

OLD SCHOOL & COOL

VOL. 3

AN OSR ZINE



Get our other books at
knightowlpublishing.com

The Chaos Gods Come to Meatlandia
Worm Witch: The Life and Death of Belinda Blood

The Scourge of the Scorn Lords

The Vanilla Adventure

The Black Blade of the Demon King

Aquatic Adventures

Deluge

The Unicorn Cookbook: Fantastic Beasts and How to Eat Them

Monsterarium

Invasion of the Tuber Dudes

Old School & Cool Volume 1

Old School & Cool Volume 2



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

A Proposition.....	2
> 18 Ability Scores.....	2
Welcome To Level X	3
Beginning Play With A Level X Character	4
Level X Classes.....	5
Level X Spells.....	15
Immortal Artifacts.....	20
Monsters	30
Gods Who Used To Be Adventurers	34
Don't Lose Your Head.....	36

ISBN: 978-1-954856-13-4

Requires Old-School Essentials Core Rules

Copyright © 2022 Ahimsa Kerp and Wind Lothamer.

All Art Copyright © 2022 Wind Lothamer

Cover Art Copyright © 2022 Wind Lothamer

Printed in the United States by Minuteman Press

First Edition, First Printing 2022

Published by Knight Owl Publishing

www.knightowlpublishing.com

<https://www.facebook.com/knightowlgames/>

Twitter:

@dragonstabber

@ahimsakerp

Instagram:

@knightowlpublishing

The main text of this book was set with Gill Sans, designed by Eric Gill, and the titles were set with Charcuterie Block, designed by Laura Worthington. Both are used under license.

Shout-out to Jesse Philemon for suggesting the dual path idea.

A PROPOSITION

Have you tired of the standard B/X level progression—especially from the original boxed sets when it extended beyond level 14 and character XP ran into the millions? Has the very concept of XP become meaningless in your game? Traditional high level characters gain followers and build strongholds. A new game emerges; the player characters go from adventurer to nobility. This part is a joy for some; but what about those characters who want to keep on adventuring? We propose a different way of handling high-level play: we offer you **Level X**.

>18 ABILITY SCORES

While it is impossible for mortal characters ever to increase an ability score above 18, those who have ascended to **Level X** can find ways to bring their ability scores to new heights. A *Wish* spell may be used to permanently improve ability scores beyond 18 only if the recipient has attained **Level X**; otherwise the effects will only last for 24 hours.

Strength	Melee Bonus	Open Doors
19-20	+4	Automatic
21-22	+5	Automatic
23-24	+6	Automatic
25	+7	Automatic

Dexterity	Armor Class	Missile	Initiative
19-20	+4	+4	+2
21-22	+5	+5	+3
23-24	+6	+6	+3
25	+7	+7	+4

Intelligence	Spoken Languages	Special
19-20	Native +4 additional	Read Magic (as the spell)
21-22	Native +5 additional	Empathy*
23-24	All	ESP*
25	All	Telepathy*

Constitution	Hit Point Adjustment
19-20	+4
21-22	+5
23-24	+6
25	+7

Wisdom	Magic Saves
19-20	+4
21-22	+5
23-24	+6
25	+7

Charisma	NPC Reactions	Max Num. of Retainers	Loyalty
19-20	+3	8	11
21-22	+4	9	Absolute
23-24	+5	10	Absolute
25	+6	∞	Absolute

*As defined in the section under *Sentient Swords* in *OSE Classic Fantasy: Treasure*

WELCOME TO LEVEL X

The greatest of all heroes reach a level so high, so elite that it has neither number nor name. Those who attain this level are known by many names but we call them **Level X**.

To become **Level X**, the player character must exceed their maximum level (level 14 for clerics, fighter, magic-users, and thieves, level 8 for halflings, level 10 for elves, and level 12 for dwarves). Then they must defeat (though not necessarily kill) another character who has reached **Level X**.

After reaching **Level X**, each character has a decision to make based on their race or class.

They may take the **Ascended** path, which in general is one of mercy, of benevolence, of honor and integrity. Some of the most famous heroes in history, such as Duthur Oul or Lady Fandar the Azure Champion, were those who chose the Path of the Ascended.

Other characters may choose the path of the **Descended**. These characters will use treachery, knavery, lewdness, and create misery to get what they want. Of note: even evil and descended characters will treat those in their party with respect. Their turpitude emerges as a solution to their desires but it does not define their interpersonal relationships.



BEGINNING PLAY WITH A LEVEL X CHARACTER

It's a weird call if you want to forgo the years of entertaining games that lead up to **Level X**, but we won't judge you if you do. To jump right in, roll up a character as normal and then consult the appropriate guide below. These characters will not have all the riches and magical treasures that a high level adventurer likely would, but they start with maximum hit points and a handful of magical items.

Level X Cleric

HP 60+CON bonus x10

Saving Throws D6 W7 P8 B10 S9

Money 1d12x1000 gold

Magic Items 1d4 Cure Serious Wounds potions and roll twice on the Magic Rods, Staves, and Wands table in the OSE Treasures Book, re-rolling anything under 35

Level X Dwarf

HP 81+CON bonus x10

Saving Throws D2 W3 P4 B4 S3

Money 1d12x1000 gold

Magic Items +2 Mace +2 Plate, +2 Shield

Level X Elf

HP 56+CON bonus x10

Saving Throws D2 W4 P4 B3 S3

Money 1d12x1000 gold

Magic Items +2 Weapon and two Magic Rings (Roll 1d100 for Rings in the OSE Treasures Book)

Level X Halfling

HP 48+con bonus x8

Saving Throws D2 W3 P4 B5 S4

Money 1d12x1000 gold

Magic Items 3 Potions (Roll 1d100 for Potions in OSE Treasures Book) and one Treasure Map (Roll 1d12 for Treasure Maps in the OSE Treasures Book, starting with the 76-78 as a "one" and ending with 99-100 as a "twelve")

Level X Fighter

HP 82+CON bonus x10

Saving Throws D6 W6 P7 B8 S9

Money 1d12x1000 gold

Magic Items Roll once on the Magic Armor and Shields table and twice on the Magic Weapons table in the OSE Treasures Book

Level X Magic-User

HP 41+CON bonus x10

Saving Throws D9 W10 P9 B12 S9

Money 1d12x1000 gold

Magic Items Two Magic Rings (Roll 1d100 for rings in the OSE Treasures Book) and 2 Scrolls (Roll 1d100 for Scrolls in the OSE Treasures Book, re-rolling anything higher than 75)

Level X Thief

HP 46+CON bonus x10

Saving Throws D7 W8 P7 B10 S9

Money 1d12x1000 gold

Magic Items +3 Dagger and a Displacer Cloak

LEVEL X CLERIC

XP Needed - 960,000

Spells per Level

Level	1	2	3	4	5	X
Spells	6	5	5	5	5	1

Turning/Controlling Undead

Roll 2d6

1-3 HD	Destroys/controls 3d6
4-13 HD	Destroys/controls 2d6
14-15 HD	Turns/controls 2d6
16 HD	7 needed to turn/control
17HD	9 needed to turn/control
18 HD	11 needed to turn/control
19+ HD	Cannot be turned/controlled

Ascended - Path of the Seraph

Avatar. A seraph can temporarily become an avatar of their god. For 1 continuous hour a day, they can change into a mighty winged Angel. This looks like a human radiating waves of glorious power, though the player can decide on the specifics of the appearance.

Once per day, the ascended cleric may sacrifice 1 permanent point of Constitution to gain an additional hour of continuous transformation.

Angel. AC -4 [23], HD 250hp, Att 3 x weapon (3d12) or 1 x Aura Attack (special), THACO 0 [+19], MV 60' (20') Flying 150' (50'), SV D2 W2 P2 B2 S2, ML 12

- **Anti-Magic.** Immune to harmful spells of levels 3 and below. 3-in-6 chance each level of being immune to harmful spells of level 6 and below.
- **Aura Attack.** All non-Level X victims within 60' must **save vs spells**. If it fails, the victim is awed, which the Angel may decide acts as a *Cause Fear* or a *Charm Person* spell.
- **Languages.** The Angel may speak to any living creature in any language ever uttered.

Healing Aura. The seraph constantly emits an aura of pure positive energy. All living creatures within 5' of the seraph heal 1d4 hp each round; all devils, demons, and undead take 1d4 hp of damage each round.

Turn Undead. A seraph retains the ability to turn undead.

Descended - Path of the Demigod

Gods are cheap and you are strong. Some clerics feel they have served their god long enough and tire of the paltry power portioned out to them. They begin the process of becoming a god themselves. The first step is to gain access to the **Level X** clerical magic. Although they cannot become an angel like their ascended counterparts, they have access to a powerful suite of magic abilities.

Control Undead. A demigod replaces turning undead with the power to control them.

Master of the Dead. The demigod may *Animate Dead* as per the 5th level magic-user spell at will.

Aura of Fear. Any non-Level X who see the demigod must **save vs spells** or flee in fear for 2d6 turns.

Energy Drain. Once per day the demigod may touch a target to permanently drain two experience levels (or Hit Dice).



LEVEL X DWARF

XP Needed - 1,000,000







Level X dwarves automatically take half-damage from spells, or one-quarter damage upon a successful save. They attack twice a round.

Ascended - Path of the RuneSmith

Ascended dwarves combine their love for gems and their love for runes into one awesome talent. They carve runic patterns into gems to create a plethora of enhancements; one can tell a runesmith from afar because their many jewels glint and gleam lustily in the sun. Thieves and bandits that trouble them are not long for this world.

Runesmiths can detect gems within 60' and it takes them an hour to carve the magical rune into the stone. Most experienced ascended dwarves wear around 100 enchanted gems, gaining the bonuses from all of them.

Runes

	Increase an ability score by 1.
	Imbue a level 1 magic-user spell.
	Imbue a level 1 cleric spell.
	Add +1 to hit.
	Add +1 to damage.
	Improve AC by 1.

Gems

Diamonds	Ability score runes carved into diamonds increase by 1.
Emeralds	Magic-user spell runes carved into emeralds increase in level by 1d4.
Topaz	Cleric spell runes carved into topaz increase in level by 1d4.
Ruby	To hit runes carved into rubies increase by 1d4.
Sapphires	Damage runes carved into sapphires increase by 1d4.
Pearls	Armor Class runes carved into pearls increase by 1d4.

Descended - Path of the Grudge Keeper

The descended dwarf gives in to their sullen, dour nature. They cannot stop brooding upon the wrongs done to them, to their friends, to their family, and to their kin at large. They create lists, both mental and physical, of wrongdoers and slight-givers and ever hold in their hearts the warm promise of revenge.

Stocky Outrage. When a non-dwarven ally is hurt: For their next attack, they may automatically return the hit with triple the damage done. They may then make their second attack.

Incredulity. When they themselves are hurt: every time a grudge keeper is hit, the slight on their honor enrages them. They gain +1 to hit and +2 to damage every time they suffer damage, which lasts until no more foes are in sight. If they reach +10 to hit or +20 to damage in a given fight, they gain a permanent +1 to hit and/or +2 damage.

Bearded Sympathy. When another dwarf is hurt: the grudge keeper can dismay opponents with their snarls and jeers. They may spend one of their attacks to intimidate the opponents, giving them -5 to hit. If the other dwarves are relatives, all opponent attacks are at -10.

Scarlet Slaughter. When they themselves lose half their hit points: the grudge keeper becomes a rampaging monster. They lose all track of their dwarfmanity, becoming the quintessence of slaughter. Until all enemies are dead, they attack at -2 but roll d100 for damage.



LEVEL X ELF

XP Needed - 1,100,000

Level X elves can attack twice per round and take only half damage from breath weapons, or one-quarter upon a successful save.

Spells per Level

Level	1	2	3	4	5	6
Spells	4	3	3	3	2	1

Ascended - Path of the Forest Warden

Ascended elves care as much about the grasses and the leaves and the delicate buds of spring as much as they do human cities or hobbit settlements. They appoint themselves as guardians of the land. Though they prefer to watch and observe, they are not shy to defend against would-be despoilers.

Camouflage. The forest warden can turn into a small tree or large bush at will. Emerging from this form counts as a surprise attack upon any opponent, which inflicts 2d10 additional damage.

Dead-eye. The forest warden may shoot 2 arrows per attack; each arrow hits automatically and does double damage.

Ironwood. Forest wardens can make their skin as hard as the most impervious wood at will. They improve AC by 10 and any non-magical weapons that strike them shatter upon impact.

Kami. Forest wardens can *Speak with Plants* as per the 4th level druid spell at will.

Descended - Path of the Unseely Fey

The descended elves are much like their ascended counterparts but to an even greater degree. They have lost touch with the concerns of mortals and fixate on their own internal wonderful feyness. These creatures have wild blood and are as likely to ignore an armed party as they are to butcher them.



Daedric Touch. Any non **Level X** opponent they strike with a staff or branch is permanently polymorphed into a 1) mossy tree 2) rushing stream 3) stolid boulder 4) patch of trilliums 5) large mushroom 6) bounding deer.

Daunting Visage. So wild and fey is this elf that those who behold them often fall over dead in sheer overwhelmed fear and delight. Any living being with fewer than 30 hit points must **save vs death** or fall over dead, their eyes bulging and a huge smile on their face.

Indomitable Leap. The fey elf can leap their Dexterity x 10 feet upward, forward, or backward.

Sylvan Tamer. The fey elf can command any animal, beast, creature, or monster of 10 or fewer HD, so long as they are within a forest.

LEVEL X FIGHTER

XP Needed - 960,000

Ascended - Path of the Weapon-master

The weapon-master is adroit with any and all weapons. They attack three times a round and are +5 to hit and +10 to damage with any weapon. They can choose instead to have a favorite weapon (specific, not type) with which they are plus 20 to hit and damage, but if the weapon breaks or is lost so too is their bonus.

Master of War. The weapon-master is so skilled in battle that they can only be hit by magic or magic weapons and any weapon that a weapon-master wields is considered to be magical for similar purposes.

Intimidating Figure. So intimidating is the weapon-master, bristling with armaments, that opponents with fewer than 10 HD must make a morale check or flee in terror.

Hack'n'Slash. When they kill an opponent with one blow, they may make an immediate attack upon another enemy for free.



Descended - Path of the Bounty Hunter

The bounty hunter is a ruthless foe, equally capable of great patience and deadly fury. Though they will win most fair fights, they consider the perfect fight to be one in which they never drew a weapon. The bounty hunter has a suite of skills that help them find their prey.

Master of Defense. The bounty hunter has become so capable at defending themselves that they can negate some damage done against them: subtract one point per die of damage dealt.

Sniper. The bounty hunter gains +5 to damage with melee weapons and +10 to hit and x2 range with ranged weapons.

Bloodhound. The bounty hunter can follow a target across any terrain on a 5-in-6 chance.

Cunning Strike. Once per opponent, the bounty hunter can use misdirection (a headbutt, sand in the face) to set up their strike, which automatically hits and does triple damage.

Ensnare. The bounty hunter can set up cunningly hidden traps. Victims must make a successful dexterity check or become immobilized for 1d4 rounds. Traps require 1d4 minutes to set up.

Parry. The bounty hunter can automatically parry any melee attack with their own equal or higher opposed roll and can deflect missile weapons with an opposed roll that is 5+ higher than the attack roll.

Poison. The bounty hunter loves to use magical potions on their arrows and blades. They can poison their weapons at will with poisons that replicate either *Sleep*, *Cause Light Wounds*, *Silence 15' Radius* or *Web*.

The bounty hunter has 3d10 +1 arrows and 1d6 snares. They are always able to produce a dagger.

LEVEL X HALFLING

XP Needed - 900,000

Level X halflings take half damage from breath weapons and spells, or one-quarter damage upon respective successful saves.

Ascended - Path of the Thane

The traditional stereotype of halflings is that of a merry people; a friendly and welcoming folk. This is largely true but not every halfling is as enamored with the comforts of home. Some eschew pipes and feasts and head out into the wide world to join the *comitatus* of some worthy warlord or petty potentate.

Agile. The thane attacks their Dexterity bonus times per round.

Curious. Thanes can replicate any non-magical attack made against them that also damages them. They can store up three of these attacks as semi-permanent abilities, rolling the same dice and using the same abilities, only losing one ability when replacing it with another.

Plentitude. By blowing their horn the thane can summon 1d10 level 6 halflings once per day.

Unseen. Thanes can turn invisible (per the 2nd level magic-user spell *Invisibility*) at will.

Giant Killer. Thanes gain +5 to AC and always do double damage against large opponents (greater than human-sized).



LEVEL X HALFLING

XP Needed - 900,000

Descended - Path of the Corrupted

Some halflings, alas, cannot resist the lures of treasure. Their once jolly nature becomes polluted and pustular and they crave nothing more than the loathsome delight found in caressing their corrupt treasure.

Roll 2d10 to see what the artifact is and what it does. The corrupted halfling is incapable of being parted from their treasure; if taken from them, they will fight to the death for it.

Roll	Treasure
1	Scarab of Protection
2	Crystal Ball
3	Boots of Water Walking
4	Medallion of ESP 90'
5	Boots of Speed
6	Cloak of Regeneration
7	Helm of Telepathy
8	Ring of Spell Turning
9	Bag of Holding
10	Ring of Invisibility

Effect

The items above are common magic items, but they are not yet the corrupting artifacts that halflings clutch closely to themselves. Roll 1d10 to see what additional power the item has. Every time the bearer uses this effect, they roll 1d20. If the result is a 1, they gain 1 corruption point. Killing another **Level X** character removes a corruption point, but if they reach 10 corruption they have become utterly and irredeemably evil and are now an NPC.

Roll Effect

- Shape-change.** The bearer can change from any form to any other form of 9 HD or lower at will, gaining that form's abilities, hit points, and magic.
- Door.** The bearer can open a door from one place to another place they have been, at will. The door remains open for 1d4 minutes.
- Time Stop.** The bearer can stop time for 12 seconds. In that time they can perform two actions. All attacks are automatic hits and do double maximum damage.
- Mundanity.** Any non-sentient magic item that touches the corrupted treasure loses its magical powers for 1d12 months.
- Earthquake.** The bearer can rend the earth before them. The bearer determines both the width (up to 50') and the depth (up to 100').
- Fly.** The bearer can fly at will at a speed of up to 360' (120').
- Illusion.** The bearer can create utterly convincing illusions of sight, sound, and smell at will.
- Shield-wall.** The bearer can create an invisible wall before them that will stop all harmful effects including dragon fire. The wall cannot be moved but will dissipate in 24 hours.
- Massacre.** With but a thought, the bearer can kill up to 100 creatures in sight of 9 HD or less who fail a **save vs spells**.
- Summon Monster.** The bearer may summon a monster of 10 or fewer HD to utterly serve them.

LEVEL X MAGIC-USER

XP Needed - 1,200,000

Ascended - Path of the Æsir

An ascended magic-user has access to some of the most powerful magic ever: **Level X** magic.

Spells per Level

Level	1	2	3	4	5	6	X
Spells	5	5	5	5	5	5	1

In addition, they are powerful creatures of magic.

Magic Battery. Whenever an Æsir succeeds on a save vs a magic-user spell cast against them, they absorb the magic, temporarily gaining the spell as an additional spell slot that will last for the remainder of the day. If they do not use the spell, it and the temporary slot are lost.

Spell Resonance. Any time that an Æsir casts a spell that they have memorized, they have a 1-in-6 chance of retaining the spell and may cast it again on the same day.



Descended - Path of the Soul-Stealer

The souls of many wizards wither from eldritch rot. It is the ultimate irony; though their souls live eternally, their frail mortal bodies cannot long withstand the thaumaturgic powers.

Although the descended magic-user does not have access to the full array of **Level X** spells, they may choose 1 **Level X** spell for good, which they may cast once per day.

Spells per Level

Level	1	2	3	4	5	6	X
Spells	5	5	5	5	5	5	1*

* 1 spell only, once per day

Body Snatcher. To take over a victim, they must touch their flesh to the flesh of a 10 HD or fewer victim. The victim must **save vs spell** or forever lose their body. When the soul-stealer takes over a body, their old body tumbles away into sludgy guck. The descended magic-user gains the hit points, powers and abilities of that body, but they retain their own saving throws and the ability to cast their powerful magic. Every time they cast a spell, however, the body ages by as many years as the spell level. The exception is the **Level X** spell, which ages them 1d10 years.

Corrosive Touch. A soul-stealer may drain powers from non-intelligent magic items, rendering them inert in the process. In such circumstances the soul-stealer may choose to temporarily gain the powers and abilities of the magic item for one turn or to reverse their body's aging by 1d6 years.

LEVEL X THIEF

XP Needed - 880,000

Ascended - Path of the Vigilante

Those who possess the skills of the thief have treasures, maps, coin caches, and contingency plans across a dozen cities. But some possess something even greater: an overdeveloped sense of justice. They use their powers to defend the defenseless, going so far as to overthrow corrupt governments.

Connected. The vigilante begins play with one magic item from this book or another of their choice. Long have they known where it dwelt and upon reaching this level they can acquire it.

Resourceful. Given a week, the vigilante can always get their hands on an artifact or 1d10x10,000 gold

Lucky. Every time someone attacks the ascended thief and misses, it gives them one fortune point. Fortune points can be spent to change a miss into a hit, or vice versa. There is no limit to how many fortune points a vigilante may have stored.

Descended - Path of the Crime Lord

The descended thief grows in malice and power and comfort. Many serve as de facto rulers of their district or city. The crime lord is not a match in sheer power for some of the other **Level X** characters, but their hordes of followers can subdue even the mightiest of champions.

A crime lord lives in a well-defended fortress and has access to millions of gold pieces. They may meet with anyone in the city; even aristocracy and royalty fear to disobey them. Most importantly, they have a small army of followers, which they can summon once per session. It requires 1d6x10 minutes to assemble their forces. These followers may be treated as a single entity when facing powerful opponents. Roll 1d6 to determine the army the crime lord assembles.

Roll	Army
1	Flunkies. 1000 Level one characters. They will flee when half their number (hp) fall. AC 9 [10], HP 4,000, Att 1 x weapon: 1,500 Damage, THAC0 19 [+1], MV 30' (10'), SV D12 W13 P14 B15 S16, ML 8, AL Chaotic, XP 1,000
2.	Toadies. 900 Level three characters. They will flee when half their number (hp) fall. AC 11 [8], HP 10,000, Att 1 x weapon: 2,000 Damage, THAC0 17 [+3], MV 30' (10'), SV D12 W13 P14 B15 S16, ML 8, AL Chaotic, XP 3,000
3.	Minions. 750 Level five characters. They will flee when half their number (hp) fall. AC 13 [6], HP 15,000, Att 1 x weapon: 3,000 Damage, THAC0 15 [+5], MV 30' (10'), SV D10 W11 P12 B13 S14, ML 8, AL Chaotic, XP 5,000
4	Gang. 500 Level 7 characters. They will flee when three-quarters of their number (hp) fall. AC 15 [4], HP 14,000, Att 1 x weapon: 5,000 Damage, THAC0 13 [+7], MV 30' (10'), SV D8 W9 P10 B10 S12, ML 8, AL Chaotic, XP 7,000
5	Cartel 300 Level 9 characters. AC 17 [2], HP 10,000, Att 1 x weapon: 1,500 Damage, THAC0 11 [+9], MV 30' (10'), SV D8 W9 P10 B10 S12, ML 8, AL Chaotic, XP 9,000
6	Pet Demon. AC 26 [-7], HP 666, Att 1 x weapon, d666 damage, THAC0 0 [+20], MV 300' (100'), SV D6 W6 P6 B6 S6, ML 8, AL Chaotic, XP 10,000. Only hurt by +3 or better magic weapons, 50% magic resistance to Level 5 spells and below. Can cast <i>Disintegrate</i> or <i>Death Spell</i> instead of attacking



LEVEL X SPELLS

Magic-User Spells

- Crack the Sky
- Hail of Fire
- Metalform
- Oblivion
- Quickenings
- Stargasm
- Torment
- Wish

Crack the Sky

Level: X

Duration 1 turn

Range 600'

This spell must be cast outside beneath an open sky. Upon casting, the sky is torn open amid a great clap of thunder and a multitude of sky revenants stream forth at the caster's bidding. These creatures will serve the caster until the end of the spell, at which point they collapse into ashes. The following apply:

- **Thunderclap.** All creatures besides the caster who can hear the thunderclap created by this spell must **save vs spells** or become stunned for one round: automatically lose initiative, movement is halved, -4 to armor class, attack rolls, and saves. The sky revenants are immune to these effects.
- The rift in the sky is 20 feet across and 80 feet long and remains open for one round.
- 10d12 sky revenants issue forth to do the caster's bidding before the rift closes.
- The sky revenants will understand the caster's language and respond to any commands, but are not psychic and can not discern friends from foes automatically.
- **Sky Revenant AC 8 [11], HD 2 (9hp), Att 1 × claws (2d4), THAC0 18 [+1], MV 120' (40') flying, SV D12 W13 P14 B15 S16, ML 12, AL Neutral, XP 20, NA 10d12, TT None**
 - » Swarm attack: if 10 or more creatures attack a single target, roll one attack at +6 to hit for 4d10 points of damage.
 - » Take half damage from lightning and fire attacks.
 - » Unliving: Immune to *Charm*, *Sleep*, and other mind affecting spells.

Hail of Fire

Level: X

Duration 12 rounds

Range 280'

The caster calls forth a supernatural storm, causing thousands of tiny 1-inch diameter spheres of burning fire to rain down over an area of 180 feet.

- All creatures within that area take 3d6 points of damage per round that they remain exposed to the hail of fire.
- Victims may **save vs spells** each round for half damage.
- Inanimate objects do not save and take full damage each round, until they are burned completely.

Metalform

Level: X

Duration 10 turns

Range 30'

One target within range (including the caster) changes form to be made completely of metal. (Unwilling targets may **save vs spells** to resist.) While thus enchanted, the following apply:

- Armor class becomes -2 [21] (+Dexterity modifier).
- The character is immune to the effects of heat/cold, fire, poison, or other environmental effects.
- Strength becomes 19.
- Weight increases by 1,000 pounds.



Oblivion

Level: X

Duration Instantaneous

Range 240'

All creatures other than the caster within a 60' diameter sphere with memorized spells immediately forget everything they have prepared. The following apply:

- Characters 10 or more experience levels lower than the caster immediately forget all prepared spells; characters 1-9 experience levels lower than the caster may **save vs spells** at -4 to resist, characters at or above the caster's level **save vs spells** normally to resist.
- All prepared spells are immediately lost, but may be relearned the following day.
- All command words for magic items are also lost and must be rediscovered through standard means.
- Scrolls that have been unlocked through a *Read Magic* spell become unintelligible to the bearer and must be unlocked again before use.
- The ability of high-level thieves to use magic scrolls is unaffected.
- Spells that have already been cast and which have not yet expired remain in effect; however spells that require concentration (such as *Telekinesis*) end immediately.
- Spell-like abilities, breath weapons, and the like are not affected.

Quickening

Level: X

Duration 1 turn per level of the caster

Range 30'

If cast within one round of another humanoid's death, the caster may temporarily assume any powers or abilities of the other. These include the following:

- The caster temporarily gains any unused spells (and spell slots) or spell-like abilities of the deceased.

- The caster temporarily gains a number of hit points equal to half the deceased's maximum hit points.
- The caster temporarily gains any immunities and special defenses of the deceased.
- This spell may be used to gain the powers of multiple humanoids, as long as they all died in the round immediately before the casting.
- Once the duration of the spell ends, the caster must roll a d100. On a 1-99, all powers are lost forever, but on a roll of 100 the assumed powers become permanent with the following considerations:
 - » All assumed spells, spell slots, and spell-like abilities become permanent.
 - » All immunities and special defenses become permanent.
 - » All assumed hit points are lost.
 - » The caster's maximum life-span is extended by a number of years equal to the deceased's maximum hit points.

Stargasm

Level: X

Duration 12 rounds

Range The caster or by touch

The subject of this spell takes on the celestial power of the stars. While the spell is in effect, the subject will shine with a blinding light and bristle with crackling energy. The following apply while this affected:

- **Blinding light.** All creatures gazing upon the subject must **save vs spells** each round or become blind for 1d6 rounds. Blind creatures cannot attack and do not gain their Dexterity modifier to armor class.
- **Power of the stars.** The subject is immune to all heat and electric/lightning damage, takes half damage from non-magical weapons, and gains 3d10 temporary hit points at the beginning of the spell.
- **Solar discharge.** The subject may direct a blast of heat radiation at a specific target once per round. This counts as one attack, has a range of 80'/160'/240', and inflicts 8d6 points of damage (**save vs breath weapon** for half).

Torment

Level: X

Duration Permanent

Range 30'

Up to 10 targets within range must **save vs spells** or become inflicted with a curse of eternal torment. This is a permanent condition and may not be lifted by anything less than a *Wish*. If the save is successful, the target takes 4d6 points of damage. If the save fails, the following apply:

- **Undying misery.** Creatures under this spell may not die. If they manage to bring their hit points below 0, they awaken the following day in the same condition as before.
- **Extreme agony.** Creatures under this spell experience agonizing pain at all times, such that they cannot wear clothing or armor, move at 30' (10'), and make all attack and saving throw rolls at -8. The pain also makes it so that they cannot memorize or cast spells.
- **Debilitating weakness.** Creatures under this spell must re-roll their Strength, Dexterity, and Constitution scores at 1d4+1 each. These are their permanent scores while thus afflicted.
- **Horrific visions.** Creatures under this spell are constantly followed by the spirits of all those they have slain. They cannot interact with the spirits in any way, but the spirits will constantly remind them of the horrific ways in which they were killed.



Wish

Level: X

Duration Special

Range Special

The most powerful and dangerous spell known to exist. Only **Level X** magic-users with an 18 or greater Wisdom may cast this spell. Each use of this spell ages the caster 5 years, which cannot be reversed, even through the use of this spell.

- **Wording the Wish:** The wording of the *Wish* is extremely important and the player must state or write down the exact wording of the *Wish* their character makes.
- **The referee:** should attempt to grant the wish as literally as possible, while striving to maintain game balance. If the effects of a *Wish* would destabilize the game or cause serious problems, they may disallow the *Wish*. The more unreasonable a *Wish* is, the less likely it will become true.
- **Ability scores:** may be raised by one point per wish, to a maximum value of 25.
- **Demihumans:** may be changed into humans with a *Wish*, which is permanent. The character thus changed may choose a new human class. Unwilling subjects may **save vs spells** to resist.
- **Humans:** can be changed into demihumans or change classes via a wish. Unwilling subjects may **save vs spells** to resist.
- **Limitations:**
 - » A *Wish* cannot grant experience points or increase a character's experience level—except when it is used to restore levels lost through energy drain attacks (such as from a vampire).
 - » Up to 50,000gp of treasure may be gained through the use of a single *Wish*. If used to gain treasure, no experience points will be granted.
 - » A *Wish* may never be written upon a scroll, though it may be placed into other magical devices (such as rings or lamps).
 - » *Wishes* used to change the past must be extremely specific and can only be used to change events within the last 24 hours.
 - » A magic-user may not use a *Wish* to reverse the aging effects of a *Wish* spell.

Cleric Spells

- Apocryphon
- Cleanse the Soul
- Death in Vain
- Disciple
- Ghosts of War
- Scorpion Breath

Apocryphon

Level: X

Duration 1 day

Range 0'

Upon casting this spell, the caster temporarily gains the benefits of forbidden esoteric knowledge. They may then exchange one of their unused spells for another spell. The following considerations apply:

- The new spell may be of any type, including clerical, magic-user, illusionist, or druid spells.
- The new spell must be of the same level as the spell that is exchanged for it and can never be used to access a **Level X** spell of another class.
- The knowledge of the new spell lasts only until it is cast or until the following morning, whichever comes first.

Cleanse the Soul

Level: X

Duration permanent

Range touch

As the caster touches an undead creature, a powerful holiness fills their form and washes away the unnatural contamination that caused them to become undead abominations. The target is instantly cured of their undead affliction and restored to life at full health. The following considerations apply:

- Undead creatures with 10 or more Hit Dice are allowed a **save vs spells** to resist.
- Creatures thus affected will regain their complete previous physical form, regardless of how long it has been since they were alive.
- Creatures thus affected will revert to their original class and level. Their hit points, saves, ability scores, and all other statistics will also revert to the original values.
- Creatures thus affected will revert to their original alignments.
- Any curses, deity disfavours, or other negative effects of their time as undead creatures will be completely erased.

Death in Vain

Level: X

Duration instantaneous

Range touch

When cast upon a creature that has died in the last turn, all major effects of their last battle are completely wiped out. The following considerations apply:

- All creatures killed (or whose death was even partially contributed to) by the subject are brought to life with one Hit Die worth of hit points.
- All spells cast by the subject with lasting effects (such as *Curse*, *Quest*, *Animate Dead*, etc.) immediately end.
- All spells cast by the subject that brought others back from the dead (such as *Raise Dead* or *Reincarnation*) are reversed.
- Any magical items or artifacts that were destroyed by the subject will become whole and functional again.
- This spell only affects the results of the most recent battle that the subject was a part of.

Disciple

Level: X

Duration permanent

Range 30'

All creatures within a 30' diameter sphere, centered on the caster, are immediately converted to the cleric's faith, becoming completely devoted to the cause. It is possible that a creature so converted will despise this aspect of themselves and even take great shame in the acts that they commit in the name of their new deity, but they are helpless to resist the power of their faith. The following apply:

- Targets of 4 or fewer Hit Dice are automatically converted. Unwilling targets of 5-8 Hit Dice may **save vs spells** at -2 to resist. Unwilling targets with 9 or more Hit Dice may save normally.
- A converted target will not serve the caster blindly, but their reaction immediately changes to friendly and they will support/defend the caster, even against their own fellows.
- The effects of this spell are permanent and can only be reversed by another *Disciple* spell, or by *Wish*.

Ghosts of War

Level: X

Duration special

Range special

To cast this spell, the caster must have a physical token of the subject's body—a lock of hair, a nail clipping, a bloody scrap of cloth. Upon burying the token in the ground and uttering the blasphemous words of prayer, the aggrieved souls of the subject's past victims pass over from the plane of the dead—becoming revenants— and seek them out.

- The number of revenants summoned is equal to the experience level of the subject (up until the maximum number of humanoid victims they have slain), or 20 for a **Level X** subject.
- The revenants are tireless and will search without pause until they find the subject.
- The revenants cannot fly or pass through walls, but are capable of walking across the bottom of the sea and are as intelligent as they were in life, and so can open doors, ride horses, pilot ships, etc.
- The revenants are single-minded in purpose and do not seek to harm any other than the one who killed them. If the subject's armies, companions, followers, etc. try to stop them, however, the revenants will cut a swath through them in their quest for vengeance.

- Once the revenants have found vengeance, they collapse into piles of inanimate dust.
- Revenants. **AC** 9 [10], **HD** 8* (36hp), **Att** 1 grasp (2d8 + throttle), **THAC0** 12 [+7], **MV** 90' (30'), **SV** D8 W9 P10 B10 S12, **ML** 12, **AL** N, **XP** 1,200, **TT** None
 - » **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *Charm*, *Hold*, *Sleep*).
 - » **Throttle:** On a successful grasp attack, the revenant's hands lock around the victim's throat, inflicting 2d8 automatic damage each subsequent round.
 - » **Mundane damage immunity:** Can only be harmed by magical attacks.
 - » **Regeneration:** 3 rounds after being damaged, start regaining 3hp per round. Severed limbs reattach.
 - » **Return from death:** If killed (0hp), will regenerate and fight again in 2d6 rounds.
 - » **Fire:** Cannot regenerate damage caused by fire. The only way to permanently kill a revenant.
 - » **Class abilities:** If the revenant was an adventurer in life, it retains all class abilities, including spell casting.
- If this spell is cast using a subject who has never killed another humanoid, the spell is wasted.

Scorpion Breath

Level: X

Duration 1d4+1 rounds

Range 30'

The caster opens their mouth and a thick, writhing cloud of 12d12 3-inch long black scorpions issues forth. On the following round the scorpions grow to the size of giant scorpions and attack at the caster's pleasure. The following apply:

- At the time of casting, any creature in a 10' x 30' cone must **save vs breath weapon** or be stung for 3d6 points of damage.
- For the first round, scorpions have an AC of 9 [10] and 1 hit point.
- After the first round, scorpions have stats as a giant scorpion.
- Once the spell ends, the scorpions crumble into dust.



IMMORTAL ARTIFACTS

All artifacts share the following properties:

Corrupting Effect. Possessing items of such power for long will always have an impact on the psyche and personality of the wielder. Unless otherwise noted, effects will begin to manifest 1d6 days after first taking possession of the item.

Weakness. These items are nigh indestructible. But each has a single weakness. These should never be revealed to the players until they have found some way to discern them.

The Arm of Asmodeus

History. Legends tell that the arch-demon Asmodeus led an invasion of the prime material plane, resulting in a war of 1,000 years between the planes. The armies of the abyss trampled the worlds of the prime material, conquering planet after planet. Eventually a hero of great puissance rose to face the arch-demon, meeting him on the planes of chaos with his axe, God Slaughter. The battle between the two was of a singular ferocity, one that has never been repeated. In the end the hero perished, but Asmodeus fell as well—cut to pieces by the mighty axe and his remains scattered to the corners of the planes of chaos. Rumors tell, however, that one portion of the demon—his wretched right arm—was ferreted away by his demonic minions and hungers still for conquest.

Description. A huge, festering and rotten arm, said to actually be the demon prince's only remaining limb. Those who wish to gain its power must first cut off their own right arm (3d6 hit points of damage) and then affix the Arm of Asmodeus to the still bleeding stump. The arm will quickly graft itself to the wound, making itself a complete part of the host's body in a matter of minutes. From that point on, the host takes on a lumbering stance, the giant right arm touching the ground like that of a great gorilla, their skin and eyes take on a bluish tint, and the stench of death and decay follows them everywhere they go. A cloud of flies goes before the bearer, announcing their presence wherever they may go.

Powers. Though Asmodeus may have been destroyed, part of the arch-demon still exists within the arm, granting the following powers.

The following powers are always active:

- **Supernatural Strength.** The arm has a Strength score of 22 and can punch for 3d6 points of damage. Those struck by the arm must **save vs paralysis** or be knocked back 30'.
- **Fire Resistance.** The bearer takes no damage from normal fire and only half damage from magical fire.
- **Increased Hit Points.** The bearer gains an additional 2d10 hit points.
- **Insect Plague.** This effect is always active around the bearer as per the 5th level cleric spell.
- **See Through Flies.** The bearer may see through the eyes of the hundreds of flies that constantly accompany them (see above), granting them 360 degree sight in a 60' diameter sphere. The bearer cannot be surprised and enjoys a +2 to initiative.

The following powers may be activated once per day at will.

- **Blast of Fury.** The arm can send out a blast of powerful radioactive energy that will melt flesh from bones. Those within a 30' x 20' cone take 6d10 points of damage (**save vs breath weapon** for half).
- **Cloudkill** as per the 5th level magic-user spell.

Corrupting Effect. The festering arm causes the bearer no discomfort, but the remnants of the demon will start to chip away at their mind. Each time the PC activates one of the arm's powers, the referee should roll a d20. On a roll of 20, one of the languages that the character speaks is immediately and irrevocably forgotten. Once the PC forgets all languages, they slide into madness and become an NPC controlled by the referee.

Weakness. Once attached, the arm cannot be severed unless the host is dead—not even a *Wish* spell will make it detach. The only way to remove it short of death is if it is brought to the plane of chaos and struck with the axe, God Slaughter. If that happens, the arm will wither and die forever.

Aurochs, the Golden Ox

History. Forged in the time of the sorcerer kings, the aurochs was used by Dragnox, the greatest of them all, to level entire cities and bring nations to their knees. A towering beast of solid gold with almost unimaginable power and speed, the aurochs tore through its victims: laying waste in great swaths and leaving a crimson wake of blood behind it. Only after the Azure Champion, Lady Fandar, gained the power of the frozen seas and encased the aurochs in a mighty ice sheet did the rampage end. But even so, the aurochs waits to be uncovered and its power once more unleashed upon the world.

Description. Standing twelve feet at the shoulder and twenty feet from snout to tail, the aurochs is a massive construct of solid gold in the shape of a mighty ox. Its eyes burn with a deep fire and sulphuric smoke constantly billows from its mouth and nostrils. It is capable of moving at great speeds of up to 240' (80').

Powers. It is said that the aurochs is the most dangerous thing ever created. It can do each of the following:

- **Savage Attack.** The aurochs is incredibly strong and it can attack once per round with its hooves with a THACO of 10 [+9] for 8d8 points of damage and once with its horns with a THACO of 10 [+9] for 4d6 points of damage.
- **Breath of Death.** Thrice per day the aurochs can breathe radioactive steam from its mouth in a 100' x 30' cone. All creatures within the area of effect take 10d6+10 points of damage (**save vs breath weapon** for half).
- **Metal Rage.** Once per day the aurochs can charge forward at double its normal speed (480' (160')), crashing through and destroying everything in its path. All creatures, structures, and items in a 20' wide path must **save vs death** or take 1d4x100 hit points of damage.
- **Indestructible.** It is immune to all forms of attack, including spells and cannot take damage.

Corrupting Effect. The radioactive nature of the aurochs weakens its master after exposure. Each week spent around the great ox causes a loss of one point of Constitution. Constitution thus lost may only be regained through a *Cure Disease* spell or a *Wish*.

Weakness. The aurochs is completely invulnerable, but may be temporarily restrained as it was by the Azure Champion.



Ring of Vampiric Mist

History. Forged from the bones of the first vampire by the Queen of Death, this ring enabled her to rule for 3,000 years.

Powers. The bearer of this ring, upon reaching 0 hit points becomes mist for 1d4 hours before returning back to their body at full hit points. All physical items upon the bearer, including clothing and the ring, fall to the ground.

Corrupting Effect. Each time it is activated, the bearer must then sacrifice one soul to the ring in order to use it again.

Weakness. Burying the ring in the grave of the first vampire will render it completely inert.

Empyrean, the God Hauberk. Chain mail +5

History. The Empyrean fell from the heavens, detritus perhaps of a war between gods. It was this hauberk that allowed Shamash the wise to gain his powers and reputation.

Description. The cold metal is black but constantly burns with swirls of pink, blue, and white flames.

Powers. Empyrean grants each of the following:

- *Flight* as per the 3rd level magic-user spell at will.
- *Protection from Normal Missiles* as per the 3rd level magic-user spell at all times.
- The bearer of this armor immediately has maximum wisdom and intelligence.
- All who hear the bearer berate them must **save vs petrification** or lay down their arms and not fight again for 2d4 days.

Corrupting Effect. Every time the bearer of Empyrean slays an enemy, they gain more hubris. They gain one hubris for every level/HD of opponent they slay. If they ever reach 100 hubris, they will strip their armor and attack every living thing they see barehanded, screaming things like "I am a golden god. You must worship me!"

Weakness. Though nearly impossible to damage, Empyrean can be harmed, but not destroyed, by God Slaughter, Harbinger, Strifebringer, the Quantum Blade, or any of the Ten Spears. If damaged in such a way there is a 50% chance that the God Hauberk will retreat once more to the heavens. It will take whomever is wearing it along.

Lightblinder. Shield +5

History. Anki the smith, who grew to fame while yet young from aiding Dumuzi in creating Flame Foe, spent most of his life creating the three weapons of the apocalypse. Though the three were said to be fearsome indeed, the only that still survives is Lightblinder.

Description. The tower shield is always spotlessly white.

Powers. The bearer may increase the brightness of the shield at will. This provides each of the following:

- It will blind all who see it (and fail a **save vs petrification**).

ARMOR & SHIELDS

The Aegis. Shield +3

History. When the giant Färbauti escaped his hellish prison, he fled to the center of the world. There he found the Tree of Life. He spent seven and ten mortal lifespans creating the shield, though in the end it helped him not as he was stabbed in the back by his son.

Description. Carefully carved from the mighty Ironwood known as Tree of Life, this shield repels all mundane attacks. It is covered in black and gray swirls and has three dark red splotches said to be the blood of Färbauti himself.

Powers. The Aegis grants each of the following:

- Any non-magical attacks are considered automatic fumbles.
- It magically grows or shrinks to the size of the wielder.
- It has 50% magic resistance to Level 5 spells and below.
- Magic weapons only do their magic bonus to the bearer of the shield.

Corrupting Effect. Wood from the tree of life slowly leeches away living energy. Each time the bearer sleeps, they lose one maximum hp. Wood from the tree of life also leeches away magical power. The bearer of this shield cannot cast magic.

Weakness. If the shield is fully immersed in the blood of Färbauti it will be rendered inert. If it remains in the blood for a full year, the effect will be permanent.

- Once per day it can shine with such deadly power that it melts away the flesh of all who witness it (**save vs death** or die).

Corrupting Effect. Every time the shield shines with deadly power, the bearer's eyes grow larger by d4x10 percent. Their eyes can grow much larger than their head via this transformative magic.

Weakness. The light of this shield will forever vanish if it is brought to the Negative Energy Plane and a *Continual Darkness* spell is cast upon it.

Soul Reaver, the Demon Harness. Plate mail +5

History. Forged at the end of the last age from the heart of a dying star, Soul Reaver was meant to bring the heroes of that age to bear by amplifying the strength of the great demon king Baktumak. As fate would have it, Soul Reaver had its own ambitions and it eventually managed to overpower Baktumak, absorbing the demon and binding him inside itself. The play resulted in Soul Reaver gaining incredible power, but Baktumak claws at the armor from within, seeking an escape from his cold metallic prison.

Description. A suit of plate mail forged from a metal so black that it appears to desaturate all color that comes near to it. The armor is etched to appear as a skinned human corpse, with ornaments in the shapes of flies and maggots surrounding the joints. The helm is covered in fly ornaments, while the visor is made to resemble a mass of writhing maggots, which appear to actually move. Those who touch the armor will hear a quiet susurrant just below the level of comprehension, while its wearer will hear the whispers clearly and effortlessly.

Powers. The armor has the powers of the demon trapped within it.

The following powers are always active:

- **Magic Resistance.** The wearer has an 80% chance to resist the effects of magic.
- **Supernatural Strength.** The wearer's Strength increases to 20.
- **Immunity** to normal (non-magical) missiles.
- **Speak with the Dead** at will.

The following powers may be activated once per day (see section below for additional effects):

- **Control Undead.** As if a 14th level cleric.
- **Teleport** as the 5th level magic-user spell.
- **Disintegrate** as the 6th level magic-user spell.
- **Heal** all damage to the wearer, bringing them up to max hit points.

Corrupting Effect. Soul Reaver has two corrupting effects, working at cross purposes with one-another. First, the armor will attempt to slowly absorb its wearer and assume the victim's power. Each day that the armor is worn, the wearer must make a **save vs poison** with the following considerations:

- On a successful save nothing happens and the whispers seem to abate for a time.
- On a failed save, the whispers become louder and the wearer loses a point of Constitution.
- After losing 4 points of Constitution, the wearer's skin will become thin and translucent—others will notice that they can see the blood and muscles beneath it. Soul Reaver will protect them from the elements, but removing the armor will leave them exposed, causing them to take 1d4 points of damage per turn until some manner of magical healing can restore them.
- If the wearer remains alive after losing 4 more points of Constitution, their skin will have completely disappeared. In this case, Soul Reaver is the only thing keeping them alive and they will die within 3d6 rounds of removing the armor.
- If the wearer's Constitution ever falls below 1, they are consumed by the armor, disappearing completely and any powers, strengths, or abilities will belong to Soul Reaver.

Second, the demon, Baktumak, will attempt to convince the wearer to destroy the armor—an act that would free him but almost surely kill the hapless hero. Each time one of the armor's powers is used the referee should secretly roll a d20. On a roll of 20, Baktumak will have gained a foothold in the PC's mind and they will be helpless to resist his will.

Weakness. Placing the armor within the heart of a star will destroy it completely and set the demon held within it free.

WEAPONS

All weapons listed below share the following properties:

Intelligent. Each item has an intelligence of 12 or higher and can speak the following languages: Common, elvish, dwarvish, orc, celestial, and the item's alignment language.

Telepathic. Weapons can communicate via both speech and telepathy.

Detect Good/Evil. Operates in a 120' radius at all times.

Light. When unsheathed, these weapons always radiate light in a 30' radius.

Corrupting Effect. Possessing items of such power for long will always have an impact on the psyche and personality of the wielder. Unless otherwise noted, effects will begin to manifest 1d6 days after first taking possession of the weapon.

Weakness. Created by the gods, these items are nigh indestructible. But, as per the nature of artifacts, each has a single weakness. These should never be revealed to the players until they have found some way to discern them.



Death Rain, the Thunder Bow Bow +5. AL L, INT 12, EGO 6, WILL 20

History. When the Storm God turned his attention to the earth after conquering the heavens, he rode at the front of a great host of Thunder Reavers. The Thunder Reavers were the fastest horsemen and the most feared archers to ever live, and few who ever saw them survived to tell the tale. The Storm God armed his fearsome cavalry with bows of great power, which fired bolts of lightning and rained down death upon the cities and villages of the world. The gods of the earth eventually turned them aside, trapping the Storm God in the heavens once more and destroying all of the weapons...all save one. Death Rain, the last of the thunder bows, was lost at the end of the last battle and has only recently resurfaced.

Description. A bow of pure energy, created from a living bolt of lightning, and capable of imbuing arrows fired from it with the power of a lightning bolt as per the magic-user spell. Whenever an arrow is fired from the Thunder Bow, a clap of thunder rings out.

Powers. The Thunder Bow may do the following each time it fires an arrow:

- **Lightning Arrows.** An initial attack roll must be made to see if the arrow hits, but, once it does, it acts exactly the same as the *Lightning Bolt* spell in regards to range, number of targets, and damage. Treat the spell as if cast by a level 10 magic-user.
- **Thunderclap.** All creatures who can hear the thunderclap must **save vs spells** or become stunned for one round: automatically lose initiative, movement is halved, -4 to armor class, attack rolls, and saves.

Corrupting Effect. Death Rain yearns to find its home in the sky and will attempt to convince its bearer to bring it back to its place in the sky. Any time the bearer is at an extremely high place—atop a mountain, flying on a pegasus, etc—it will pull the bearer toward the heavens. There is a 1-in-12 chance each time that the bow succeeds and it and the bearer are brought through to the realm of the Storm God.

Weakness. Being made of pure energy, there is practically no way to harm the Thunder Bow. However, if it is ever encased entirely in copper, its energy will be completely absorbed by the metal, leaving nothing but a black scorch mark behind.

God Slaughter

Magic axe +5, +10 vs immortals. AL L, INT 14, EGO 9, WILL 27

History. Created at the dawn of time by the proto-god Dyëus from the bones of the celestial giant Ymir to help him slay his father, God Slaughter has vanished and emerged through the eons, typically wielded by superhuman heroes in times of great need. It has been used to destroy whole pantheons and has been wielded against gods and demons of both law and chaos.

Description. Crafted from the bones of the first being, the haft and head are both of the finest ivory and sparkle even in the darkness. Simple and un-ornate, it is heavy but well-balanced and surprisingly easy to wield. Those who take up the axe feel courage and power coursing through them and their bodies are filled with health and vigor.

Powers. In addition to its great combat abilities against immortals, God Slaughter grants the following powers.

- Sense the presence and direction of immortals in a 100 mile radius.
- +4 to all saving throws.
- -10 to all damage taken from attacks by immortals.

- Regenerate 2 hit points per round.
- Fly at will as per the third level magic-user spell.
- Each time God Slaughter strikes an immortal, it gains an additional +1 to attacks and damage against that immortal.
- If thrown, God Slaughter strikes targets up to 60'/90'/120' away and returns automatically before the end of the round.
- Once per day, God Slaughter can cast an advanced version of the *Feeblemind* spell that will affect immortals.
- Twice per day, God Slaughter can negate any magical effect, spell, or power of an immortal—even those that do not normally grant a saving throw.

Corrupting Effect. God Slaughter's sole purpose is to slay gods and demons. It will exert all of its will toward this task and attempt to control its wielder to make them help it in every possible way.

Weakness. Though God Slaughter cannot be destroyed by any means, its tendency to bring about the destruction of those who wield it means that it is often lost for millennia. Some gods have attempted to find a means to render the axe inert, but the secret has so far eluded them all. In fact the only way to take away God Slaughter's power is to take it back to the beginning of time and lay the axe back into the broken body of Ymir.



Harbinger

Sword +6. AL L, INT 12, EGO 7, WILL 21

History. When the realms of Law and Chaos split apart at the dawn of time, the gods of each side created a weapon of unimaginable power that could be granted to their champions when the need arose. Throughout the millennia the blades have made their ways into the hands of mortals and have changed the fates of countless worlds. Harbinger was the blade of Law, meant to tip the balance of the multiverse towards order and discipline.

Description. Though Harbinger takes different forms on different worlds, it always features a blade of pure gold. The sword has a strong personality and will ultimately take control of even the most stalwart champion. It is a determined and inexorable item and seems to take great pleasure in taking lives. In all things, Harbinger has but a single purpose: to bring order to all things.

Powers. In addition to its great combat abilities, Harbinger has the following abilities:

- +2 to Armor Class.
- +2 to all saves.
- On a successful natural attack roll of 14 or higher, Harbinger's wielder automatically gains an additional attack, which they may make immediately.
- Upon killing a foe, the blade feasts on their life force, glowing with an even brighter light than usual. It will pass some of this energy on to its wielder, granting them 2 temporary hit points each time.

Corrupting Effect. Harbinger will seek to control its wielder, forcing them to bring all foes to bear. No mercy or quarter will ever be granted by Harbinger and, if its wielder attempts to overrule this demand, the blade will automatically miss all attacks until its wishes are met.

Weakness. Harbinger cannot be permanently destroyed, but can be temporarily sent back to the plane of Law by a strong enough champion wielding Strifebringer.

Strifebringer

Sword +6. AL C, INT 12, EGO 8, WILL 22

History. When the realms of Law and Chaos split apart at the dawn of time, the gods of each side created a weapon of unimaginable power that could be granted to their champions when the need arose. Throughout the millennia the blades have made their ways into the hands of mortals and have changed the fates of countless worlds. Strifebringer was the blade of Chaos, meant to tip the balance of the multiverse towards madness and turmoil.

Description. Though Strifebringer takes different forms on different worlds, it always features a blade of the purest black. The sword has a strong personality and will ultimately take control of even the most stalwart champion. It is a vengeful and demented item and seems to pulse with glee at the suffering of its victims. In all things, Strifebringer has but a single purpose: to sow chaos in its wake.

Powers. In addition to its great combat abilities, Strifebringer has the following abilities:

- +2 to Armor Class.
- +2 to all saves.
- On an attack roll of a natural 19 or 20, Strifebringer will automatically kill any creature with fewer than 40 hit points. It will do quadruple damage to creatures with 40 or more hit points.
- Upon killing a foe, the blade will absorb the soul of its victim, keeping them from finding peace in the afterworld. Each soul absorbed grants the wielder a special die that may be used to roll with advantage on an attack, saving throw, or damage roll.

Corrupting Effect. Strifebringer will seek to control its wielder, forcing them to attack those who are closest to them. Each time the blade is unsheathed, there is a 1-in-6 chance that the blade will force the wielder to strike at the nearest creature, regardless of who they are. The character will be unable to resist.

Weakness. Strifebringer cannot be permanently destroyed, but can be temporarily sent back to the plane of Chaos by a strong enough champion wielding Harbinger.

Quantum Blade

Sword -5 (1d8+1 damage)

History. Such weapons were common in the Spirit Skull Commonwealth long ago, but the Quantum Blade is the only known surviving such piece of technology. This blade was carried by the famous scholar and explorer Duther Oul but was lost at sea some time in the past.

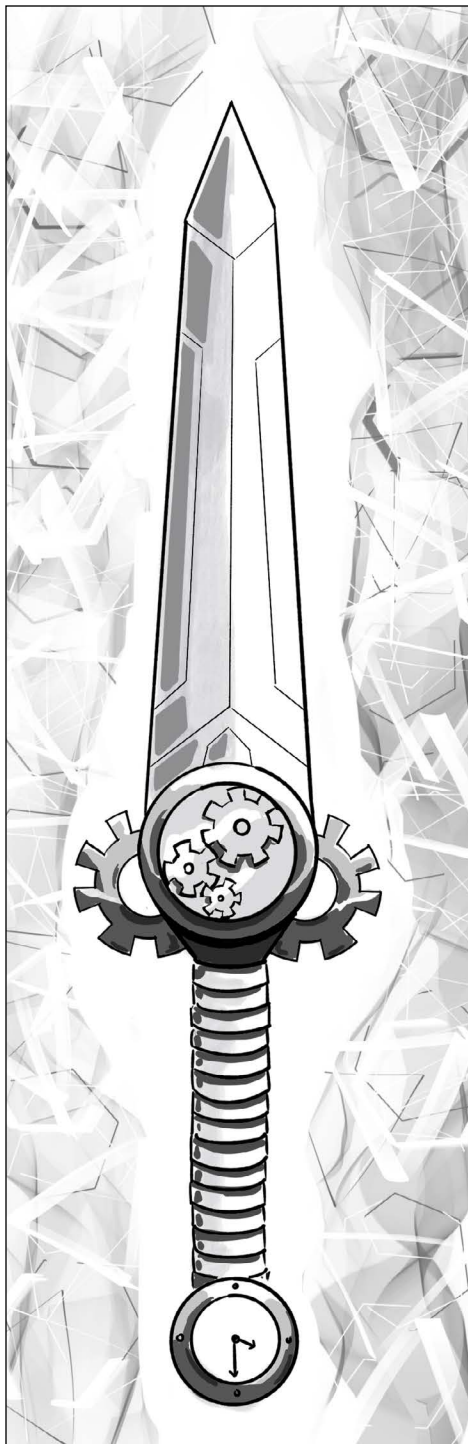
Description. The blade is bone-white ceramic, more like china than steel. The handle is oversized, too wide and too long proportionately, for it contains the clockwork mechanism that powers the blade. When activated, there is a static crack as weapon and wielder become unstuck in time.

Powers. When the clockwork is running, the sword mines possibilities. For every actual attack made with any weapon, there are tens of thousands of attacks not taken. The Quantum Blade makes all of those attacks at once.

- To use the sword effectively requires unlearning any actual weapons knowledge (hence -5 to hit).
- When the quantum charge is activated, it attacks 10 times per round.
- A fumble does damage to the wielder.
- All other misses count as hits.
- All hits count as critical hits.
- The Quantum Blade parries all attacks that are not natural 20s.
- Range: Any creature within 30 feet.

Corrupting Effect. The wielder of the Quantum Blade must unlearn all weapons knowledge in order to wield it. Thus they make all attack rolls at -5 when using a weapon (including the Quantum Blade).

Weakness. The Quantum Blade runs on a charge. It begins with a d8 usage dice. Every time it is used, roll 1d8. If a 1 or 2 is rolled, step the die down to a d6. When a 1 or 2 is rolled on a d6, step the die down to a d4. When a 1 or 2 is rolled on the d4, the quantum power of the blade has been depleted. It still functions as a sword but has none of its listed powers.



The Ten Spears

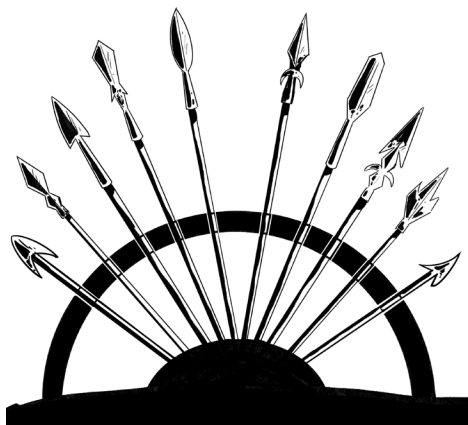
When your grandfather and grandmother were young, the Twelve Gods yet lived. They sat atop mountains, or shone like diamonds in the sky. In that time you could occasionally see them as they descended upon mortals for some whim or other. How the feud started is not known to any who still live. Quickly did the gods escalate feud into a war. The Smith forged ten spears so powerful they were capable of *deicide*. That was their undoing. Before your grandparents had met or conceived of your parents, the gods had vanished. Dead. Only their weapons still remain.

Bladesmasher, The Blue Water Spear, AKA The Slaughter Spear. +3 adamantine spear

Description. The weapon is forged out of one piece of blue-hued adamantine. It thuds with power during combat.

Powers. Bladesmasher provides protection from all enemy attacks: melee, ranged, magical, or otherwise. It deflects incoming blows and shatters any weapon it strikes, even other powerful artifacts. It negates the power of all other magic weapons and can destroy all of them save for one. It kills demons and elementals as easily as it snaps human weapons.

Weakness. The Slaughter Spear cannot be relinquished while enemies are in visible range. It cannot hurt unarmed humans. The unarmed make all attacks at advantage against the bearer. Harmcurer would break Bladesmasher should the two spears ever come into contact.



Chimera, The Rainbow Splendor Spear, AKA The Stealth Spear +3 adamantine spear

Description. The weapon is forged out of one piece of rainbow-hued adamantine.

Powers. Chimera cloaks its wielder, allowing them to move freely even in enemy camps or haunted caves. Those who look at the wielder of the Stealth Spear will see either who they love more than anyone, or who they fear the most, whichever is most advantageous to the wielder. In addition, the carrier will always know the truth and be able to detect lies.

Weakness. Does not work on creatures incapable of love or fear such as ghosts, zombies, skeletons and the like.

Defender, The Orange Cloud Spear, AKA The Storm Spear. +3 adamantine spear

Description. The weapon is forged out of one piece of orange-hued adamantine. The spear wails while being used.

Powers. Anyone defending a town or the unarmed gains a strength of 20. While the Storm Spear is being used, the bearer ignores all damage after dropping to 0 hit points. They will fall dead unless healed at the end of combat.

Weakness. The spear cannot be set down until the enemy is repelled.

Descrider, The Green Destiny Spear, AKA The Sage Spear +3 adamantine spear

Description. The weapon is forged out of one piece of forest green-hued adamantine.

Powers. Descrider leads its wielder to any destination; a dragon hoard, a lost city, ancient artifacts. The Sage Spear will even lead them to the people or items necessary to complete the quest. It can find any other of the spears save for Bladesmasher.

Weakness. The failing of the spear is that it leads the carrier along the most dangerous possible path to the destination. Any encounter tables are not rolled; instead the most dangerous result is chosen.

Harmhealer, The White Lotus Spear, AKA The Sympathy Spear. Adamantine spear

Description. The weapon is forged out of one piece of white-hued adamantine. It makes a noise like human breath when it is used.

Powers. Harmhealer can cure any injury, wound or other ailment, such as blindness, poisoning, petrification and so on. As long as the subject is not dead, the Sympathy Spear is effective regardless of severity or how long ago it was inflicted.

Weakness. Harmhealer cannot be used to hurt a living creature.

Karma, The Black Venom Spear, AKA The Spite Spear +3 adamantine spear

Description. The weapon is forged out of one piece of pure black adamantine. The spear makes no sound when wielded.

Powers. Karma turns any attack or harmful effects, magical, martial, or otherwise, back upon the attacker, causing them to take the full brunt of the attack. The Spite Spear will reflect even divine powers but cannot stop Bladesmasher.

Longstriker, The Blood Red Spear, AKA The Sniper Spear +3 adamantine spear

Description. The weapon is forged out of one piece of blood-red adamantine.

Powers. The Sniper Spear can kill any person, monster, demon or god regardless of location, fortification, or protection. The wielder holds the spear and thinks of the person they want dead. Upon releasing the spear, it will immediately streak toward the target and impale them through the heart. The only protection from Longstriker is to wield Bladesmasher or, preemptively, Harmhealer.

Weakness. Longstriker is massively powerful, but to use it is to lose it. Many who send the blade against an enemy will have it returned to them far sooner than they'd wish.

Monsterslayer, the Purple Mantis Spear, AKA The Savior Spear +3 adamantine spear

Description. The weapon is forged out of one piece of purple adamantine.

Powers. Upon a successful attack, the Savior Spear automatically kills any monster of 10 HD or less. Against 11 HD or more monsters, the spear's critical does quadruple damage.

Weakness. The Spear provides no protection to the wielder. Many monster slayers have died in their moment of glory from the dying blow of the monster they slew.

Rockcarver, the Golden Dawn Spear, AKA The Siege Spear. +3 adamantine spear

Description. The weapon is forged out of one piece of gold-hued adamantine. The spear emits a tapping sound while being used.

Powers. Rockcarver passes through rock as easily as it would warm butter. The Siege Spear can be used for fine work like sculpting and gem cutting, but is more traditionally used to cut through fortress walls.

Weakness. It has no special powers in combat apart from being +3.

Windfall, the Spear of Riches, AKA The Silver Spear. +3 adamantine spear

Description. The weapon is forged out of one piece of silver adamantine. The spear makes the sound of tingling coins when wielded.

Powers. The owner of Windfall is preternaturally lucky, even going so far as to cause misfortune to those who wish the owner harm. Possessing this spear means that all saves are automatically made, all hits are critical, and all attacks upon the wielder are fumbles. The sole exception to this is Bladesmasher, which would shatter Windfall into a thousand fragments.

Weakness. The spear is incredibly unreliable and it will abruptly disappear to seek out a new owner, often at inconvenient times. The referee makes a check every session at a point they determine. They roll a die; even means the Silver Spear is gone, odd means that it remains.

MONSTERS

Apocalypse Dragons

Magma, Gale, Typhoon, Seismic

AC -1 [20], **HD** 16 (72hp), **Att** 5 × bite (2d8) or breath, 1 × tail sting (1d6 + poison), **THACO** 8 [+11], **MV** 60' (20') / 180' (60') flying, **SV** D2 W3 P4 B3 S6 (16), **ML** 11, **AL** Chaotic, **XP** 4,200, **NA** 1, **TTA**

- **Seismic Dragon:** Bite, Causes *Earthquake* with a tail stomp.

» **Earthquake:** Affects an area of 70 square feet. This powerful spell causes the earth to shake and opens vast chasms in the earth. All small dwellings are reduced to rubble and large buildings crumble and crack open. If there are any mountains nearby, rock slide and avalanches are triggered. There is a 1-in-6 chance that any creature within the area of the spell effect falls into a chasm, wherein they die immediately.

- **Gale Dragon:** Bite, Breath: 80' long cone of cold, 2' wide at the mouth, 30' at far end.
- **Typhoon Dragon:** Bite, Breath: 100' long line of lightning, 5' wide.
- **Magma Dragon:** Bite, Breath: 90' long cone of molten fire, 2' wide at the mouth, 30' at far end.

Caligorant

Man-eating cyclops who traps victims in hidden nets. He delights in outsmarting his opponents or playing mind-games with them; will appear to ally or rescue people, only to serve his unending hunger.

AC -1 [21], **HD** 13 (58hp), **Att** 1 × club (3d10) or 1 × rock (3d6) or special, **THACO** 3 [+16], **MV** 90' (30'), **SV** D4 W5 P6 B5 S8 (13), **ML** 9, **AL** Chaotic, **XP** 999, **NA** 1, **TT** E + 5,000gp

- **Attack penalty:** -2 penalty on all hit rolls, due to limited depth perception.
- **Net-trap:** Uses giant hidden nets and ropes to trap up to 2 score medium characters.
- **Rock throwing:** Up to 200'.

Celestial Horror

A creature of immense intelligence that fell from the stars centuries ago. It dwells in darkness, usually within an ancient cave, beneath the sea, or in the catacombs of temples, and uses its great mind powers to sow chaos before finally revealing itself. The celestial horror is a strange creature, composed of rubbery tentacles, multitudinous eyes, and a ravenous maw.

AC -9 [28], **HD** 20+18 (108hp), **Att** 8 × tentacles (2d12 + special), 1 × bite (4d12), **THACO** 6 [+13], **MV** 120' (40'), **SV** D2 W2 P2 B2 S4, **ML** 12, **AL** Chaotic, **XP** 5,450, **NA** 1, **TTA**, G, I

- **Entangle:** On a successful tentacle attack, the victim must **save vs breath weapon** or be entangled.
- **Charm aura:** All creatures that come within a 360 foot radius are affected as if by the 1st level magic-user spell *Charm Person*, but save at -4 to the roll.
- **Supernatural:** Can only be harmed by +3 or better magical weapons.
- **Celestial:** Immune to heat, cold, and other environmental effects.
- **Psychic defense:** Immune to hold and charm spells.
- **Telepathic:** Communicates telepathically and can sense the presence of all creatures within 180'.



Devil Wyvern

These dragon-like monsters emerge from the fiery planes of hell itself. They burn with malice and ache for living flesh.

AC 3 [16], **HD** 20 (80hp), **Att** 1 × bite (2d8), 1 × tail (see below), **THACO** 13 [+6], **MV** 90' (30') / 240' (80') flying, **SV** D10W11 P12 B13 S14 (4), **ML** 9, **AL** Chaotic, **XP** 850, **NA** 1d2 (1d6), **TT** E

- **Scorching bite:** The bite does 2d8 damage and 1d8 burning damage per round.
- **Soul sucker:** When the devil wyvern hits with its tail, the victim must **save vs death** or die, soulless; body withered and desiccated. The Devil Wyvern gains the current HP of the victim.

Ghost Cataphract

Creatures of pure vengeance, clad in black armor covered with spikes and dangling chains. Their heads are flaming skulls, their eyes are burning portals to the plane of the dead, and those who stare into them are lost. They wield great flaming flails of solid hellfire, which can also be used as bows. Though they almost always ride alone, legends tell of a great cavalry of ghost cataphracts laying waste to whole kingdoms. Ghost cataphracts always ride devil wyverns.

AC -5 [24], **HD** 14 (63hp), **Att** 2 × hellfire flail (3d6+10) or 3 × hellfire bow (2d6 + 6) or 2 × claws (1d8+6 + special) or 1 × spell, **THACO** 9 [+10], **MV** 150' (50'), **SV** D4W5 P6 B5 S8, **ML** 12, **AL** Any, **XP** 5,150, **NA** 1 (6d6), **TT** V

- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. *Charm*, *Hold*, *Sleep*).
- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Energy immunity:** Unharmed by cold-based or electrical attacks.
- **Magic immunity:** Immune to magic causing polymorph, insanity, or death.
- **Aura of fear:** Any who come within 5' must **save versus spells** or flee at maximum speed for 10 rounds, with a 50% chance of dropping held items.
- **Hellfire flail.** A flail created of solid hellfire, it functions as a +4 weapon and can extend to strike opponents up to 15' away. Will always return to the ghost cataphract's hand when dropped or thrown.
- **Hellfire bow:** The hellfire flail may become a bow at any time, functioning as a +4 weapon and firing bolts of solid hellfire up to 360'.



- **Vengeance stare:** If both claw attacks hit in the same round, the ghost cataphract pulls the victim close and stares into their eyes, causing them to confront all the wrongs they have committed in their lives. The victim permanently loses 1d4 points of CON. If reduced to 0 CON, the victim dies. Someone killed in this way cannot be raised from the dead by any means short of a *Wish*.
- **Spell casting:** Know how to cast 2 cleric spells of each level (1st to 5th) and one of level X. Each spell known may be cast once per day.
- **Regeneration:** Regenerates 2d6 hit points per round.

Glass Bear

A large, living ceramic construct from a forgotten time, perhaps used as artillery in ancient battles. It opens its mouth and lobs a ceramic projectile. It will keep firing projectiles into a battle, at the rate of once per round, until the entire forces are dead or bears. At this point, the bears wander off into the wild. **AC** 0 [19], **HD** 20 (100hp), **Att** special, **THACO** 9 [+10], **MV** 90' (30'), **SV** D10W11 P12 B13 S14 (4), **ML** 12, **AL** Chaotic, **XP** 6,000, **NA** 1, **TT** Nil

- **Bear blast:** affects 3d6x10 Square feet. Turns 1d4x25 percent of all in the blast into savage, brutal bears that any attack any non-bear.
- **Bears** **AC** 8 [11], **HD** 5 (40hp), **Att** 2 claws (1d8, 1d8) + 1 bite (1d10), **THACO** 13 [+6], **MV** 120' (40'), **SV** D10W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 175

Kaiju

An enormous creature, towering 400 feet above the ground and covered in thick armored scales. The kaiju typically rests peacefully at the bottom of the sea but, when awakened, emerges for days at a time to wreak terrible destruction upon the surface. It fears nothing and will not stop until it has destroyed everything in its path. The kaiju will always attack once per round with its great tail and once with either its bite, trample, or breath weapon attacks, unless it is rampaging—in which case that is the only attack it makes in that round.

AC -7 [26], **HD** 33 (149hp), **Att** 1 × tail (3d12), 1 × bite (3d20) or × trample (6d20) or × breath, **THACO** 5 [+14], **MV** 120' (40'), **SV** D2 W2 P2 B2 S2, **ML** 12, **AL** Chaotic, **XP** 20,500, **NA** 1, **TT** None

- **Mundane damage immunity:** Can only be harmed by magical attacks.
- **Swallow whole:** A bite attack roll of 4 or more than the target number required indicates a human-sized (or smaller) victim is swallowed. Inside the kaiju's belly: suffer 3d6 damage per round; may attack with sharp weapons at -4 to hit; body digested 6 turns after death.
- **Breath weapon:** Can be used up to three times per day. All caught in the area **save versus breath** or die. (Cone: 2' wide at the mouth, 30' wide at far end.)
- **Rampage:** 4-in-6 chance of rampaging any time it suffers damage. The kaiju will thrash out with its tail and arms, causing its current hit points of damage to all structures within a 360° radius. Any creatures in the area must **save vs death** or take half that damage.



Shimmerling

None can agree what these creatures look like, for they kill without ever being seen. Only the faintest shimmering waves reveal their presence.

AC -2 [22], **HD** 15 (75 hp), **Att** 2 × bladehands (10d6) or 1 × acid breath, **THACO** 3 [+16], **MV** 90' (30'), **SV** D3 W3 P3 B4 S2, **ML** 5, **AL** Chaotic, **XP** 999, **NA** 2d6, **TT** 4,800gp

- **Acid Breath:** Thousand of droplets stick to the victim. The acid destroys normal armor immediately (magic armor in one turn) and inflicts 2d8 damage per round.
- **Blade Hands:** x2 damage on rolls of 15+.
- **Invisible:** Completely impossible to see; they are immune even to *Detect Invisible*.

Shoggoth

A shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming. Long ago, they were created to be servants but they threw off the yoke of their elder masters and drove them to extinction. Now these rubbery fifteen-foot spheroids, infinitely plastic and ductile, these slaves of suggestion, these builders of cities, serve only themselves.

AC -1 [20], **HD** 12 (96 hp), **Att** 6 × pseudopods (1d4+special), **THACO** 6 [+14], **MV** 600 (200') flying, **SV** D12 W10 P14 B12 S12, **ML** 12, **AL** Chaotic, **XP** 2,500, **NA** 1d10 wild / 1d10 in Shoggoth city, **Collective Noun** amorph, **TT** Q

- **Pseudopods** have a reach of up to 10' and each pseudopod that hits does +1 for each previous one that hit that round.
- **Victims** of a successful pseudopod attack must **save vs paralysis** or become paralyzed for 1d4 rounds.
- **On hits of natural 20s**, a Shoggoth envelops its opponent and instantly kills it, leaving only bones.
- Shoggoths will defend their cities to the death, but outside of them will flee upon the loss of one of their members.

Soulsmith

A squat giant (20’ tall) laden with weaponry, the soulsmith strides through the hills and mountains looking for champions to add to her collection. She has two great loves in life; capturing and converting heroes into new weaponry and planting new groves of trees. She wears a weathered carrack as a hat and is dressed in dragon leather and roc feathers.

She does not bother with any characters below level 10 and somehow she can tell. Her quiver and scabbards have 2d4 transformed weapons, but they will change back to heroes upon her death.

AC 7 [12], **HD** 25 (160 hp), **Att** 2 x grab (special), **THAC0** 1 [+19], **MV** 30’ (10’), **SV** D8 W9 P10 B10 S12, **ML** 8, **AL** Chaotic, **XP** 7,000, **NA** 1, **TT** H

- **Armor** doesn’t affect her grab. Those she reaches for have an AC calculated by Dex bonus only. Players may forfeit their action(s) next round to dodge: which adds +5 to their Dex bonus per action forfeited.
- **Victims** who are seized **save vs petrification** or become a magical weapon in the Smith’s hands. See table below.
- **Those who are turned into weapons** will remain so permanently until the Battle Smith is slain. The character’s level becomes the plus to the weapon (i.e. a level 11 hero becomes a +11 magical weapon). Roll 1d10 to see what kind of weapon they become. The primary power is determined by the nature of the hero. Secondary functions are assigned based on how much money the character has on them at the time.



Weapon + PC level to hit/damage

Roll	Weapon	Roll	Weapon
1	Dagger	6	Claymore
2	Katakana	7	Javelin
3	Naginata	8	Battle axe
4	Crossbow	9	Nunchucks
5	Flail	10	Lance

Primary Power

Class	Power
Halfling	Can hide in woods or darkness at 90% chance.
Elf	Gain an additional +5 to hit and 2 level 5 spells per day.
Dwarf	Gain the saving throws of a level 12 dwarf.
Fighter	An additional +9 to hit.
Magic-User	Cast 2 level 6 spells per day.
Thief	Gain abilities of a level 14 thief.
Cleric	Turn undead as level 11 cleric.

Secondary Power: Gold and Jewels

Value	Power	Effect
1,000 gp or less	Flaming	Add d10 fire damage.
1,001 - 9,999 gp	Ice	Add d12 frost damage.
10,000- 99,999 gp	Lightning	Add d12 exploding damage.
100,000+ gp	Soulsucker	Lose additional d12 Constitution and age that many years.



GODS WHO USED TO BE ADVENTURERS

The Azure Goddess

In the Kraken Wars, humanity was on the verge of extinction until an unknown hero named Lady Fandar somehow countered the tide. Later it was only her power that stopped the devastation of the Aurochs. She went from hero to queen to goddess in a very short time. Now her worshipers aim to fight evil at every turn, perhaps hoping for their own personal apotheosis.

AC -4 [23], **HP** 350, **Att** see below **THACO** 2 [+17], **MV** 150' (50'), **SV** D2 W3 P4 B4 S6, **AL** Lawful, **STR** 23 **INT** 22 **WIS** 15 **DEX** 25 **CON** 19 **CHA** 22, **Symbol** Isometric patterns made of lapis lazuli.

- In hand-to-hand combat she uses her fists for $d4+d6+d8+d10+d12$ damage. She uses a +4 javelin hammer that strikes for 25 points of azure damage (no saving throw).
- Can freeze solid any amount of water instantly at will.
- 30 percent magic resistance. Only hurt by +3 or better weapons.



Dol Dragnox

Of all the ghastly sorcerer kings, Dragnox was the greatest of them all. He was worshiped as a living god for millenia and when he finally ascended to the heavens it was a foregone formality.

AC 6 [13], **HP** 320, **Att** touch 4d10 **THACO** 10 [+9], **MV** 90' (30'), **SV** D3 W3 P3 B3 S3, **AL** Chaotic, **STR** 15 **INT** 21 **WIS** 21 **DEX** 17 **CON** 24 **CHA** 3, **Symbol** A skull wearing a crown of jewels.

- 70 percent magic resistance.
- Can cast any spell at will.
- Fear Aura: **Save vs spells** or flee until fall over dead from exhaustion.



Geotin the Fighter-Elf

Geotin is from long ago, when powerful creatures walked the earth. One day Geotin was frozen in time; a blink of an eye for him, a long score of millenia for the world around him. When he emerged, he realized he was a god. He wanders the land, firmly proselytizing for himself.

AC -10 [29], **HP** 113, **Att** 2 (30) **THACO** 6 [+13], **MV** 90' (30'), **SV** D6 W6 P7 B8 S9, **AL** Lawful, **STR** 18 **INT** 18 **WIS** 18 **DEX** 17 **CON** 18 **CHA** 18, **Symbol** Asymmetrical windmill.

- Bathed in a rosy glow that acts as a rod of beguiling to all who come within 10 feet of him.
- He can negate any of the following at will: heat, cold, electricity, light, and darkness.
- He uses a +3 bow in battle which strikes for 30 points of damage per attack.



Great Demon King Baktumak

Though he insists upon the appellation of "Great Demon King" there are still a few who yet live that remember when Baktumak was a mere mortal. He sacrificed his wife, his children, his city and his humanity but the hellish rewards were all he'd ever wanted. Now he plots the death of the other great demons and gods.

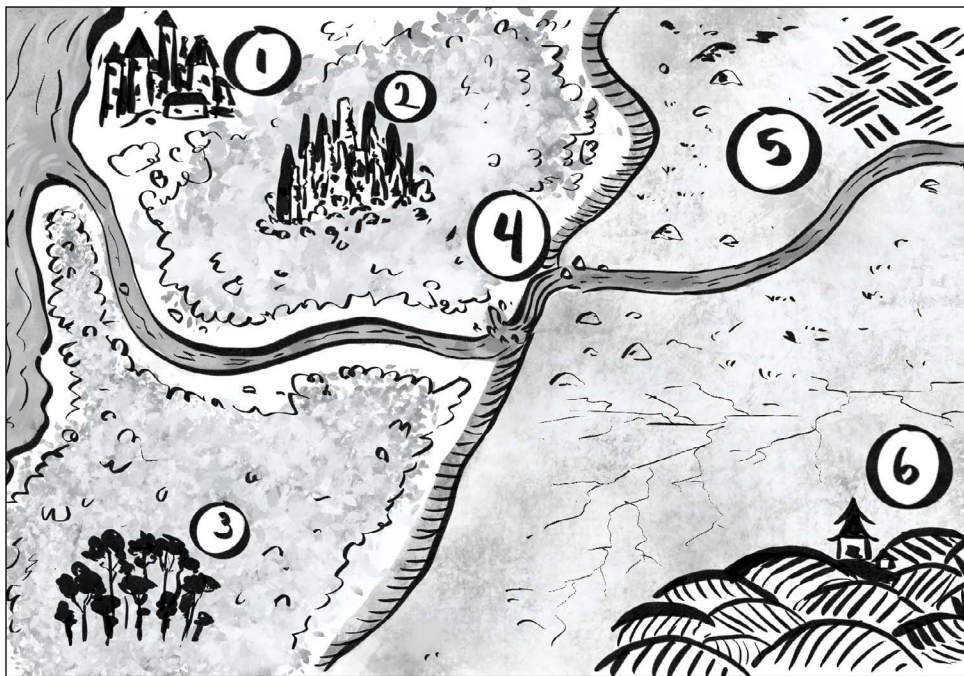
AC -9 [28], **HP** 275, **Att** 3 (d4x10) **THACO** 1 [+18], **MV** 120' (40'), **SV** D2 W2 P2 B2 S2, **AL** Chaotic, **STR** 25 **INT** 18 **WIS** 5 **DEX** 25 **CON** 24 **CHA** 1, **Symbol** Stylized blood droplet.

- 40 percent magic resistance.
- Can cast all magic-user spells.
- Carries the Spear **Bladebreaker**.



DON'T LOSE YOUR HEAD

This adventure is designed for characters who have enough experience to reach **Level X** but need to defeat a **Level X** champion in order to ascend or descend. Characters of less power but great cunning could perhaps survive, but it would not be an easy task.



- Every time the player characters travel from one area to the next, they roll on the Random Encounter Table.
- Every time they reach a new area, there is a 1-in-6 chance Sir Vitor of the Barrows awaits them. The first time he attacks, Sir Toknay will appear and intercede. He attacks Sir Vitor and implores the player characters to flee. It is up to the Referee to decide who survives.

Specialty goods (available in Area 1)

- **Coconut Fiber Cuirass.** +3 AC, cannot be backstabbed, 1,000gp
- **Ornamental Heeled Sandals,** 300gp
- **Ornate Hand Mirror,** 200gp
- **Rubber Shield.** AC+1, one-half of melee damage taken is reflected back upon attacker, 350gp

d10 Random Encounters

Roll	Encounter
1	Giant monitor lizards - As large as horses, but will only attack if the characters are already wounded. AC 5 [14], HD 6 (24 hp), Att 1 × bite (4d8), THAC0 15 [+4], MV 90' (30') SV D13 W13 P12 B13 S13 ML 5, AL Chaotic, XP 350.
2	Sir Toknay approaches. For the first time, he introduces himself. On subsequent times, he checks in with the party.
3	1d4 Level 3 rangers in the pay of Mrwan warily follow the party. They take notes on the character's movements and actions.
4	The Soulsmith stomps through the distance.
5	A trio of sun bears dance in a glade.
6	An elf named Orange with a nose as big as their face rides a giant binturong and leads 2d4 bandits with bows. They extort the party for 1000gp but will flee from serious shows of strength.
7	A lost child with a basket of coconuts is looking for the way to Baru Jorvik. If asked what happened, he will only look downcast and blink back tears.
8	d4 devil wyverns. They attack on sight.
9	A troop of giant pangolins march through the forest. They are laden with coconuts and pandan and heading to Baru Jorvik. Their leader is Rodrick the Invisible, a level 5 Thief.
10	A tree house village, high in the canopy. Inside is: 1. nothing; the place looks like it was 1. Abandoned overnight. 2. The shells of thousands of dead cicadas 3. Overgrown jungle foliage 4. 1d6 Shimmerlings 5. The home of a Shoggoth 6. Slightly fearful but helpful forest villagers.

d6 Rumor Table

Roll	Rumor
1	The knight carries a long black sword that moans with hunger.
2	Jayne Loop sent her lieutenant to the Mossy Forest.
3	The Tea Plantation used to be the nicest area on the plateau, but no one has gone since the disaster.
4	The Strawberry Farm is the most relaxing place in the world.
5	A tall warrior has been seen at the Waterfall recently.
6	The Mossy Forest is full of beheaded bodies but Jayne Loop will not acknowledge them.

Area 1 The City of Baru Jorvik

A bustling trade city nestled in the north of the Peninsula. The people here wear festive clothing and elaborate foot-gear. Most of the trade and governing happens within or under the shadow of The Old Fort. The burgomaster is named Jayne Loop and she has mastered the art of speaking evasively.

The city is protected by four elephant-sized, baleful-glazed basilisks, one on each edge of the city. The populace is panicked, as someone or something cut off the heads of all four guardians last night.

Area 2 The Pinnacles

An alien landscape made of sharp rock spires that rise up out of the surrounding jungle like spikes of angry earth. It would take someone of great leaping ability, or one who can fly, to reach the precarious tops of the pinnacles, but a backpack with 2d12 gems and a Horn of Blasting rests at the top of one.

In a small cave beneath a pinnacle lies a wounded Nannerl. She barely escaped her encounter with Sir Vitor with her life. It was she that ambushed him, but she vastly underestimated her foe. She approaches any who she thinks can heal her. If healed she will thank the player characters and impress upon them the utmost caution. "He's coming for you. Don't lose your head." Her fear will not allow her to speak his name.

If healed or treated with respect, she will repeat her advice and hand over a flat rectangle of black obsidian with a disk shaped hole in the center of it. "I found this by the waterfall," she explains. "I'm sure it is of import but I could not make it work." The rectangle is **one-half of the praevoa**.



Area 3 The Mossy Forest

A reprieve from the crowded city, the mossy forest stays cool all year round. The pink mushrooms that grow in the shade are rare and valuable (d6x100gp).

A paladin named Mrwan camps here, searching for the slayer of the basilisks. There are 20 Level 4 fighters here serving him, camping in their own smaller tents upon the forest floor. Mrwan is mistrustful of the player characters, thinking it likely that they slew the basilisks, and will imperiously quiz them.

In his tent is a book of clues, including a section concerning magical swords. He will share his notes with the players if he comes to trust them or they can trick him out of his tent and read it for themselves. The book is old and missing words and pages, but it is clear that he circled the entry for Strifebringer and has highlighted the following phrases.

... Chaos created weapons of unimaginable power... made their ways into the hands of mortals ... countless worlds. Strifebringer ... balance of the multiverse towards madness and turmoil... blade of the purest black... a strong personality ... a vengeful and demented item... pulse with glee at the suffering of its victims.... a single purpose: to sow chaos in its wake

Areas 4-6 are located on the Plateau. It is a wild area of rivers and waterfalls and jungle marked by a few tamed bastions of civilization. Travel here is difficult (roll twice on the encounter table going from place to place).

Area 4 (Plateau) The Waterfalls

Pani the water elemental currently stays here, hiding from the predatory Sir Vitor of the Barrows in the falls themselves.

Pani is horrified if she learns the basilisks have died, for they were her friends. She speculates that Sir Vitor killed them, and will warn that he can take the powers of those he kills.

Behind the waterfall is a hidden alcove. A successful Wisdom check reveals a copper disc carved with ancient unreadable glyphs caught in a narrow crack of the alcove. It fits perfectly into the obsidian rectangle possessed by Nanerl and is **one-half of the praevoa**. Retrieving the disc is easy enough, though it does take a complete turn to accomplish and triggers an encounter with a shimmerling (p. 32).

Area 5 (Plateau) The Strawberry farm

The strawberry farm has not only field after field of fruit but also exhibits full of insects and butterflies and small furry mammals. Sir Vitor never comes here and it is a place of rest and healing.

The home of Sir Toknay, though there is only a 1-in-6 chance he is here now.

Area 6 (Plateau) The Tea Plantation

The rolling hills and soft green tea estates nestled in the foothills were long popular with tourists and travelers. Then four apocalypse dragons dropped out of the sky. There they still lie, not dead but not exactly living; their dusty snouts and splayed limbs serving as mute warning.

The dragons are in a state of stasis. They cannot be harmed by anything but **they can be awoken with the fully assembled praevoa**. If so awoken, they will owe one favor to the one who awoke them before flying away through a pulsing ring in the sky.

NPCS

Nannerl

Level 10 Acolyte (*Carcass Crawler* 1)

Wild haired with dark rings under her eyes. She has had one arm sliced off and her head won't stop bleeding. Her innate powers have been turned off, leading to existential injuries that match her physical ones.

AC 3 [16], **HP** 48, **Att** 1 × mace (1d8), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D6 W7 P9 B11 S9, **AL** Lawful, **STR** 11 **INT** 14 **WIS** 15 **DEX** 14 **CON** 17 **CHA** 13

- Bless (BL): Allies gain +1 to attack and damage rolls for one round per level of the acolyte.
- Detect magic, Know alignment. Purify food and water at will.
- Healing: 1d3 hit points per day.
- Rally: Counters magical fear effects. May be used once per turn.
- Turn undead: Affects undead of up to one HD greater than the acolyte's level.

The above 5 powers are currently dormant. They will only be restored if she sees the dragons of apocalypse take flight, where she will pledge herself to a new deity.

Pani

She is an inquisitive undine scientist and explorer. She came to the Plateau to research rare fungi and flowers.

AC 4 [15], **HP** 32, **Att** 2 × fist (2d8) or coil (1d10) **THAC0** 12 [+7], **MV** 90' (30'), **SV** D5 W6 P6 B7 S8, **AL** Chaotic, **STR** 14 **INT** 18 **WIS** 11 **DEX** 16 **CON** 10 **CHA** 9

- Immune to poison, normal weapons, all level 1 & 2 spells, and fire damage.
- *Detect Invisible*, *Detect Magic* at will.

Sir Mrwan

Level 11 Paladin

An unimaginative bureaucrat, Sir Mrwan is dim-witted and suspicious. He sees conspiracy everywhere and imagines that the Bandit named Orange and Sir Vitor are the same person. He distrusts the player characters immensely, but if they can win him over, he can be a useful ally.

AC 3 [16], **HP** 67, **Att** 1 × sword (1d8), **THAC0** 12 [+7], **MV** 90' (30'), **SV** D4 W5 P6 B6 S8, **AL** Lawful, **STR** 17 **INT** 8 **WIS** 13 **DEX** 14 **CON** 15 **CHA** 13

- Spells: *Cure Light Wounds*, *Protection from Evil*, *Bless*.
- Laying on hands - Can heal 22 hp per day.

Sir Toknay

Level X Weapon Master

He dresses with exquisite taste and carries a powerful array of weaponry. He takes it upon himself to keep newly found **Level X** fighters alive until they find their footing.

AC -3 [22], **HP** 85, **Att** 3 × sword (1d12), **THAC0** 0 [+19], **MV** 90' (30'), **SV** D67 W6 P7 B8 S9, **ML** 12, **AL** Lawful, **STR** 20 **INT** 16 **WIS** 13 **DEX** 18 **CON** 23 **CHA** 15

- Attacks with his +5 shark tooth blade +20 / +20 plus his THAC0.
- Can only be hurt by magic or magic weapons.
- Opponents with fewer than 10 HD must pass morale check or flee.
- When he kills an opponent with one blow, gets a free attack.

Sir Vitor of the Barrows

Level X Soul Stealer

One of the most evil and corrupt villains in any realm. He seeks power for its own sake and nothing pleases him more than to feel the fear of other lifeforms. He has taken over the body of a powerful warrior and has the **Level X** spell *Quicken*, which he has used to gain the power of the basilisk.

AC -5 [24], **HP** 102, **Att** 1 × weapon, **THAC0** 12 [+7], **MV** 120' (40'), **SV** D7 W8 P7 B10 S7, **ML** 12, **AL** Chaotic, **STR** 23 **INT** 23 **WIS** 18 **DEX** 16 **CON** 19 **CHA** 11

- He has the sword **Strifebringer**: +16 to hit, d10+9 damage.
- Petrifying touch: Anyone touched by Sir Vitor is turned to stone (**save vs petrify**).
- Petrifying gaze: Anyone meeting his gaze is turned to stone (**save versus petrify**). Unless averting eyes or using a mirror, characters in melee are affected each round.
- Averting eyes: -4 penalty to-hit; Sir Vitor gains a +2 bonus to attack.
- Mirrors: His reflection is harmless. Fighting by looking in a mirror incurs a -1 penalty to attack. If Sir Vitor sees his own reflection (2-in-6 chance), he must save or be petrified.

DESIGNATION OF PRODUCT IDENTITY

All artwork, logos, and presentation are product identity. The names “Knight Owl Publishing” and “Old School & Cool” are product identity.

DESIGNATION OF OPEN GAME CONTENT

All other content not designated as Product Identity is open game content.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgement or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Old-School Essentials Core Rules © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Monsters © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Rules Tome © 2019 Gavin Norman. Author Gavin Norman.

Carcass Crawler Issue 1 © 2021 Gavin Norman. Authors: Gavin Norman, James Maliszewski, Donn Stroud

Old School & Cool, vol 3, © 2022 Knight Owl Publishing, Authors Wind Lothamer and Ahimsa Kerp.

END OF LICENSE