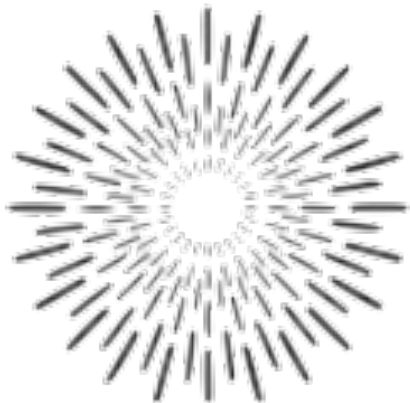
- 1 The Holy...
- 2 The Sincerest...
- 3 The Healing...
- 4 The Strengthening...
- 5 The Melodious...
- 6 The Limitless...

d8 - Title 2

- 1 Light Syllables of ...
- 2 Lilted Chants of...
- 3 Calming Commands of...
- 4 Earnest Expressions of...
- 5 Soft Strains of...
- 6 Sunlit Verses of...
- 7 Easing Canticles of...
- 8 Soothing Psalms of...

d10 - Title 3

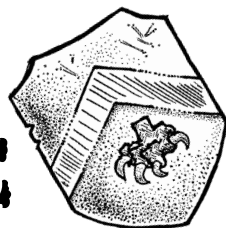
- 1 Drilon the Wise
- 2 Scalips the Healer
- 3 Hebrioni of Walismir
- 4 Gannishon Skyshake
- 5 Yoronk the Blessed
- 6 Blish of the Believers
- 7 Stoymona the Faithful
- 8 Jufox the Stricken
- 9 Ittulonip Whisperguard
- 10 Zigrish of Stonewalk



d10 - Special

- 1 +1 AC for 24 hours
- 2 Bonus 1d4 hit points for 24 hours
- 3 One weapon is treated as magical for 24 hours
- 4 Infravision for all within 30' (lasts one hour)
- 5 +5% XP for all XP gathered in one hour
- 6 +2 AC for one hour
- 7 One weapon is +1 for one hour
- 8 All spellcasters within 30' may re-cast one spell
- 9 Bonus 1d4 hit points for all allies within 30' for one hour
- 10 +10XP for all XP gathered in one hour

GRIFFON CLAW AUCTION HOUSE



LOT # 13- A Dagger

Retrieved from the dead goblin warlock, Yurdo, this dagger was used during the ceremony to summon the undead goblin king, Lob Pag.

d4 - Beat this Bid?

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

The Secret: The dagger grants protection against undead attacks. The wielder receives +1 AC against attacks from undead of HD 3 or higher.

d4 - Beat this Bid?

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

LOT # 38- A Coil of Rope

Carried by Halmidren Griks, the discoverer of the Crypt of the Wailing Lich, this rope was the only item recovered from his failed descent into the Lost Caves of the Blind Elves.

The Secret: Cursed. Once per day, the owner must save versus spell or receive visions of horrific creatures that require an immediate one hour rest.

LOT # 62 - A Bow

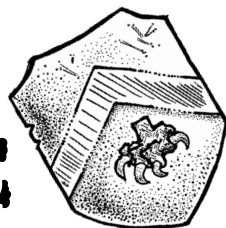
Owned by Carrid Shadowfist, this bow was used in the final battle at the Gray Wall of Shimandor against the orcs of the Red Horde. Carrid ended the fight with a shot that killed the orc leader.

d4 - Beat this Bid?

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

The Secret: The +1 bow grants its wielder the ability to read the mind of any orc leader within 300' and know that creature's next action.

GRIFFON CLAW AUCTION HOUSE



LOT # 71- A Pair of Boots

Worn by Sir Trelin at the Battle of the Blood Lich, these boots still bear the blood stains from the mortal wound Trelin delivered to the evil wizard.

The Secret: Cursed. Any Lawful individual who chooses to wear the boots will become cursed by the blood stains on the boots. Alignment changes to Chaos and spellcasters gain 1d6 hit points.

d4 - Beat this Bid?

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

d4 - Beat this Bid?

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

LOT # 42- A Quiver

The arrow that delivered the surrender message to King Juon was held in this quiver, owned by the elf-marksman, Belel Sarenveil. The owner's insignia is visible on the side.

The Secret: Once per day, pull a single arrow from the quiver. That arrow gains +3 to hit and delivers a bonus 1d8 damage.

LOT # 11 - A Priest's Sash

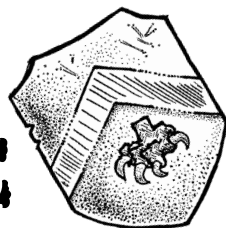
Worn by Frauk Blueboot while he performed healings at the Temple of Derron. Frauk died wearing the sash after receiving a mortal wound on the battlefield at Horan during a healing.

The Secret: When worn by a cleric, the sash provides a bonus 1hp to all healings performed.

d4 - Beat this Bid?

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

GRIFFON CLAW AUCTION HOUSE



LOT # 72- Leather Armor

Worn by the slain halfling Duke of Gontag, this leather armor still bears the mark of its crafter, Hiltan Redstrike, one of the most famous halfling leather workers.

d4 - Beat this Bid?

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

The Secret: When worn by a halfling, the armor grants +1 AC. Once per day, the wearer may turn invisible for 60 seconds.

d4 - Beat this Bid?

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

LOT # 16- A Book

Telling the story of the failed attack on Castle Treppid, this book contains the first-hand account of Friblish Windshine, King Rell IV's court sorcerer.

The Secret: Any illusionist who reads this book will discover a hidden map in its cover that leads to the hidden crypt of the Rell family and its treasures.

LOT # 41 - A Staff

This unusual staff is carved from the Klattis tree; this gives it the appearance of always being wet. It is believed to be the same staff carried by the druid Lirrys the Green.

d4 - Beat this Bid?

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

The Secret: In the hands of a druid, this staff can provide enough drinking water for two persons per day.

Dolbin's Scrolls

Words of Caution

Read aloud the words on this scroll while pointing at a target. Target is +1 AC for one hour. If they are using a shield, target is +2 AC for half an hour.

Poem of the Protective Sorcerer

Any spellcaster who reads aloud the poem on this scroll may choose one of the following effects:

1. All allies within 30' of the reader recover 2hp of damage and any poison effects are removed.
2. Two allies are +1 AC; this effect lasts for one hour or until the ally is successfully attacked and damage is done.
3. All weapons are +1 to hit against a specified target; the reader must point at the target or give its name. The effect lasts for one hour.
4. Two small sources of drink (ale, water, etc.) are given healing properties - drinking one heals 4hp of damage.

Song of Druid's Tears

A druid who reads this scroll and then buries it in the earth may heal 1d8 hit points evenly spread between up to two allies who are within 15'.

Dolbin's Scrolls

Chant of the Campfire

Read aloud the words on this scroll to summon a campfire for eight individuals that includes food, drink, bedrolls and an illusion of two guards who appear as 7 foot tall barbarians. The campfire lasts for six hours.

Scroll of Vessel Conjunction

Follow the instructions on this scroll after obtaining a small vial of water and a bundle of small sticks tied together with a red ribbon and a drop of melted gold sealing the ribbon. During the reading, specify one of the following configurations that lasts for 16 hours:

1. A raft of sufficient size to hold up to twelve individuals; the raft will have a small cabin capable of providing rest for six individuals at a time.
2. A fishing vessel for a crew of up to six individuals, complete with nets.
3. A small sloop with sails (unmanned - requires six experienced crewmen) that lasts for eight hours.

The Traveling Blacksmith Incantation

After reading the words on this scroll aloud, a magical blacksmith appears, complete with equipment and roaring furnace. For one hour, this blacksmith can repair weapons and armor or prepare one set of full plate for a specified race.

Dolbin's Scrolls

Rhyme of the Shadow Walker

The poem on the page will grant the reader the ability to change into a shadow that can move on wall surfaces as long as the surroundings have a light source within 60' of the target. The effect lasts for ten minutes.

Incantation of the Ghostly Librarian

Read the words on the scroll aloud while inside a wizard's library. A ghostly librarian will appear and the reader may choose one of the following actions for the librarian to perform:

1. Locate a specific spell. If the spell does not exist in the library, the ghostly librarian may be asked up to three more times before disappearing.
2. Provide directions to a location. The librarian will lead the reader to a book or map with the location (if a valid map exists in the library) of the site. If a sufficient map is not in the library, the librarian will use up to three books to give the reader an approximate location.

Gribbin's Scroll of Horrors

When read aloud by a chaotic spellcaster pointing at a target within 30', the target must save vs spell or be inflicted with visions of horrors that lasts for 30 seconds. During this time, all attacks against the target are +5 to hit and the target makes attacks at -3 to hit.



FROM THE LIBRARY OF NILOSHIS WHISPERWALK

The Halfling's Curse

by Stouf Dastret

Seven Gates in Trebimar

by Unknown

Songs of the Storm Giants

by Livo Trodspur

Hallway Traps & Hazards

by Henepo Orlingstaff

Two Wizards Come Home

by Brother Rence

Harvesting Natural Poisons

by Yam Tring

The Second Troll War

by Neheshi Venstill

Civil Dragons of Fral

by Multiple Authors

A Thief Among Us

by Ta Corea Stinix

The Monastery of Shadows

by Bryo Steamfinger

Anatomy of a Gorgon

by Eriss Graydart

One Hundred Eyes of Brxx

by Tibsen Neros

Clumsy Thieves of History

by Chafon Geever

Gnomes at War

by Rackham Stingeway

The Book of the Blade

by Stegur Bogblack

Scandals in the Tower

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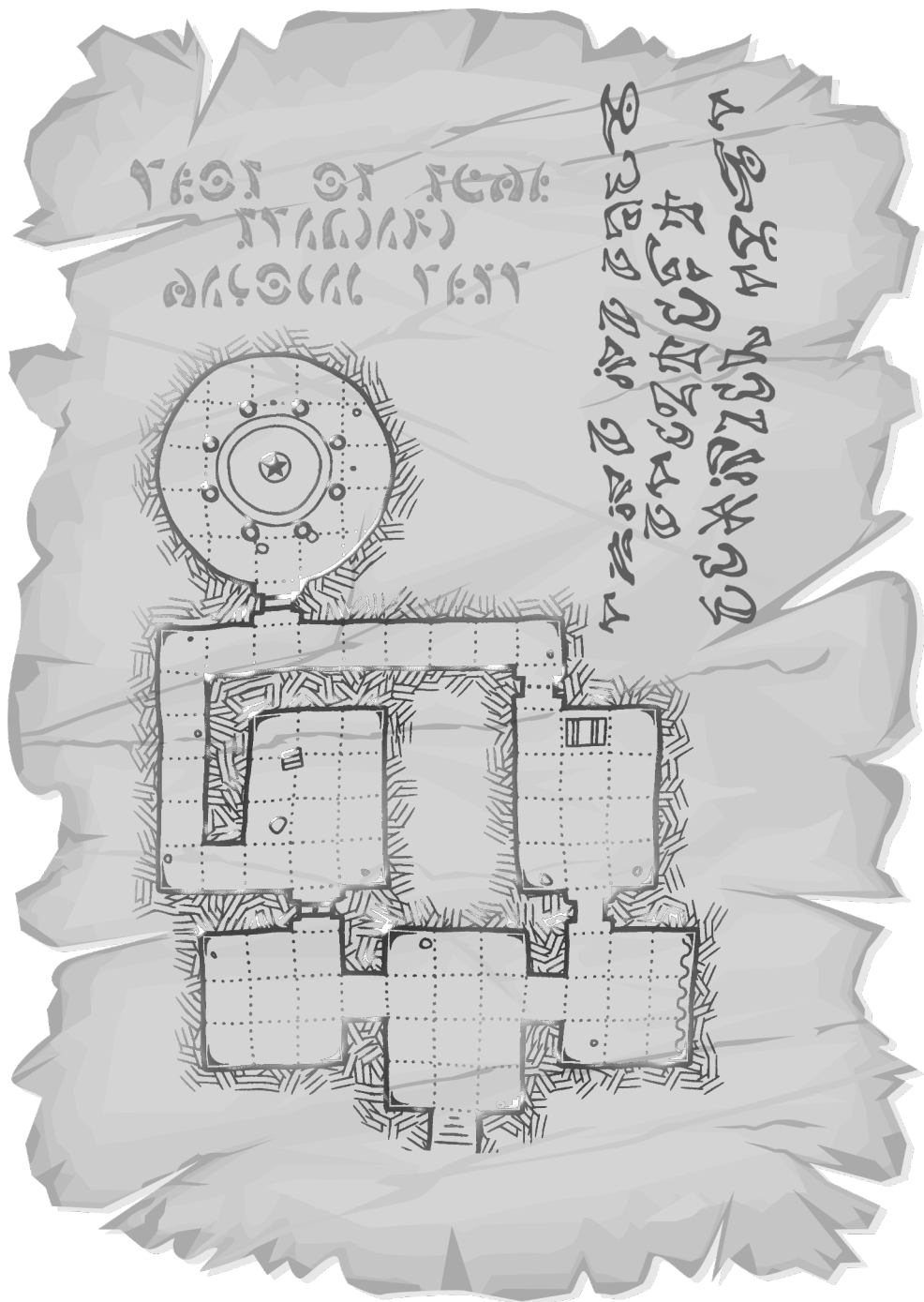
by Goolo Redcloud

A Golem's Construction

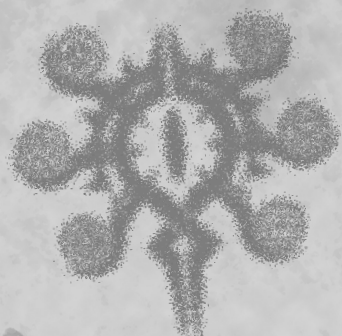
by Dabriel Clearstone

The Silver Werewolf

by Yarleki Goshino



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.)



大正十三年九月

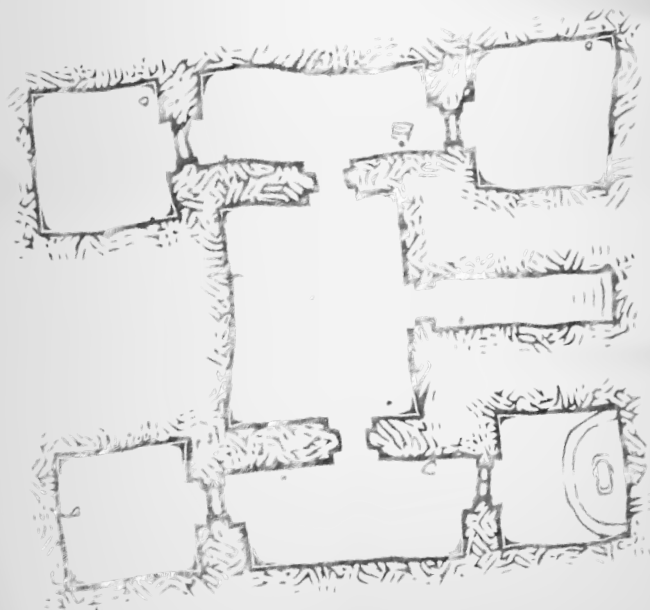
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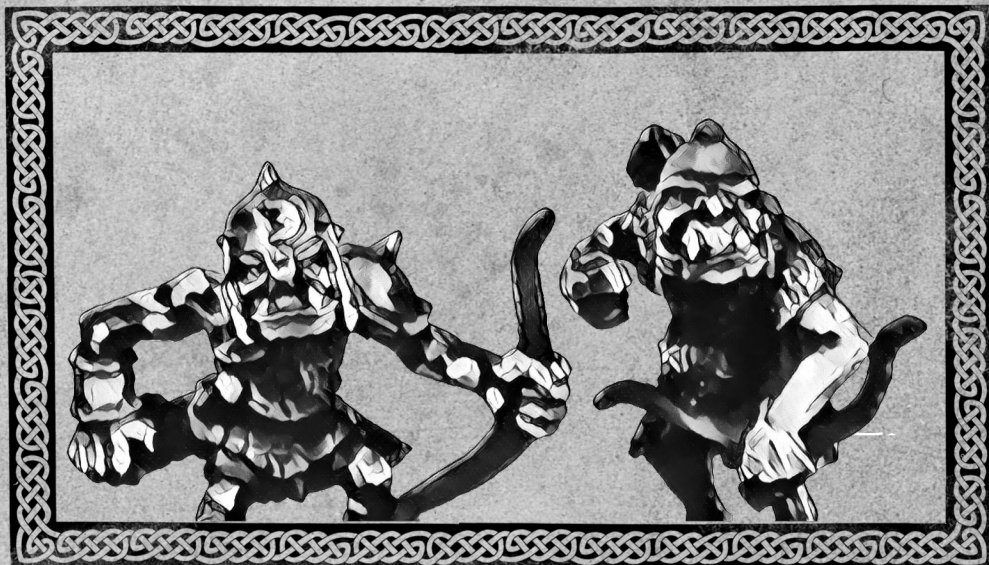
1001

Handwritten text in a stylized, possibly invented or cursive script, arranged in several lines at the top of the page.



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.)

WANTED



*The Balgor Twins - Orcs
Crimes*

*Assault on the King's soldiers
Murder & theft on Merchant Roads*



75 GOLD



DEAD OR ALIVE

WANTED

*Sister
Ranna*



*Human
Female
Druid*

Crimes

- *Attack on King's soldier's in forest*
- *Salting of local farmer fields*



50

GOLD



DEAD OR ALIVE

WANTED

*Sinister
Surell*

Crimes

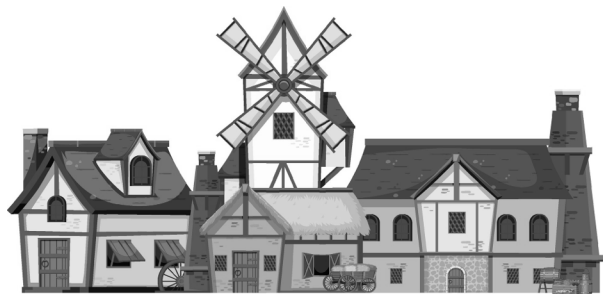
- Necromancy
- Grave Robbery
- Murder
- Kidnapping



500 GOLD



DEAD OR ALIVE



Build Village

d6 - Name

- 1 Knight's Landing
- 2 Ogre Mill
- 3 Muddy Falls
- 4 Riversplit
- 5 Widow's Walk
- 6 Ranger Rock

d6 - Known for...

- 1 A popular regional ale
- 2 Home of a war hero
- 3 Birthplace of an evil wizard
- 4 Annual gathering of bards
- 5 Goblin sanctuary
- 6 Cemetery ghost "Sir Ganvil"

d4 - Secret

- 1 Mayor is a werewolf and village helps to protect him.
- 2 Tavern is involved in smuggling rare drake eggs
- 3 Local cemetery has vast underground tunnels for cultist lair
- 4 Chapel has secret chamber holding library of spell scrolls

d12 - Observations

- 1 Very few children seen and making inquiries about it angers citizens
- 2 Villagers seek immediate shelter just before the sun goes down
- 3 Horses misbehave when entering the village and 1-in-6 throw rider
- 4 Music and singing banned in village; violators jailed immediately
- 5 Abandoned windmill in center of town boarded up and off limits
- 6 Village water is brought in via wagons - no open wells
- 7 No weapons allowed inside village walls;
- 8 Magic banned inside village; spellcasters viewed with suspicion
- 9 No rooms for travelers; adventurers must camp outside village walls
- 10 Two taverns - one for villagers only, one for travelers
- 11 Village infested with spiders; spiders disappear at night
- 12 Half of the village wear a blue armband; no explanation given

ONE TAVERN TOWN - Broken Mill -



d4 - Name

- 1 The Rabid Rodent
- 2 The Laughing Orc
- 3 The Bandit's Bride
- 4 The Ogre's Armpit

d6 - Ambience

- 1 Scent of a dead animal
- 2 Walls could fall at any time
- 3 decent ale, leaky roof
- 4 Frowning locals, no seats
- 5 Warm fire, smell of bread
- 6 Welcoming, good music

d10 - Significant NPCs (roll 3x)

- 1 Town drunk (1-in-6 sober)
- 2 3x dwarf miners
- 3 4x town militia
- 4 5x locals gambling at table
- 5 Mage reading at table
- 6 Town mayor (1-in-6 drunk)
- 7 Surly ranger in corner
- 8 3x halflings, eyes down
- 9 2x hooded elves
- 10 Town troublemaker

d8 - Tonight's Action

- 1 A fight (1-in-6 with PC)
- 2 Brawl between 2x drunks
- 3 Dark wizard arrives
- 4 Bloody stranger stumbles in
- 5 Local howl in distance, locals flee
- 6 Violent storm descends
- 7 Rich patron - drinks for all!
- 8 Famous bard arrives

d12 - Could You Possibly Help?

- 1 Elf merchant needs armed escort to next town.
- 2 Town militia could use some assistance with a band of highwaymen.
- 3 Mayor wants nearby cemetery cleared out of undead.
- 4 Local bandits coming into town this week to collect protection money.
- 5 Town blacksmith needs armor delivered to nearby noble's castle.
- 6 Something is killing the town's horses. Investigate nearby cave?
- 7 Two ogres spotted in nearby forest and need to be scared off.
- 8 Townsfolk believe a werewolf is near. Large reward for its head.
- 9 Lights and screams from distant ruin need to be stopped.
- 10 Local wizard hasn't been seen in months. Visit his tower?
- 11 Strange sounds from beneath the town's chapel - take a look?
- 12 Strange smells coming from nearby mine need to be checked.

The City's Sights



Referee/GM: When your players want to know what's nearby... roll it up! The City has a lot to discover, so give them some hints or some specifics.

d6 - Start Here

- 1 Wizard's Domicile
- 2 Outfitter
- 3 Magic Shop
- 4 Library
- 5 Guild
- 6 Inn

d8 - Wizard's Domicile

- 1 Tarik's Tower (Chaos)
- 2 "The Scarred Sorcerer"
- 3 Citadel of Blit Maplestar
- 4 Hurra Sinbreak (Neutral)
- 5 The Old Blink Goblin Inn
- 6 Seven Arches (Law)
- 7 The Cracked Tower (Chaos)
- 8 Proniska Ironslate (Law)

d8 - Magic Shop

- 1 Dobbin's Scrolls
- 2 Scray's House of Potions
- 3 Sorcerer's Supply
- 4 Griffin Claw Auction House
- 5 Jarley's Wands & Staves
- 6 The Healing House
- 7 The Dark Room
- 8 Gold Coin Supplies

d8 - Guild

- 1 Favor's Fortune
- 2 Obsidian Pages
- 3 Searchers Guild
- 4 The Delver Society
- 5 The Wardens
- 6 Wanderers of Lix
- 7 Thieves Guild
- 8 Merchant Guild

d8 - Outfitter

- 1 Armoury (fair prices)
- 2 Rations (Iron - fair)
- 3 Weapons (expensive)
- 4 General Supplies (fair)
- 5 Pack Animals (over-priced)
- 6 Blacksmith (fair)
- 7 Healing Supplies (fair)
- 8 Supplies (expensive)

d8 - Library

- 1 Pruscka Historical Library
- 2 Wuliday's Lore Collection
- 3 Private - Lanisha Family
- 4 Niloshis Whisperwalk Library
- 5 Dark Library of Borotrik
- 6 Collected Scrolls of the Zars
- 7 Dwarven Hall of Records
- 8 The Crillik Map Study

d8 - Inn

- 1 The Laughing Knight
- 2 The Silver Cauldron
- 3 The Sky Blue Dream
- 4 Lammi's Inn
- 5 Brogger's Boarding House
- 6 The Last Scratch Inn
- 7 Shardright's Place
- 8 Six Coins Inn

Exploring Ruins



Referee/GM: When your players want to know what's nearby... roll it up! The ruins have a lot to discover, so give them some hints or some specifics to get them to investigate.

d6 - Start Here

- 1 Leaning Tower
- 2 Possibly a Temple
- 3 Small Statue
- 4 Collapsed Column
- 5 Stairs Down
- 6 Stone Portal/Gate

d8 - Leaning Tower

- 1 Strange clicking sound
- 2 *Is that an active ward?*
- 3 Old scrolls visible inside
- 4 Rubble covers stairs down
- 5 Soft glow from inside
- 6 Black cat runs inside
- 7 Triggered pit trap near door
- 8 *Is it leaning a bit more now?*

d8 - Possibly a Temple

- 1 Emblem of Rose over door
- 2 Skeleton leaning on wall
- 3 Sound of chanting inside
- 4 Law heroes get ill near it
- 5 Chaos heroes get ill near it
- 6 Laugh from attached tower
- 7 *I heard a bell ring!*
- 8 Eldritch symbols everywhere

d8 - Small Statue

- 1 Human figure, no details
- 2 An eldritch figure
- 3 Tipped revealing stairs...
- 4 Writing unintelligible
- 5 *Looks like ____!* (Character)
- 6 Pointing to d6 (Start Here)
- 7 Offerings of fresh food
- 8 d20+10 silver coins at feet

d8 - Collapsed Column

- 1 Shattered, no details
- 2 Temple of (eroded)
- 3 Large crack down center
- 4 Hidden panel at base
- 5 Small doll placed on top
- 6 Chiseled image of skull
- 7 Unknown stone material
- 8 Animal bones at base

d8 - Stairs Down

- 1 Smell of sulfur
- 2 *Did you see that flash?*
- 3 Wet footsteps leading down
- 4 Sound of scratching
- 5 Length of string going down
- 6 *Was that a laugh?*
- 7 Sound of stone grinding
- 8 Steps are oversized

d8 - Stone Portal/Gate

- 1 Electrical charge felt
- 2 Distorted view through it
- 3 *It looks like it might spin...*
- 4 Warm to the touch
- 5 *It's as smooth as glass!*
- 6 Odd symbols around edge
- 7 *Do you hear buzzing?*
- 8 *"Don't Touch"* chiseled at base

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DELVER

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