

DUNGEON PLUMBERS



BY WAYNE ROBERT

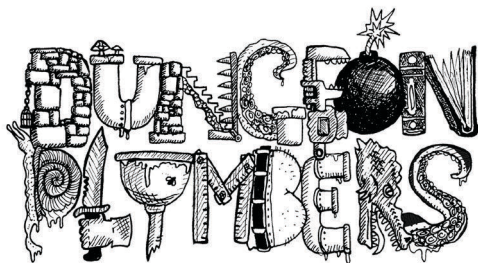
DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

DUNGEON PLUMBERS SEWER ENCOUNTERS

d4/ d10 Sewer Encounter By Level

	Lvl 1-2	Lvl 3-4	Lvl 5-6	Lvl 7-8	Lvl 9+
1/0	Ankheg (3 HD)	Ankheg (3 HD)	Ankheg (5 HD)	Ankheg (8 HD)	Ankheg (8 HD)
1/1	Bandit (1d8)	Bandit (2d8)	Black pudding (1)	Black Pudding (1)	Black Pudding (1d4)
1/2	Beetle, Fire (1d8)	Brown Mould (2d4)	Brown Mould (2d6)	Brown Mould (2d6)	Bulette (1d6)
1/3	Beetle, Giant (1d8)	Beetle, Fire (2d8)	Carcass Crawler (2d4)	Bulette (1d3)	Carcass Crawler (3d6)
1/4	Beetle, Oil (1d8)	Carcass Crawler (1d3)	Cockatrice (1d4)	Drider (1d6)	Drider (2d6)
1/5	Brigand (1d8)	Cave Locust (2d6)	Crocodile, Large (1d8)	Expert Adv. (1d6+3)	Drow (4d6)
1/6	Brown Mould (1d3)	Crocodile, Large (1d6)	Crocodile, Giant (1d6)	<i>Flame Drake (1)</i>	Eye of Terror (1)
1/7	Cave Locust (1d6)	Dark Creeper (1d4)	Driver Ant (2d8)	<i>Flytrap, Subterranean (1)</i>	Expert Adv (1d8+3)
1/8	Centipede, Giant (1d6)	Duergar (2d6)	Duergar (3d6)	Gelatinous Cube (1d6)	<i>Flame Drake (1d4)</i>
1/9	Coffer Corpse (1)	Flail Snail (1)	Flail Snail (1d3)	Ghost (3d6)	<i>Flytrap, Subterranean (1d4)</i>
2/0	Crocodile, Normal (1d3)	<i>Fungibat (1d4)</i>	<i>Fungibat (2d6)</i>	Ghost (1d6)	<i>Flytrap, Pyroclastic (1)</i>
2/1	Dark Creeper (1)	Gas Spore (1d6)	Gelatinous Cube (1d4)	Gibbering Mouther (1d4)	Gibbering Mouther (2d6)
2/2	Duergar (1d6)	Gelatinous Cube (1)	Ghost (2d4)	Green Slime (2d8)	Golem, Iron (1)
2/3	Fish, Giant (2d4)	Ghost (1d3)	Ghost (1)	Hazard (page 58)	Green Slime (3d8)
2/4	Frog, Mutant (3d6)	Green Slime (2d4)	Gibbering Mouther (1)	Hulker (1d4)	Hazard (page 58)
2/5	Frog, Poisonous (1d6)	Hazard (page 58)	Green Slime (2d6)	<i>Inferno Flower (3d6)</i>	Hulker
2/6	Gas Spore (1d3)	<i>Inferno Flower (2d4)</i>	Hag, Sea (1)	Insect Swarm 4 HD (2d6)	Hydra 1d4+8 HD (1)
2/7	Ghoul (1d6)	Insect Swarm 2 HD (1d4)	Hazard (page 58)	<i>Kappa (4d6)</i>	<i>Inferno Flower (6d6)</i>
2/8	Goblin (2d4)	<i>Kappa (1d6)</i>	<i>Inferno Flower (2d6)</i>	<i>Kappa Tyrant (1)</i>	<i>Kappa (8d6)</i>
2/9	Green Slime (1d4)	Lycan, Wererat (1d8)	Insect Swarm 3 HD (1d8)	Krell (1d6)	<i>Kappa Tyrant (1d4)</i>
3/0	Grey Ooze (1)	Mutoid (2d8)	<i>Kappa (2d6)</i>	Lurker Above (1)	Lurker Above (1d4)
3/1	Gullygug (2d6)	Mycelian (2d8)	<i>Mucktopod (1)</i>	Merrow (1d4)	<i>Mucktopod (2d4)</i>
3/2	Hazard (page 58)	Ochre Jelly (1)	Mycelian (4d8)	Mind Lasher (1d8)	Mummy (2d6)
3/3	<i>Inferno Flower (1d4)</i>	<i>Pooze (1d4)</i>	Ochre Jelly (1)	<i>Mucktopod (1d4)</i>	Mycelian (8d8)
3/4	Piercer 1 HD (3d6)	Piercer 3 HD (4d6)	Otyugh 6 HD (1d3)	Mummy (1d4)	Ochre Jelly (1d8)
3/5	Poltergeist (1d6)	<i>Ratking Swarm (1)</i>	<i>Ratking Swarm (1d4)</i>	Mycelian (6d8)	Otyugh 8 HD (1d6)
3/6	Rat, Giant (2d4)	<i>Ratter (2d8)</i>	<i>Ratter (4d8)</i>	Ochre Jelly (1d4)	Purple Worm (1d6)
3/7	<i>Ratter (2d4)</i>	Robber Fly (1d6)	Rot Grub (5d10)	Otyugh 6 HD (1d6)	Remorhaz 14 HD (1)
3/8	Robber Fly (1d3)	Rot Grub (5d6)	Rust Monster (1d4)	Purple Worm (1d2)	Roper (1d2)
3/9	Rot Grub (5d4)	<i>Sewer Beaver (2d6)</i>	<i>Sewer Beaver (4d6)</i>	Rhagodessa (1d8)	Rust Monster (2d6)
4/0	Shrieker (1d3)	Snake, Pit Viper (2d6)	<i>Sewer Drake (1d2)</i>	Rust Monster (1d8)	<i>Sewer Drake (1d8)</i>
4/1	Snake, Cobra (1d6)	Spider, Giant (any) (1d4)	Spider, Giant (any) (1d8)	<i>Sewer Drake (1d6)</i>	<i>Sewer Gator (1d6)</i>
4/2	Skeleton (3d4)	<i>Sporeling (1d3)</i>	<i>Shambling Clog (1)</i>	<i>Sewer Gator (1)</i>	<i>Shambling Clog (2d4)</i>
4/3	Spider, Giant (any) (1)	Stirge (1d6)	Spawn of the Worm (1d4)	<i>Shambling Clog (1d3)</i>	Slithering Tracker (1d6)
4/4	Toad, poisonous (1d6)	Swirfneblin (2d8)	Spider, Giant (any) (1d8)	Shambling Mound (1d3)	Spider, Giant (any) (2d8)
4/5	Tragloolyte (1d6)	Violet Fungus (1d6)	<i>Sporeling (1d6)</i>	Slithering Tracker (1d3)	Slug, Giant (1d4)
4/6	Violet Fungus (1d3)	Water Fiend (1d3)	Toad, Chameon (1d8)	Slug, Giant (1)	<i>Sporeling (5d6)</i>
4/7	Water Termite (1d3)	Wight (1d6)	Wraith (1d4)	<i>Sporeling (3d6)</i>	Trapper (1)
4/8	Yellow Mould (1)	Yellow Mould (1d4)	Yellow Mould (2d4)	Stirge (4d6)	Violet Fungus (4d6)
4/9	Zombie (1d6)	Zombie (2d6)	Zombie (4d6)	Zombie (6d6)	Zombie (10d6)

Monsters in italics can be found starting on p.46. All other monsters are in the *Old-School Essentials Advanced Fantasy Referee's Tome*



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WHAT IS DIESELPUNK?

Science fiction and fantasy are filled to the brim with as many speculative histories and futures as there are creative minds willing to explore them. One of the most well-known such sub-genres is **steampunk**—the child of cyberpunk and Victorian science fiction literature, with titles like *20,000 Leagues Under the Seas*, *War of the Worlds*, *The Time Machine*, and even later works like *Warlord of the Air*, *The Diamond Age*, and *The Difference Engine*. From cosplayers and goth fashionistas to literary aficionados, DIY makers, and tabletop gamers, steampunk has been part of our pop culture for decades now. Films like *Wild Wild West* and *League of Extraordinary Gentlemen*, among others, have cemented steampunk aesthetics firmly in our current pop culture, dazzling us with what-if worlds where technology advanced based only on what was known during the nineteenth century.

That said, **dieselpunk** is focused on speculative time periods that advance technology based on the early 1900s through 1950s, instead of the steam-powered Victorian era. What if, instead of steam, diesel- and electricity-based technologies took a different turn than in our own world? From the science fiction of the early 20th century to the retro-futurism of the last few decades, gasoline-powered sci-fi and fantasy stories have made their mark on literature, film, animation, and video games.

Most dieselpunk stories are focused on historical divergences surrounding the Great Depression, WWI, and WW2—what if they didn't happen, what if they lasted longer, what if they happened differently...? What would such implications have on our history? Our culture? Our technology? Our future? Often, these tales feature themes of bleakness and perpetual warfare or optimism and utopian retro-futurism (sometimes crossing over into *atompunk*).

As a genre, dieselpunk covers such diverse narratives as stagnant and never-ending world wars, post-apocalyptic high octane survival, utopian World's Fair-predicted technological civilizations and retro-futurism, weird science and massive robots, and so many more.

Antagonists often take the form of society, nature, corporations, governments, or cosmic powers. Protagonists are usually working-class types, globe-trotting explorers, or captains of industry, all with devil-may-care attitudes.

Okay, okay, so why “punk,” you ask? *Cyberpunk*, *steampunk*, *dieselpunk*...? The “punk” element is about the narrative focus on opposition to some authoritarian regime, broken or corrupt system, or other oppressive enemy or cultural standard. In tabletop roleplaying games (RPGs), the focus is often on underdogs and/or heroes banding together against impossible odds—and often great evils. Heroic fantasy RPGs could, arguably, be called *dungeonpunk*.

There are many RPGs out there, from fantasy to sci-fi to superheroes to Lovecraftian and beyond. In tabletop RPGs, however, dieselpunk is a bit underrepresented as a genre.

Arguably, we have the tone (if not the outright technology) in *Eberron* from Wizards of the Coast and the *Iron Kingdoms* setting based on the wargame *Warmachine* by Privateer Press. There are a few lesser-known products like *The Red Star Campaign Setting* by Green Ronin Publishing and the alternate history weird-apocalyptic wargame *Sludge* by Sean Sutter, and Skerples' *Magical Industrial Revolution* and Luka Rejec's *Longwinter* definitely hit the mark. Paizo's *Pathfinder* adventures and bestiaries in their first edition days delved heavily into weird science and science fiction tropes from the Victorian era through the 1930s. Their Jekyll and Hyde-like alchemists, pistol-toting gunslingers, and Mythos-heavy themes and monsters fit the dieselpunk aesthetic, sans the actual *diesel* of course. Post-apocalyptic RPGs, like Mike Evans' *Barbarians of the Ruined Earth*, excel at handling dystopian and post-civilization stories, though not as much the tone of *art deco chic*, *raygunpunk*, or *retro-futurism*. They're great for Mad Max and Tank Girl, but don't handle The Rocketeer, Metropolis, or Sky Captain as smoothly.

It seems that dieselpunk tends to be depicted more in film and video games than in roleplaying games (and dieselpunk featuring magic is even less commonly represented).

SO, WHAT'S THIS ZINE GOT?

Look, I know a “dieselpunk fantasy” roleplaying game zine is a subgenre of a subgenre applied to a niche medium. But it’s a niche I’ve not found tackled much elsewhere. This zine aims to scratch that itch for myself and, hopefully, delight and entertain you fine readers as well.

Further, to get *even more* niche, I am presenting you with an example dieselpunk fantasy setting. One based on sewer-delving adventurers who harness the strange powers of subterranean crystal shards and face all manner of fantastical threats while getting tripped up on magic mushrooms. It is unabashedly a tribute to one of the goofiest dieselpunk properties out there.

I barely have room to touch upon lost worlds and jungle opera themes (Marvel’s Savage Land, Burrough’s Tarzan, Atlantis, Lemuria, etc.), hollow world stories, Martian invaders or Earthlings on Barsoom, mobsters, retro-futurism, atompunk, raygun gothic, film noir, two-fisted tales, pulp action, cosmic horror, mad science, gumshoe detective tales, post-apocalyptic vehicle-centric genres, aerial dogfights, super-Nazis in need of punching, occult-Nazis in need of punching, or any other Nazi in need of punching. I think Indy would agree they all need punching, right?



Maybe gonzo weird science, ironclad skyships, rocket packs, Lovecraftian horror, pulp action adventure, industrial civilization, revved up hot rods, firearms, atom bombs, electricity, radio, speakeasies, captains of industry, ray guns, art deco aesthetics, big band and jazz music, world wars, unexplored continents, tanks, and skyscrapers are just what your fantasy RPGs have been missing? Maybe they’re anathema to your fantasy RPG sensibilities? Either way, I hope you get some great ideas for your games!

RECOMMENDED MEDIA

(in no particular order)

Sky Captain and the World of Tomorrow (2004), The City of Lost Children (1995), Hellboy (comics and films), The Rocketeer (1991), Dick Tracy (1990), Final Fantasy VII (video game), Captain America: The First Avenger (2011), The Spirit (2008), Delicatessen (1991), Just Imagine (1930), Mad Max: The Road Warrior (1981), Brazil (1985), Dark City (1998), Judge Dredd (2012), Fido (2006), Super Mario Bros. (video games and film), 8-Bit Fantasy: Fungal Kingdom Adventures (RPG), Iron Sky (2012), Bioshock (video game), Adventure Time (series), Howl’s Moving Castle (2004), Metropolis (1927), Full Metal Alchemist Brotherhood (series), Castle in the Sky (1986), Arrowsmith (comic), Atlantis: The Lost Empire (2001), The Red Star (comic and RPG), Scythe (board game), Batman: The Animated Series (series), Blade Runner (1982), The Wizard of Oz (original books), Warmachine (wargame), Inglorious Basterds (2009), Iron Kingdoms (RPG), Tin Man (limited series), Tank Girl (comics and film), Turbo Kid (2015), Wizard (1977), The Great Gatsby (1925 novel and 2013 film), Indiana Jones films (1981, 1984, 1989), Mad Max: Fury Road (2015), Mortal Engines (2018), The Curious Adventures of Mr. Wonderbird (1952), Bugs Bunny – Falling Hare (1943), Sludge (wargame), The Iron Giant (1999), Things to Come (1936), Dishonored (video game), Fallout (video game), Sin City (2005), Sucker Punch (2011), City of Ember (2008), The Legend of Korra (series), Agent Carter (series), The Phantom (1996), Doc Savage (pulp magazine and radio program), The Shadow (radio program and 1994 film), O Brother, Where Art Thou? (2000), The Island at the Top of the World (1974), The Sky Crawlers (2008), Attack on Titan (series and comic), Steamboy (2004), The Triplets of Belleville (2003), Terminal (2018), Who Framed Roger Rabbit (1988), Cool World (1992), Snowpiercer (2013), Deathrace (1975), Tomb Raider (video games and films), M.A.S.K. (series, comics, etc.), Longwinter (RPG), Gotham (series), Ratched (series), The Mummy (1999), Chicago (2002), The Man in the High Castle (series), Gunpowder Milkshake (2021), Gaslands (wargame), A Series of Unfortunate Events (series), Mutant Chronicles (2008), Magical Industrial Revolution (RPG), The League of Extraordinary Gentlemen (2003), Pleasantville (1998), Watchmen (2009), Electric Bastionland (RPG), Equilibrium (2002), The Golden Compass (2007), Pan’s Labyrinth (2006), The Shape of Water (2017), Hail, Caesar! (2016), Malifaux (wargame), The Adventures of Tintin (comics and 2011 film), April and the Extraordinary World (2015), Nocturna (2007), Konflikt ‘47 (wargame), The Venture Bros (series), There Will Be Blood (2007), Pearl Harbor (2001), Swing Kids (1993), Eberron (RPG), Iron Harvest (video game).

FUEL FOR YOUR GAMES

When adding the advanced technologies of the dieselpunk genre to familiar fantasy roleplaying games, you can include as many or as few as you desire. Season to taste! However, determining some baseline assumptions about the campaign setting will help you with your world-building.

SETTING

- Utopian
- Dystopian
- Retro Futurist
- Post-Apocalyptic
- Noir
- Magitech
- Standard

EPOCH

- Imperialism
- World War
- Post War
- Retro Future
- Post-Apocalypse

CIVILIZATION

- Nations
- Warfare
- Companies / Corporations
- Commerce
- Labor
- Laws
- Education
- Religion
- Art & Fashion
- Popular Culture
- Globalization
- Settlements
 - Architecture
 - Public Works
 - Plumbing & Sanitation
 - Infrastructure
 - Local Laws & Customs
- Exploration
 - Unexplored Regions
 - Subterranean World
 - Aquatic Worlds
 - Space Travel

TECHNOLOGY

- Scientific Progress
- Medicine
- Electricity
- Manufacturing
- Plastics & Rubber
- Communications
 - Printing Press
 - Telegram and Telephone
 - Radio & Television
 - Radar
 - Other
- Skyscrapers & Architecture
- Combustion Engines
- Land Vehicles
 - Automobiles
 - Trains
 - Tanks
 - Other
- Aircraft
 - Zeppelins
 - Airplanes
 - Flying Ships
 - Jet Packs
 - Rockets
 - Spacecraft
 - Other
- Sea Vessels
 - Steam Ships
 - Coal Ships
 - Atomic Ships
 - Submarines
 - Other
- Weapons
 - Firearms
 - Explosives
 - Rockets
 - Chemicals
 - Energy Weapons
 - Other

MAGIC

- Rarity (Nonexistent ↔ Commonplace)
- Drawbacks / Benefits
- Source(s)
- Public Opinion
- Magical Resurrection
- Relation to Religion
- Relation to Technology
- Relation to Physics
- Usage in Warfare
- Nonhuman Sentient Beings
- Fantasy Monsters

1	An evil mega-corporation is exploiting the planet and draining its resources or energy. The working class and poor are left in squalor while the elite prosper. Fight back!
2	An invasion by (1d10): 1. a nearby planet, 2. a genocidal nation, 3. an antedeluvian subterranean race, 4. a mysterious technologically advanced force with airships, 5. an underwater race from a sunken continent, 6. hellspawn or eldritch horrors summoned by evil cultists, 7. zombies or other undead, 8. shapechanging doppelgangers, 9. robots, 10. monsters (or dinosaurs!)
3	The world was destroyed and now bullets and gasoline are the currency of the day. Roving warbands driving petrol-guzzling battle cars fight over scraps.
4	The world's militaries enlist powerful mages and alchemists in their war efforts. Sinister forces orchestrate political events, wars, and more to some dark purpose.
5	The nation is seeking brave souls to embark on the first ever mission to a nearby planet.
6	An explorers' society is hiring foolhardy mercenaries to explore a dark continent.
7	The world is physically fractured and travel and warfare depend on airships.
8	The world's super powers are locked in a cold war. Espionage, propaganda campaigns, and shadow wars are rampant. Specialists are needed for sensitive missions.
9	There is a mad dash by many interested nations and institutions to amass as many ancient relics as possible, whether for prestige, historical discovery, or purported arcane power. There is money and fame to be had exploring tombs and ruins across the globe.
10	A mad scientist and their legion of doom must be stopped. They are hellbent on (1d6): 1. world conquest, 2. planetary destruction, 3. altering life on a massive scale, 4. changing history, 5. creating a twisted utopia, 6. revolution.
11	Liberty is a relic of the past. Governments and corporations backed by mercenary armies seek complete control to avoid being stamped out by other powers.
12	The center of the planet is hollow! Or, at least it's honeycombed with countless massive cave complexes that house entire nations, weird jungles, lost worlds, and more.
13	Another realm is merging with this one. Stop the incursion or welcome the new dimension?
14	Rival gangs or companies vie to build the next (1d6): 1. automobile, 2. aircraft, 3. robot, 4. mech, 5. power armor, 6. roll twice and combine. The world embraces gladiatorial matches that showcase these technologies. Micro-wars sometimes break out between these factions.
15	Cinema and politics, music and industry, newspaper and radio, booze and innovation. The glitzy, shiny, art deco limelight calls for big personalities to engage in scandals, celebrity, espionage, policy, city planning, propaganda, infamy, and legacy. Give 'em that good ol' razzle dazzle!
16	The banks had it coming. Cross-country crime spree! Alternatively, an elaborate heist.
17	Economic depression hobbles the world that was riding high for a few generations. It may not be the end of the world, but it feels like it for most. The powers that be wrench their grip of control tighter, the religious persecute those who don't tow the line, the poor struggle like never before. However, there is opportunity for the clever, innovative, or charismatic to make their fortunes and come out on top.
18	The emergence of superheroes has forever changed society, war, and the world.
19	Gumshoe capers with myriad plot twists, lots of cliches, classic cars, and two-way wrist radios!
20	Go gonzo! Dinosaurs from a lost world, airplane dogfights, Tommy gun shootouts in mob-controlled cities, a world war rages, rocket packs, super soldiers, mad scientists, giant robots, maddening eldritch horrors, alien invasion, all of it!

MACGUFFIN GENERATOR (D12)

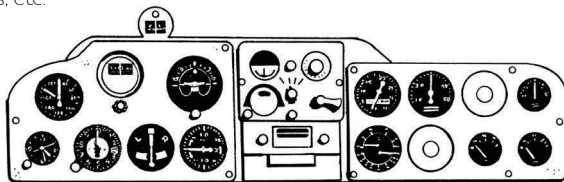
D12	1	2	3	4	5	6	7	8
1	mutant	scientist	blood	idol	contract	secrets	mountain	medicine
2	android	agent	DNA	gem(s)	weapon	blackmail	mine	force field
3	A.I.	soldier	cure	diamonds	bomb	decoder	hideout	armor
4	virus	child	radiation	drugs	vehicle	message	facility	alien tech
5	bacteria	engineer	procedure	key	crystal	treaty	island	base
6	fungus	politician	elixir	wealth	ship	cipher	cave	future tech
7	plant	comatose person	limited resource	gizmo or gadget	time travel device	new technology	historical item	power source
8	golem	historian	disease	new alloy	missile	recording	valley	invasion
9	robot	hostage	meteorite	briefcase	sarcophagus	blueprints	ruin	lost culture
10	alien	pet	egg	magic item	relic	coordinates	tomb	energy
11	animal	prisoner or fugitive	advanced culture	public treasure	new fuel source	map or directions	fountain of youth	underwater culture
12	monster	thief	language	art item	ritual	plans	lost world	prophecy

Use this chart to help you come up with ideas for the focus of an adventure. Whether it be an item, a goal, or some other target or motive, a MacGuffin can help get your creative juices flowing. Roll multiple times and combine, or even use this chart for other purposes, such as additional plot complications, book topics, NPC areas of expertise, phobias, and more.

POWER SOURCE (D8)

D8	1	2	3	4	5	6	7	8
1	coal	crystals	oil	wave	wood	gasoline	animal fat	blubber
2	magic	elemental	souls	demons	ley energy	probability	undead labor	Tesla coils
3	dynamo	battery	blood	cosmic energy	unknown combustion	alien tech	hydro power	radioactive decay
4	clockwork	fission	solar	fusion	hydrogen	metabolism	chemicals	spice
5	wind	tectonics	fungi	wishcraft	human labor	electricity	living sacrifice	cold fusion
6	dreams	gravity	star	lifeorce	centrifugal force	organic fluids	miniature universe	weird science
7	tidal force	nuclear energy	dung	atomic energy	geothermal energy	divine energy	hydroelectric power	animal labor
8	gas	biomass	ghosts	willpower	decomposition	petroleum	hydrocarbons	chlorophyll

Use this chart to help you come up with ideas for what powers a device or creature, what the world's main energy source is, etc.



PLOT MOTIVATIONS — THE [HEROES/VILLAINS] SEEK... (D6)

D12	1	2	3	4	5	6
1	to stop	to summon	to mutate	to duplicate	bounty for	to experience
2	to attain	to resurrect	to repurpose	to replicate	bounty on	to invent
3	to discover	to amass	to convert	to steal	to cure	to consume
4	to aid	to kickstart	to harness	to frame	atonement for	to assimilate
5	to create	to revolt	to hide	to exonerate	revenge for	to succeed at
6	to get to	to fight	to become	to keep safe	revenge on	to invade
7	to destroy	to heal	to claim	to guard	to buy	to hunt
8	to deliver	to gain credit	to sell	to extract	to trade	to recover
9	to escape from	to defeat	to heal	to mend	to fix	a legacy for
10	to restore	to avoid	acceptance of	acceptance for	to shed light on	glory for
11	repayment of	repayment for	repayment with	to protect	mastery of	to rescue
12	to bond with	to ruin	martyrdom for	to serve	the survival of	to solve

Use this chart to help you come up with motivations for the patrons and allies of your player characters, of villains, rivals, monsters, and more. Combine with the MacGuffin Generator or any other list of nouns to come up with near-infinite possibilities.

PLOT COMPLICATIONS (D6)

D12	1	2	3	4	5	6
1	it's broken	slowed travel	tempting offer	war	false information	time running out
2	betrayal by stranger	personal calamity	wrong MacGuffin!	another MacGuffin!	unexpected crossroads	another interested party
3	betrayal by ally	side effects	regional calamity	prophecy	invasion	illness
4	help from ally	theft	blackmail	a decoy	ally of necessity	rivals intervene
5	help from enemy	babysitting or guard duty	unrequited love turns to rage	enemy gains new allies	ally is a doppelganger	enemy is not real villain
6	assassins!	framed	red herring	escaped!	revelation	helpful patron
7	bad weather	old ally appears	revenge!	famine	bounty!	dead end
8	hazard!	a fear manifests	predator	doubt	poetic justice	hindering patron
9	enemy gains advantage	enemy gains power	mandatory side quest	path or plan no longer available	flee to fight another day!	ally has secret agenda
10	good weather	deus ex machina	plague	time traveler	new quest	monster attack!
11	the past catches up!	authorities intervene	new trajectory of motivations	unexpected death	tragic loss or death	ally of convenience
12	new obstacle	new challenge	jealousy	act of god	change of heart	ally is a spy

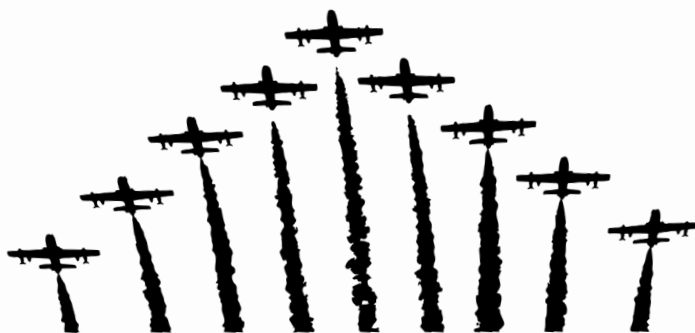
Use this chart to help you generate conflict, plot twists, complications, and the like for your adventures.

ENEMY IDEA GENERATOR (D8)

D12	1	2	3	4	5	6	7	8
1	alien plant	saurian	fey	dragon	chimera	ghost	mutagenic	cyborg
2	humanoid	rodent	fiend	celestial	goblinoid	familiar	elemental	mesmerist
3	machine	avian	giant	undead	subterranean	gremlin	arachnid	occultist
4	automaton	spirit	insectile	witch	homunculus	centipede	bacterial	shadow
5	robot	roach	mosquito	mage	mad scientist	serpentine	lupine	tick
6	clockwork	mollusk	lycanthrope	shadow	transforming	reptilian	bestial plant	feline
7	magical golem	sentient fungus	bestial fungus	alien fungus	reanimated corpse	extradi-mensional	laboratory experiment	super powered
8	brain	piscine	xenomorph	ethereal	amorphous	amorous	living rock	ursine
9	slug or snail	slime	mushroom	leech	poisonous	changeling	cephalopod	simian
10	swarm	venomous	vampire	winged	radioactive	ooze	ogre	toxic
11	radioactive	beast	demigod	alien	living energy	pirate	skeleton	mutant
12	mind slave	devil	angel	zombie	amphibian	cultist	time traveler	assassin

UNUSUAL ENEMY TRAITS (D8)

D12	1	2	3	4	5	6	7	8
1	clockwork	stitched	iron	armored	chimeric	multiform	religious	communist
2	greasy	slimy	frozen	celestial	goblinoid	psychic	elemental	corporate
3	rusty	riveted	giant	undead	subterranean	imposter	dual-agent	mechanical
4	moldy	avian	icy	insectile	homunculus	cosmic	magical	brass
5	fiery	simian	serpentine	wheeled	doppelganger	lupine	clawed	writhing
6	cursed	reptilian	shadowy	bestial	transforming	feline	rubber	piscine
7	mind controlled	time-forgotten	self-replicating	diesel-powered	rocket-powered	super powered	extradi-mensional	temporally locked
8	xenomorph	ethereal	amorphous	psionic	prehistoric	atomic	ursine	tin
9	ballistic	poisonous	crystalline	glowing	super genius	dim-witted	radial	vampiric
10	venomous	winged	chrome	saurian	radioactive	bodiless	filthy	toxic
11	mutagenic	amalgam	copper	steel	ferocious	anarchist	alien	gnarly
12	fungal	tiny	craven	warped	antediluvian	eldritch	zealous	mutant



MASCULINE NAME (D10)

D6	1	2	3	4	5	6	7	8	9	10
1	Dax	Billy	Jack	Eddie	Chuck	Junior	Butch	Mitch	Joe	Ray
2	Felix	Nicky	Duke	Roger	Walt	Pete	Melvin	Jimmy	Dwight	Ike
3	Frank	Harvey	Marv	Howie	Andy	Clark	Ward	Adam	Murphy	Max
4	Jasper	Gabe	Dino	Clint	Barry	Dick	Remy	Morty	Hank	Hal
5	Jupiter	Dexter	Hans	Pluto	Ernest	Jackie	Mickey	Willie	Randy	Lou
6	Hercules	Chester	Dirk	Johnny	Mack	Rusty	Samson	Arnold	Herbie	Sal

FEMININE NAME (D10)

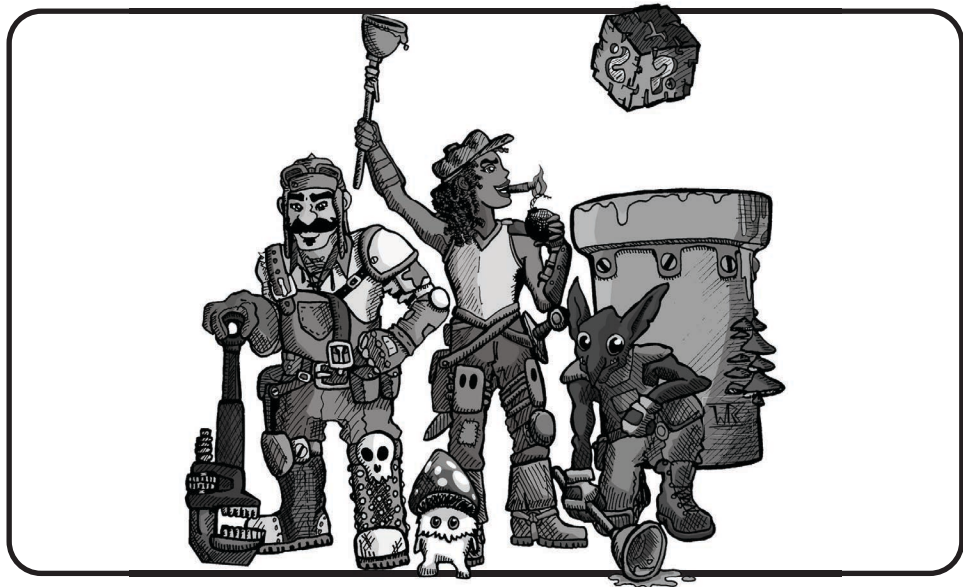
D6	1	2	3	4	5	6	7	8	9	10
1	Gladys	Marlene	Greta	Norma	Clara	Gloria	Polly	Doris	Dolores	Fay
2	Ginger	Honey	Hedy	Cherry	Suzie	Billie	Betty	Penny	Buzzie	Jo
3	Geraldine	Eileen	Ruby	Stella	Vera	Flo	Minnie	Loretta	Tootsy	Mae
4	Marjorie	Janey	Rita	Goldie	Peggy	Alice	Carol	Pepper	Nance	Bev
5	Athena	Peach	Rose	Gracie	Mary	Vixen	Fancy	Tawny	Evelyn	Lois
6	Bernice	Sally	Lulu	Millie	Hazel	Patty	Josie	Marge	Bunny	Amelia

NEUTRAL NAME OR SURNAME (D10)

D6	1	2	3	4	5	6	7	8	9	10
1	Jitterbug	Skip	Red	Bucky	Captain	Sky	Buzz	Dash	Flash	Red
2	Professor	Devil	Radar	Chappy	Charlie	Vim	Moxie	Ace	Wingnut	Kid
3	Scooter	Flip	Lon	Pinky	Zombo	Izzy	Decker	Rockie	Stormy	Rat
4	Hawkeye	Eagle	Britt	Piston	Wheels	Lex	Action	Cloud	Cosmo	Jet
5	Phantom	Merle	Bingo	Hopper	Domino	Jay	Harley	Wonder	Bomber	Lee
6	Rocket	Ghost	Bash	Comet	Genius	Zep	Astro	Quinn	Dynamo	Wiz

SURNAME OR NEUTRAL NAME (D10)

D10	1	2	3	4	5	6	7	8	9	10
1	Lockheart	Turner	Vargas	O'Hare	Savage	Tesla	Valentine	Arthur	Sinclair	Verve
2	Fairbanks	Harlow	West	Murray	Gunn	Blue	Thompson	Barrett	Maxwell	Stone
3	Dagwood	Bravo	Rogers	Gordon	Price	Jones	Manhattan	Barnes	Lord	Gish
4	Atomic	Wright	Gray	Carter	Parker	Griffin	Hartigan	Murdoch	Walker	Star
5	The Knife	Fury	Queen	Gordon	King	Steel	Kowalski	Irons	Darwin	Bell
6	Jackson	Kane	Grimm	Weaver	Griffey	Foxx	Arrowsmith	Franklin	Powers	Moss
7	Lindbergh	Archer	Grant	Winger	Jenkins	Watts	Burroughs	Ranger	Striker	Rue
8	Electron	Samson	Mask	Marvel	Strange	Silver	Lightning	Dynamo	Future	Skull
9	Fatal(e)	Midnight	Blaze	Rivet	Moon	Frost	Diamond	Thunder	Cosmic	Toro
10	Mayhem	Dragon	Havoc	Storm	Jungle	Nova	Freedom	Knight	Diablo	Cage



DUNGEON PLUMBERS

In this example setting, magic exists alongside technology as advanced as the 1940s in our own world. The wonders of the modern era are built upon countless ancient civilizations that came before. As densely packed metropolises of skyscrapers reach for the heavens, so do sewers, subways, ruins, catacombs, and dungeons reach downward into the bowels of the earth.

Because magic exists, antiquated forms of weapons and armor still hold their own in warfare. It is not unusual to see knights in magically enchanted plate mail charging artillery bunkers amid a hail of bullets and arcane bolts. Magic and technology combine in practical and surprising ways.

The world experiences a relative peace after a global conflict—a war to end all wars. However, political and corporate tensions are high, with every faction vying for power and waging shadow wars on their competition. This period of peace has ushered in a new era of technological advancement and exploration. Uncharted continents, unclimbed mountain ranges, and especially undelved ruins deep beneath the earth bring fame and riches to the daring and foolhardy.

As civilization expands in the name of progress, more and more of the ruins below are unearthed for the foundations of new constructions. Meanwhile, in the vast subterranean realms below, dangerous terrors and ancient powers still lurk. The grinding march of progress waits for no one, though, so brave and foolhardy souls are commissioned to clear out these treacherous depths. Such hardy souls are known as **DUNGEON PLUMBERS**.

Players take on the roles of mercenary contractors hired to explore and clear out dangerous underground regions for various employers. Their contractual pay is often sweetened by the potential to loot riches from caches in the ancient ruins. This is a world whose commerce deals in ancient coins as regularly as it does paper cash and letters of credit.

WHAT YOU NEED TO PLAY

Dungeon Plumbers requires the use of *Old-School Essentials Advanced Fantasy* or another similarly compatible ruleset. Many of the rules can be adapted to newer editions of the world's most popular roleplaying game with a little effort.

WHAT'S NEW

CLASSES

While you can still create characters with classes from *OSE* and other compatible games, beginning on page 23 you will find 9 new classes specifically designed for the *Dungeon Plumbers* setting. Many of these 14-level classes contain features that may overshadow the abilities of their traditional fantasy counterparts, so referees should take this into consideration when determining what classes players may choose from.

EQUIPMENT

You will find new equipment and rules starting on page 12 that will help you immerse your game in diesel-fantasy aesthetics. In addition to rules and stats for firearms and other gear, you will find new weapon qualities, optional rules for for weapon grades and armor scores, and more.

ABILITY SCORES

In addition to the 6 standard ability scores (Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma), all *Dungeon Plumbers* characters have a 7th ability score called **Weird**.

All *dungeon plumbers'* diets consist—at least partially—of the strange fungi that grow throughout the vast underground world. Even those who abstain are inevitably affected by the ever-present spores and slimes infecting their systems. As such, all *dungeon plumbers* have at least some **Weird**.

Characters can use **Weird** to resist magical effects, cast spells from *wyrdstones*, and even communicate with fungal creatures.

MONSTERS

A bevy of new sewer-centric monsters await you beginning on page 46. Over a dozen horrible creatures will challenge even veteran players. On page 58, you will find a sewer hazard generator to help you spice up your adventures, and inside the front cover you will find a revised encounter table.

WEIRD (WRD)

Innate or mushroom-fueled connection to the wild magical fabric of reality.

Fungal Communication: If a character rolls equal to or lower than their **Weird** score, they can communicate in a rudimentary manner with fungal creatures by subconsciously tapping into ambient spores and the mycelium network.

Channeling Weird Magic: Only characters with a **Weird** score can harness the strange magics found in *wyrdstones* (p.42). While any character with a **Weird** score can use the baseline spell of a *wyrdstone*, a higher **Weird** stat grants them a chance of tapping into more powerful effects.

Wyrdstone Maximum Power: Highest level spell a character can channel from a *wyrdstone*.

Empower Wyrdstone: A character has the indicated chance to unlock one of the deeper magical abilities from a *wyrdstone*. So long as they do not fail their initial **Weird** check to cast a spell, failing an **Empower** roll has no detrimental effect. See page 43 for details.

Weird Modifiers

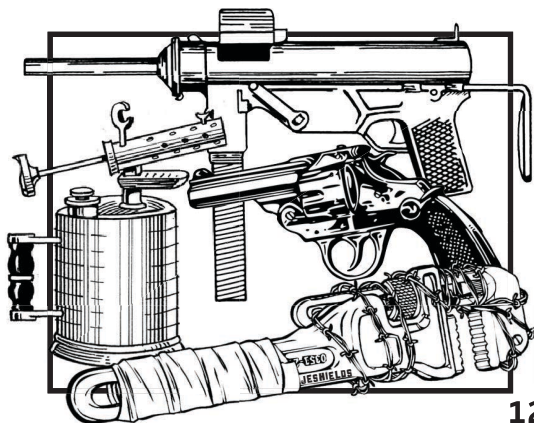
WRD	Wyrdstone Max. Power	Empower Wyrdstone
3	1	1-in-6
4-5	1	1-in-6
6-8	1	2-in-6
9-12	2	3-in-6
13-15	3	3-in-6
16-17	4	4-in-6
18	5	5-in-6



EQUIPMENT

General Rule: In a Dungeon Plumbers campaign, it is assumed that all the equipment available in OSE is available, as well the gear presented here. In some cases the equipment and rules in this book replace or modify the rules in OSE. Players are also encouraged to use any other weapons and gear from other d20-centric RPGs they feel would be appropriate to the setting if a particular need is not filled by these rules.

Optional Rules: Some of the following rules are entirely optional. They are included to add extra flavor and nuance to your adventures.



WEAPON GRADE (Optional Rule)

If you want more granular weapon statistics, you can assign each weapon a **Grade**, which will have an effect on attack and damage rolls made with them, as follows.

Grade	Modifier
Masterwork	Roll damage rolls twice, take better result
Standard	Regular stats
Shoddy	Roll damage rolls twice, take worse result
Broken	Roll attack rolls and damage rolls twice, take worse result
Destroyed	Cannot be used or repaired

Pricing: Referees must determine the pricing and availability of masterwork grade weapons, as well as the price to repair damaged weapons back to their original state. It is recommended that masterwork items be rare and wildly expensive, the height of status and the cutting edge of the weaponsmith's craft. It is also recommended that repairing an item costs 10% to 25% of the item's total cost per tier of repair, depending on the skill of the repairer and available materials and time.

ARMOR SCORE (Optional Rule)

Characters that wear armor gain access to an **Armor score** (in addition to their normal AC). This score allows the character to make a check to potentially reduce damage any time they would take damage which that armor could reduce.

Armor Check: The character rolls 1d20 and compares the result to their Armor score. If the result is equal to or less than their Armor score, they only take half damage from that source.

Soaking Damage: If a character succeeds on their Armor check to reduce damage, they may choose to take no damage at all. However, doing so damages their armor, reducing its total armor value by 1d6.

For example, a character with an Armor score of 16 takes 10 points of damage and succeeds on their Armor check to reduce it to 5. Since the character only has 3 hit points left, they elect to instead take no damage, letting their armor soak the brunt of the attack. They roll 1d6 and get a 4. Their Armor score is reduced to 12, but they are unharmed.

Critical Failure: A natural 20 on an Armor check to reduce damage results in the wearer taking full damage as normal *and* their armor is also damaged, reducing its total value by 1d6.

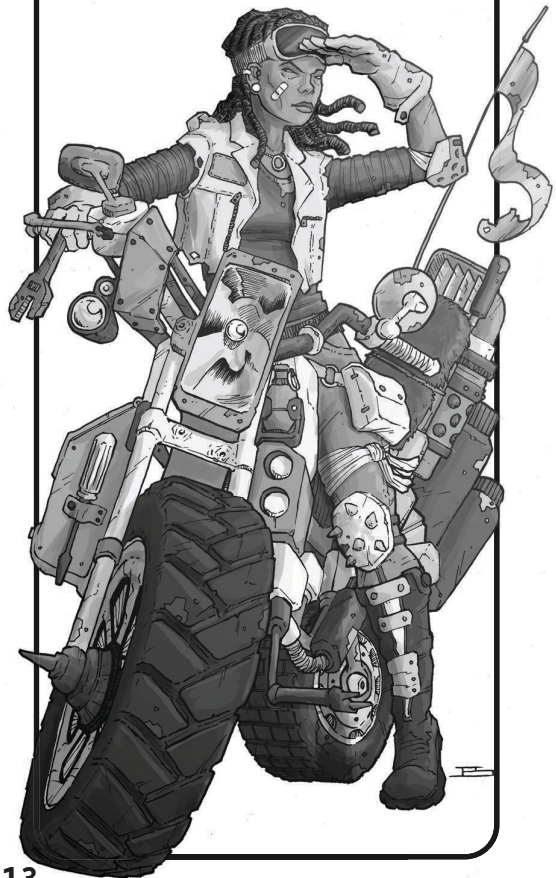
Critical Success: A natural 1 on an Armor check to reduce damage results in the wearer taking no damage *and* their armor is *not* damaged at all.

Typical Armor Score Values

Leather	12
Chainmail	14
Plate mail	16
Shield	—

Shields and Armor Scores: Shields do not increase their wielder's Armor score (they only increase AC). However, once per combat round a shield grants its wielder the ability to roll an Armor check twice and take the more favorable result if the referee determines the shield could mitigate the damage.

Alternatively, the shield's wielder may declare the shield is destroyed to prevent *all* damage from one weapon attack, breath weapon, trap, or some other source the referee agrees is appropriate.





NEW ADVENTURING GEAR

Armor Spikes (20gp): This armor modification deals 1d4 piercing damage when the wearer makes unarmed attacks. Anyone attacking the wearer of this armor while unarmed must **save vs death** or take this damage.

Binoculars (10gp): Objects observed through binoculars can be magnified up to ten times their size (minimum twice their size).

Compass (10gp): Reliably points to magnetic north when unimpeded by magic or radiation.

Detonator (50gp): Can be used in conjunction with demolitions and incendiary devices to have them explode at a time of the user's choosing. The detonation can be delayed from 2 rounds to 1 turn, can be affixed to a wire and detonated with a switch or button up to 100' away, or can be detonated remotely with a radio signal up to 500' away—though a radio detonator has a 2-in-6 chance of failing.

Diving Suit (80gp): Heavy, armor-plated diving suit with weighted boots and a large airtight brass helmet with glass panels to see out of. Allows wearer to walk underwater. Can be connected to a breathing hose (typically 100' long) or compressed air tank (50gp, lasts 2d4 turns), allowing wearer to breathe underwater. Acts as chainmail armor in combat.

Electric Torch (25gp): Shines light in a 40' cone. Battery lasts for 12+2d12 hours of continual use. Weighs 50 coins with battery.

Matches (1cp): A small cardstock box or folded book that contains 30 matches and a striking strip to light them. A match sheds faint light in a 5' radius for 1d4 rounds before burning out and can light fires in dry conditions.

Miner's Canary (5gp): This small caged bird is affected by toxic gases within moments of exposure, often minutes before a person would be. Unfortunately, the bird does not usually survive the ordeal. Some people use mice in place of canaries, but mice are affected within a few minutes of exposure as opposed to a few rounds, providing a less reliable warning.

Pneumatic Boots (1,000gp): These mechanical wonders allow the wearer to increase their encounter movement speed by 10' per round, as well as to jump up to 20' vertically from a standstill or 40' horizontally with a running start. Function for 1d4 hrs before requiring refueling or recharging, depending on power source.

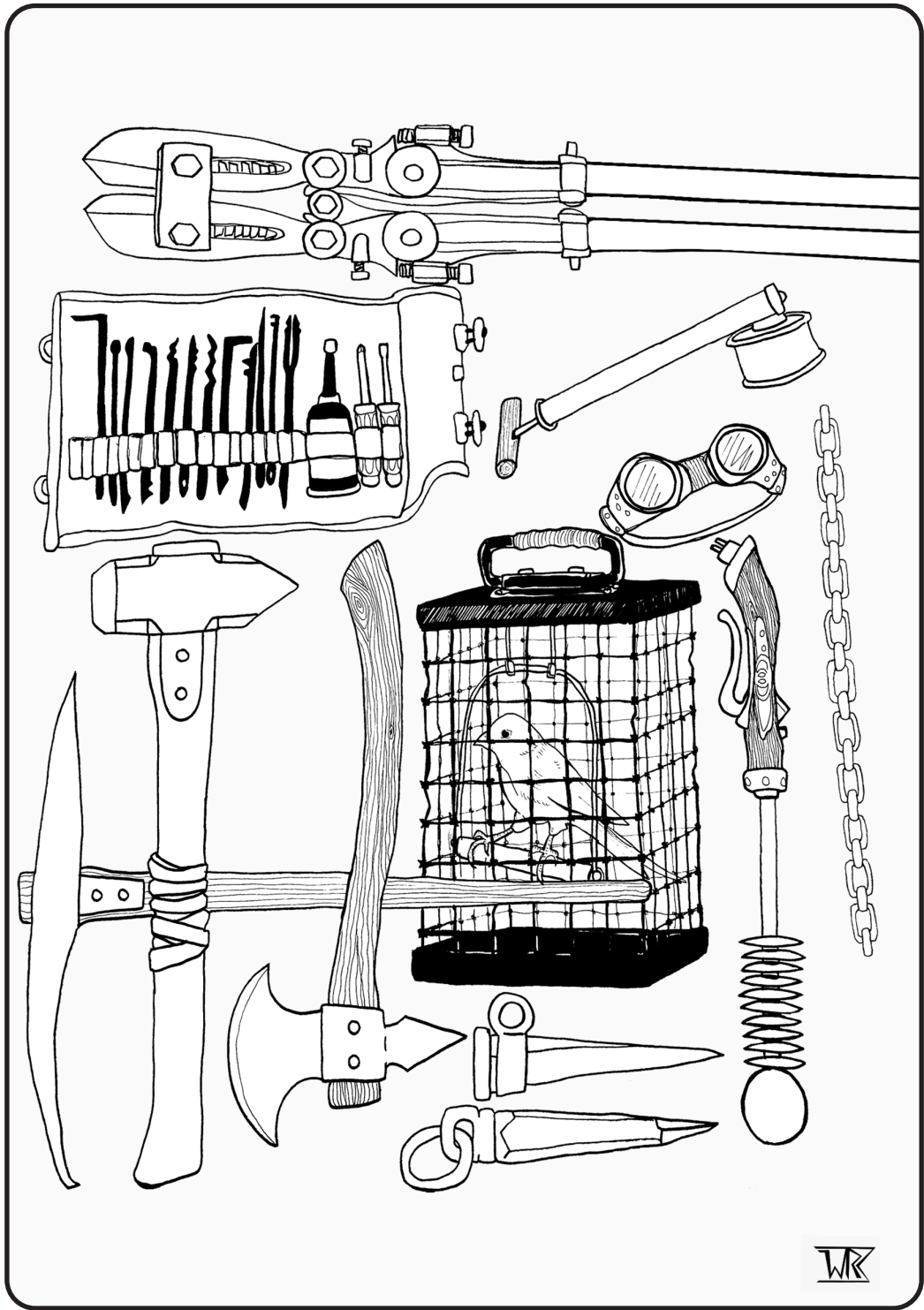
Rations and Trade Goods (varies): In addition to standard fare, characters can expect to find canned goods, commercially packaged foods, cannisters of coffee, bottled soda-pop, and more.

Rocket Pack (10,000gp): Wearer gains the ability to fly at 150' (50' for up to 6 turns per day (or until refueled), 10% chance of explosion or malfunction each use.

Scope (40gp): When attached to a two-handed firearm, the wielder's range increment for each range is increased by 20'. The scope also has the same magnification properties as binoculars (see above).

Wyrd-Socket (1000gp): A weapon or suit of armor can be crafted or modified to include up to 3 wyrdstone slots, each costing 1000 gp. A wyrdstone slot must be keyed to a specific type of wyrdstone, accepting only that type. Equipped wyrdstones allow the wearer or wielder of the armor or weapon to benefit from that wyrdstone's Equip power (see page 43).

Miscellaneous Gear (varies): Many items that would be uncommon in a medieval fantasy setting can be found in dieselpunk settings which might prove useful to adventurers. Referees are encouraged to include as many or few such items in their Dungeon Plumbers campaigns as desired. Such items include, but are not limited to: *accurate watches, aerosol spray cans (paint, shaving cream, etc.), antibiotics, armored (bulletproof) vests, ball bearings, bicycles, cameras, chewing gum, cigarettes, combat boots, drain snakes, framed camping packs, gas masks, gasoline, glass mirrors, goggles, hacksaws and other advanced tools, hard candy, headlamps, magnets, magnifying glasses, metal boxes and steamer chests, microscopes, munitions tins, pesticide sprayers, petroleum jelly, pharmaceuticals, plastic items, radio communications, razor blades, rubber hoses, rubber gloves, small motors, sporting goods, tire irons, tires, toy trains, wind-up toys, and more.*



WR

NEW WEAPON QUALITIES

These rules **replace** the standard weapon qualities found in OSE.

Damage Type: Weapons deal Blunt, Piercing, or Slashing damage. Blunt weapons may be used by clerics.

Brace: Bracing this weapon against the ground doubles its damage against charging enemies.

Burst: A missile weapon with this quality can be used to attack one target normally, or can be used to attack all targets in a 10' diameter burst within its normal range. Each target in that area must **save versus wands** to avoid suffering the weapon's damage or effect (such as Snaring). Success means the target takes no damage. Using a weapon in this way expends 3d6 units of ammunition, if it uses ammunition.

Charge: While mounted (horse, vehicle, etc.), if the wielder moves at least 60' in a round and attacks, they double any damage dealt with a successful hit.

Explosive (X'): On a successful attack, the weapon explodes on impact dealing the listed damage to everything within a number of feet equal to X. Any creature within the blast radius may **save versus breath** to take half damage. If the attack misses, the attacker rolls 1d8 to determine the direction the weapon traveled from its intended target, then rolls 1d6 and multiplies it by 5 feet to determine where it actually landed in that direction, determining its point of detonation.

Fragile: Fragile weapons are destroyed in the wielder's hand on a natural roll of 1.

Finesse: Melee weapons with this property are often lightweight and require specialized training to use. Wielders of such weapons may choose either STR or DEX to attack with.

Loading (X/Y): A Loading weapon must be reloaded. Reloading takes a number of rounds equal to X and must be done after the weapon is fired Y times. For example, a revolver has the Loading (1/6) property, meaning it requires 1 round to reload after it has been fired 6 times.

Loud: This weapon can be heard clearly by every creature within earshot. Nearby enemies will likely investigate and the wielder's general location will be known. At the referee's discretion, using a Loud weapon will trigger a wandering monster roll and increase the odds by 1-in-6.

Melee: Close quarters weapons that are wielded in hand against enemies within 5'.

Missile: Thrown or fired weapons (greater than 5' distance). The entry lists distances for short (+1 to hit), medium, and long (-1 to hit).

Point Blank: This missile weapon property allows the wielder to target enemies within 5' at a -2 penalty to their attack roll.

Reach: Long melee weapons that can attack opponents up to 10 feet away. (Attacks against opponents closer than 10 feet might incur a -1 penalty to hit, at the referee's discretion.)

Snaring: When a weapon with this property hits a target, the wielder may make a Strength check. If successful, the attacker may also either trip, disarm, or entangle the target. A tripped target falls prone, a disarmed target drops one held item, and an entangled target cannot move more than the weapon's reach away from the attacker while held with the weapon. While entangled, the attacker and defender may attempt Strength checks to reposition each other or to break free. While the attacker is entangling a target with a snaring weapon they may not also use that weapon to attack unless they choose to stop entangling their target. If a snaring weapon has a greater reach than 10', the attacker may attempt to pull an entangled target 1d6 x 10' towards them each round by making a Strength check.

Slow: This weapon's wielder acts last in each combat round.

Splash Weapon: On a successful attack, the container smashes and douses the target with liquid. The listed damage is inflicted for two rounds, as the liquid drips off.

Two-Handed: This weapon requires both hands to wield; the wielder cannot also use a shield.

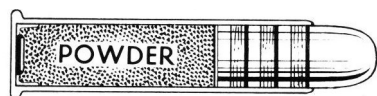
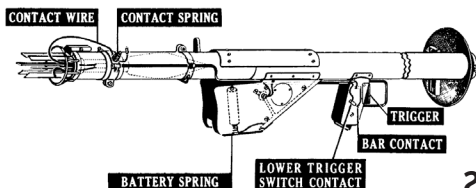
Melee Weapon	Cost (gp)	Weight (Coins)	Damage	Qualities
Battle axe	50	50	1d8	Melee, Slashing, Slow, Two-handed
Bayonet	4	10	*	*as knife; or as spear if affixed to a firearm
Brass knuckles	2	10	1d3	Blunt, Melee
Chain	5	30	1d4	Blunt, Melee, Snaring
Chainsaw	400	200	2d6	Loud, Melee, Slashing, Slow; requires fuel
Club	3	50	1d4	Blunt, Melee
Crowbar	10	150	1d6	Blunt, Melee, Can force doors/objects open
Dagger	3	10	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Femur	—	10	1d3	Blunt, Fragile, Melee
Flail	10	30	1d6	Blunt and Piercing, Melee, Snaring
Gaff hook	3	10	1d4	Melee, Fragile, Piercing, Snaring
Giant wrench	50	350	1d8	Blunt, Fragile, Melee, Slow, Snaring
Hand axe	4	30	1d6	Blunt, Fragile, Melee, Slow, Snaring
Knife	2	10	1d4	Finesse, Melee, Piercing or Slashing
Lance	5	30	1d6	Charge, Melee, Piercing
Mace, flanged	5	30	1d6	Blunt, Melee
Mace, spiked	7	30	1d6	Blunt and Piercing, Melee
Machete	8	20	1d6	Finesse, Melee, Slashing
Mattock	20	100	1d6	Double damage vs objects, Melee, Piercing, Slow, Two-handed
Maul	20	100	1d6	Blunt, Melee, Slow, Two-handed
Pickaxe	3	60	1d6	Fragile, Melee, Piercing, Slow, Two-handed
Pipe	1	30	1d6	Blunt, Fragile, Melee
Pipe wrench	20	150	1d4	Blunt, Fragile, Melee, Snaring
Piston-hammer	500	300	1d8	Blunt, Double damage vs objects, Melee, Slow, Two-handed
Plunger	1	5	*	*Damage = STR bonus (if any), Blunt, Melee, Nonlethal, 50% sticks to target for 3d6 rounds
Polearm	7	150	1d10	Brace, Melee, Reach, Slow, Two-handed
Short sword	7	30	1d6	Melee, Piercing or Slashing
Silver dagger	30	10	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Sledgehammer	7	200	1d8	Blunt, Melee, Slow, Two-handed
Spear	4	30	1d6	Brace, Melee, Missile (5'-20' / 21'-40' / 41'-60'), Piercing
Staff	2	40	1d4	Blunt, Finesse, Melee, Slow, Two-handed
Sword	10	60	1d8	Melee, Piercing or Slashing

Melee Weapon (Continued)	Cost (gp)	Weight (Coins)	Damage	Qualities
Torch	1 (for 6)	—	1d4	Blunt or Blunt and Fire, Melee
Trident	15	100	1d6	Brace, Melee, Missile (5'-20' / 21'-40' / 41'-60'), Piercing, Snaring
Two-handed sword	15	150	1d10	Melee, Piercing or Slashing, Slow, Two-handed
Warhammer	5	30	1d6	Blunt or Piercing, Melee

Missile Weapon	Cost (gp)	Weight (Coins)	Damage	Qualities
Acid vial	50	—	1d12	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Bolas	5	50	1d2	Blunt, Missile (5'-10' / 11'-30' / 31'-50'), Snaring, Slow
Crossbow	30	50	1d8	Loading (1/1), Missile (5'-80' / 81'-160' / 161'-240'), Piercing, Slow, Two-handed
Holy water vial	25	—	1d8*	*Damage is against undead; Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Javelin	1	20	1d4	Missile (5'-30' / 31'-60' / 61'-90'), Piercing
Long bow	40	30	1d8	Missile (5'-100' / 101'-250' / 251'-500'), Piercing, Two-handed
Net	10	30	—	Finesse, Melee, Reach, Snaring; or Burst, Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Oil flask, burning	2	—	1d8	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Short bow	25	30	1d6	Missile (5'-50' / 51'-100' / 101'-150'), Piercing, Two-handed
Sling	2	20	1d4	Blunt, Missile (5'-40' / 41'-80' / 81'-160')
Slingshot	1	10	1d4	Blunt, Missile (5'-25' / 26'-50' / 51'-75')


Ammunition	Cost (gp)
Arrows (quiver of 20)	5
Bullets (musket or dueling pistol; 10)	1
Bullets (pistol; 10)	5
Bullets (rifle; 10)	10
Crossbow bolts (case of 30)	10

Ammunition	Cost (gp)
Grapnel	25
Plunger	1
Rocket	100
Silver tipped arrow or bullet (1)	5
Sling stones	Free

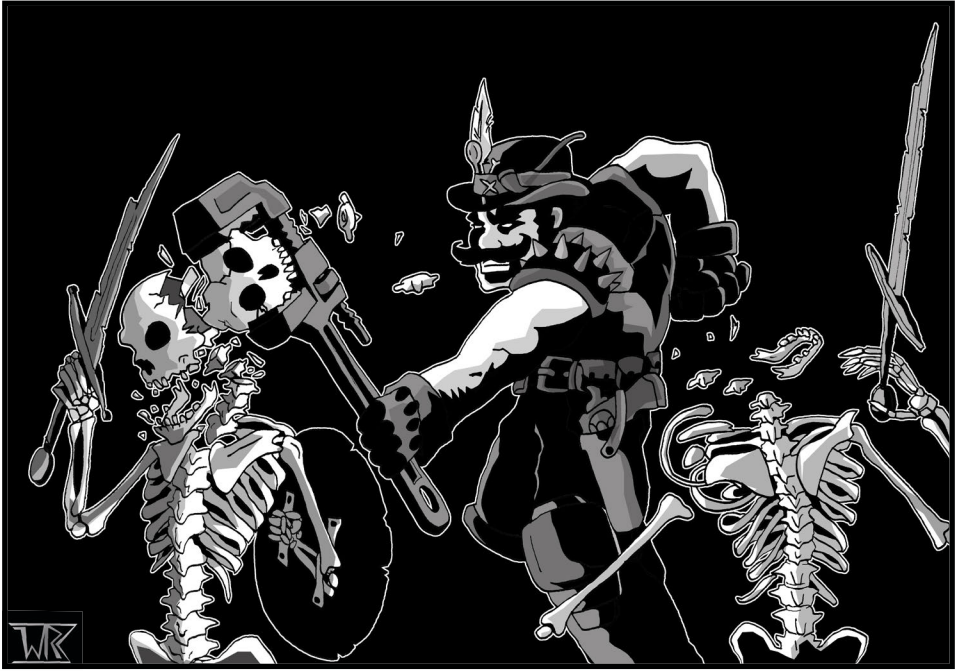


BULLET

Firearm	Cost (gp)	Weight (Coins)	Damage	Qualities (all firearms are Loud)
Blunderbuss	100	100	3d4	Burst, Fragile, Loading (3/1), Missile (5'-15' / 16'-30' / 31'-50'), Piercing, Point blank, Slow, Two-handed
Flare gun	50	50	1d4	Blunt, Fragile, Loading (2/1), Missile (5'-30' / 31'-60' / 61'-200'), Can create a bright light in a 40' radius at a point within range for 1 turn
Machine gun	3,000	150	2d12	Burst, Fragile, Loading (1/30), Missile (5'-500' / 501'-1000' / 1001'-4000'), Piercing, Two-handed
Musket	100	150	2d8	Fragile, Loading (2/1), Missile (5'-50' / 51'-100' / 101'-500'), Piercing, Slow, Two-handed
Pistol (automatic)	500	40	2d6	Burst, Loading (1/15), Missile (5'-50' / 51'-75' / 76'-150'), Piercing, Point blank
Pistol (clip)	200	30	2d6	Loading (1/10), Missile (5'-50' / 51'-75' / 76'-150'), Piercing, Point blank
Pistol (dueling)	50	60	2d6	Fragile, Loading (2/1), Missile (5'-50' / 51'-75' / 76'-150'), Piercing, Point blank
Pistol (revolver)	100	30	2d6	Loading (1/6), Missile (5'-50' / 51'-75' / 76'-150'), Piercing, Point blank
Pistol (grapnel)	100	80	1d6	Blunt, Loading (2/1), Missile (5'-25' / 26'-50' / 51'-100'), Slow, Snaring
Plunger gun	*	*	1	Blunt, Loading (2/1), Missile (* / * / *), Slow, Snaring**, Two-handed; *Cost, weight, and range as a grapnel pistol or grapnel rifle; **cannot trip and only has 50% chance to stick when used to entangle and only sticks for 3d6 rounds unless pulled free. Instead of attacking, can be used to swing from or climb up for 1d12 rounds, but can only support up to 400lbs of weight.
Rifle	200	80	2d10	Loading (1/1*), Missile (5'-200' / 201'-500' / 501'-1500'), Piercing, Two-handed; *with clip: Loading (1/5)
Rifle (grapnel)	150	150	2d4	Blunt, Loading (2/1), Missile (5'-50' / 51'-100' / 101'-150'), Slow, Snaring, Two-handed
Rifle (sniper)	1,500	120	2d10	Loading (2/1), Missile (5'-400' / 401'-1000' / 1001'-2000'), Piercing, Two-handed
Rocket launcher	5,000	150	5d10	Explosive (15'), Fragile (explodes in wielder's hand on a nat. 1), Loading (3/1), Missile (101'-500' / 501'-1000' / 10'-100'), Slow, Two-handed. Ignores armor, can penetrate 6" of metal or 5' of stone. Requires battery.
Shotgun	150	70	Special	Loading (1/2), Missile (5'-15' / 16'-30' / 31'-60'), Point blank, Two-handed; Damage varies by ammo: <ul style="list-style-type: none"> • Buckshot: Burst, 2d4 Piercing • Salt Shot: 1d6 Blunt • Slug: 2d8 Blunt and Piercing

Inciendary Weapon	Cost (gp)	Weight (Coins)	Damage	Qualities
Bomb (black powder)	50	10	3d6	Explosive (10'), Fragile (explodes in wielder's hand), Missile (5'-30' / 31'-60' / 61'-90')
Grenade	100	10	4d6	Explosive (15'), Fragile (explodes in wielder's hand), Missile (5'-30' / 31'-60' / 61'-90')
Flash bomb	50	10	1d4	Explosive (10'), Missile (5'-30' / 31'-60' / 61'-90'). Targets must save vs death or be blinded for 1d8 rounds. Targets destroyed by sunlight must save vs death or take 5d6 damage.
Smoke bomb 	30	10	—	Explosive (20'), Missile (5'-30' / 31'-60' / 61'-90'). Thick smoke fills the radius, after 2 rounds the smoke expands another 10' in all directions, it dissipates after 1 turn.
Dynamite (stick)	50	10	5d10	Explosive (20'), Fragile (explodes in wielder's hand), Missile (5'-20' / 21'-40' / 41'-60')





NEW CLASSES

The following nine classes represent the unique and strange roles of the subterranean delvers in a *Dungeon Plumbers* campaign setting. These classes are designed for use with *Old-School Essentials Advanced Fantasy*, though they can be used with other compatible systems.

Classes and Races

Dungeon Plumbers classes work equally well in games that use race-as-class and games that separate race from class. It is recommended, however, that games of *Dungeon Plumbers* be run with classes *separate* from race, and for humans to account for most of the sentient playable races. Players are encouraged to customize the flavor of their *Dungeon Plumbers* games, adding in whatever races suit their tastes, however the default demographic assumptions are as follows: 80% Human, 10% Dwarf, 5% Duergar, 5% Goblin (treat as Halfling), less than 1% all other races.

Available Classes and Max Level

It is assumed that *Dungeon Plumbers* campaigns lift the class and race restrictions for all races and classes. If, however, players wish to use race and class restrictions, use the following rules for expediency.

All non-human races can advance up to 9th level in all the new classes in this book, with the following exceptions:

- Elves, drow, gnomes, and svirfneblin can advance up to 13th level as a Mycomage or Undermucker.
- Dwarves, duergar, and half-orcs can advance up to 11th level as a Juggernaut.
- Half-orcs, halflings, gnomes, svirfneblin, and goblins can advance up to 13th level as a Gutrot Gourmand.
- Dwarves, duergar, gnomes, and svirfneblin can advance up to 11th level as a Electrowright.

DREDGER

Requirements: Minimum STR 9

Prime requisite: INT

Hit Dice: 1d6

Maximum level: 14

Armor: Any, no shields

Weapons: see below

Languages: Alignment, Common, Undercommon

Advancement

Saves: as fighter

HD: as cleric

XP: as fighter

THACO: as cleric

Dredgers are aquatic explorers of vast underground water networks. They excel at underwater combat, finding and amassing useful junk, and facing the many dangers lurking in the waters of the dark below.

Aquanaut

A dredger can swim at their full speed, even when wearing armor. Carrying a heavy load while swimming does not hinder a dredger any more than wearing light armor would for anyone else. Dredgers can attack underwater without penalty.

Collector

A dredger has a 5-in-6 chance to determine the approximate value of any nonmagical item (at the referee's discretion). Furthermore, a dredger may pick up or stow one item for free each round in addition to any other actions they take. When a dredger buys or sells items, they may attempt to roll equal to or under their Charisma or Intelligence score (player's choice) to reduce the cost. If they are successful, they save 5% on the transaction (rounded up, but never free). If they fail, the price is instead increased by 10%.

Combat

Dredgers are proficient with all armor, but not shields. Due to their underwater training, dredgers may only use one-handed weapons, javelins, spears, polearms, and crossbows. They may also use plunger guns and, if available, harpoon guns.

Deep Diver

A dredger can hold their breath for twice as long as normal and reduces any chance of drowning by half in all circumstances.

Inured to Muck

At 7th level, any time a dredger makes a saving throw against waterborne illnesses or from poisons from aquatic creatures or oozes, they may roll the saving throw twice and take the better result.

Sewer Shanties

A dredger can entrance and distract sentient listeners with a bawdy performance. Creatures who have less Hit Dice than the dredger will automatically stop what they are doing to watch the dredger, losing their next turn in combat. They may still defend themselves normally. Targets with Hit Dice equal to or higher than the dredger may **save versus spells** to avoid this effect.

Thing-Fu

A dredger chooses any five items they own, excluding weapons, armor, or shields. Any time the dredger would need to make a check or saving throw to use any of these items under duress, the dredger may roll twice and take the more favorable result.

Personal Collections

Most dredgers have a personal collection of portable items they relish amassing.

Collection (d20)

1. Toys or Jewelry	11. Poems or Notes
2. Trophies or Pens	12. Hats or Shoe Soles
3. Dice or Marbles	13. Bones or Teeth
4. Socks or Drawings	14. Bottles or Glass
5. Keys or Cutlery	15. Rocks or Insects
6. Clockwork or Trinkets	16. Bottle Caps or Gum
7. Old Tools or Nails	17. Dolls or Thimbles
8. Figurines or Beads	18. Buttons or Knives
9. Rare Coins or Scales	19. Wallets or Belts
10. Perfume or Combs	20. Cards or Tattoos



After Reaching 9th Level

A dredger has the option of creating a dredger collective. 3d6 dredgers of levels 1-3, 1d6 thieves or tunnelrats, and one cleric of level 1-4 of an aquatic deity will rally together to join the dredger in building and maintaining a subterranean safehouse for the collective. The referee decides their classes and levels.

ELECTROWRIGHT

Requirements: Minimum INT 9

Prime requisite: INT

Hit Dice: 1d6

Maximum level: 14

Armor: Any

Weapons: Any

Languages: Alignment, Common

Advancement

Saves: as fighter

HD: as cleric

XP: as magic-user

THACO: as cleric

Engineers, mechanics, and tinkerers on the cutting edge of technology and weird science, electrowrights are as odd as they are intelligent. Electrowrights always carry wondrous gizmos and contraptions which *usually* function spectacularly.

Jury Rigger

A number of times per day equal to half the electro-wright's level, the character can spend 1 turn searching for enough scraps and bits to build a crude item to get a job done. The referee has final say on what can be cobbled together, but the player should be encouraged to use their imagination. The item lasts up to 1 hour and works well enough to perform its intended function. Alternatively, the character can spend 1 minute rigging a machine, tool, or other item with moving parts to fail. The conditions that trigger the item to fail are determined by the player, with the referee having final say.

Quick Fix

By spending 1 round cobbling and kludging, an electrowright can repair a broken item. Each round after it is used, however, it has a 50% chance of breaking again.

Loner

At 9th level, unlike many characters, electrowrights do not automatically build strongholds or organizations that attract followers. If they do so, it is done without attaining it as a class feature.

Portable Dynamo

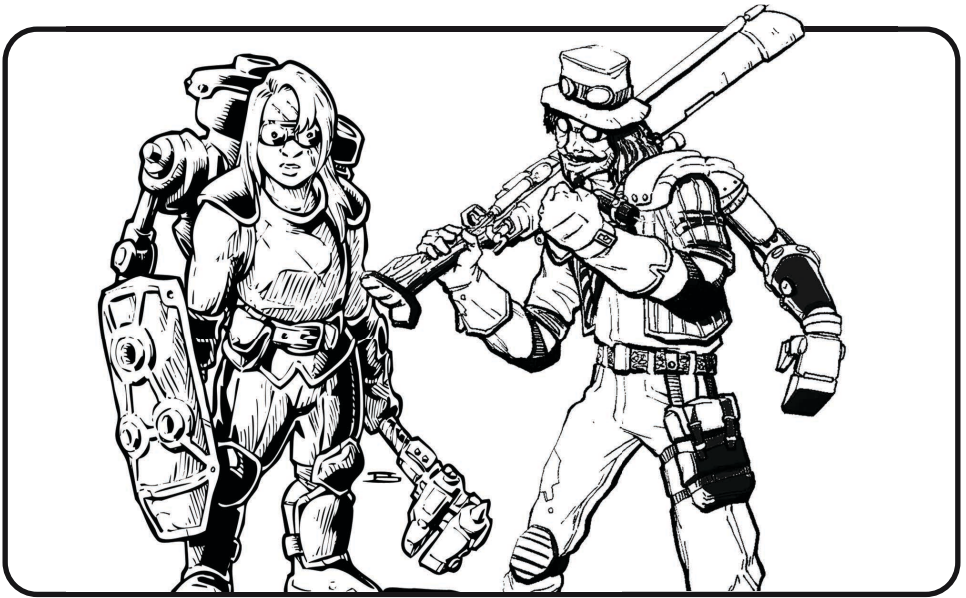
All electrowrights carry a custom-made dynamo to convert energy into electricity. The types of energy they convert are diverse and are up to the player and referee to decide, but can include sources like: kinetic, chemical, solar, radiation, magic items, wyrdstones, spells, or even more unusual sources (see page 6 for more power source ideas).

Dynamo Units: Each hour's worth of charge is called a Unit. A portable dynamo can hold a number of Units equal to 3 x the electrowright's level.

Dynamo Weight: Portable dynamos weigh about 50 lbs, but an electrowright may carry one without counting toward any encumbrance.

Charging a Dynamo: Charging a portable dynamo usually requires 1 turn to restore 1 Unit of power. Once charged, a dynamo can be used to create a number of effects, as detailed below:

- **Absorb Electricity:** An electrowright carrying a portable dynamo has a 50% chance of absorbing all electricity damage from a source that targets or affects them. If the dynamo is not fully charged, there is an additional 50% chance that this fully charges the dynamo, regardless of whether it absorbed the damage or not.
- **Sparks:** While an electrowright's dynamo is charged, they may expend 1 Unit from it when making a melee attack to deal an additional 1d8 electricity damage.
- **Jolt:** At 3rd level, an electrowright can expend one or more Units from their dynamo to cast *lightning bolt*, dealing 1d6 damage per Unit expended (to a maximum of their level).
- **Electrostatic:** At 5th level, an electrowright can expend 1 Unit from their dynamo to climb sheer surfaces and even walk on walls and ceilings for 1 turn.
- **Revivify:** At 11th level, an electrowright can bring a recently deceased humanoid or animal back to life. If the target died within 1 round and is intact, the electrowright may expend 2 Units from their dynamo per HD or level that the target has to bring them back to life with 1 hp during the spell casting phase of combat. If the target was grievously injured (exsanguination, disembowelment, decapitation, crushed, etc.), this may result in them immediately dying again, at the referee's discretion.



Gadgets

An electrowright can create 1d3 experimental gadgets each day. These gadgets can be used by the electrowright or their allies, but will cease to function or require repairing at the end of each day or when described in the gadget's entry.

- **Adrenaline Booster:** User gains the effects of the *haste* spell for 1d6 minutes (expended after using).
- **Door Buster:** Wielder has a 75% chance + 1% per level of the electrowright to break down a door, barrier, or portal. 1 Unit charges the device for 1 use.
- **Find-O-Meter:** Wielder can detect one specific type of creature, resource, energy, alignment, or other specific thing that the referee approves. Detection is out to 10' per level of the electrowright. It has a 75% chance of working + 1% per level of the electrowright. Detects presence and general direction, but not quantity or precise location. 1 Unit charges the device for 1 turn.
- **Freeze Ray:** Wielder can shoot a beam of cold up to 50' as a ranged attack. 1d6 cold damage and target **saves versus death** or their speed is reduced by half for 1d6 rounds. If the target rolls a natural '1,' they are encased in ice for 1d6 minutes, or until freed. 5 Units charge the device for 1d6 uses.
- **Gyro Belt:** Wearer cannot be knocked down against their will and gains a +2 bonus on all checks made to wrestle, balance, or climb. 1 Unit charges the device for 1 hour.
- **Heat Ray:** Wielder can shoot a beam of heat up to 50' as a missile attack. 2d6 fire damage and target **saves versus death** or catches on fire. 5 Units charge the device for 1d6 uses.
- **Hydraulic Boots:** Wearer doubles their jump distance and increases movement speed in combat by 25%.
- **Infra-Goggles:** Wearer gains invisision to 50'. 1 Unit powers them for 1 hour.
- **Magnetic Boots:** Wearer can walk on metal surfaces, even vertically and upside down. 1 Unit charges for 1 turn.
- **Mechanical Lock Buster:** Wielder may pick locks as a thief of the electrowright's level. 1 Unit powers the device for 1d8 uses.
- **Rocket Pack:** Wearer can fly at 150' (50') for up to 6 turns per day (or until refueled). 5% chance of explosion or malfunction after each use. 10 Units to charge. Requires fuel.
- **Robotic Arms:** Wearer gains +1 to melee damage rolls. May be prosthetics or merely fit over wearer's existing arms.
- **Robotic Legs:** Wearer doubles their carrying capacity and suffers no fatigue from a forced march. May be prosthetics or merely fit over wearer's existing legs.
- **Scope:** Wielder gains +1 on firearm attacks.

GUTROT GOURMAND

Requirements: Minimum CON 9

Prime requisite: CON

Hit Dice: 1d8

Maximum level: 14

Armor: see below

Weapons: Any

Languages: Alignment, Common

Advancement

Saves: as fighter

HD: as cleric

XP: as fighter

THACO: as cleric

Most adventurers crave wealth or glory, but the gutrot gourmand seeks only to dine on the most unusual—and often most disgusting—cuisines they can find or invent. The subterranean realms hold countless possibilities for such peculiar palettes.

Combat

A gutrot gourmand can wear leather armor but is not trained to use heavier armors or shields. The Iron Chef ability allows a gutrot gourmand the ability to mimic heavier armors (see below). A gutrot gourmand can use any weapons.

Daily Special

A gutrot gourmand gains a +1 bonus to attack and damage rolls against all animals, plants, fungal creatures, and oozes. The referee may also allow this bonus to apply to other creatures similar to animals, like some mythical beasts, aquatic monsters, or the like. Anytime the party slays such a creature, there is a 4-in-6 chance that the gutrot gourmand can use its carcass to provide 1d4 rations per Hit Die the creature had. To do so, the gutrot gourmand must spend at least 1d3 uninterrupted hours preparing and cooking the creature.

Iron Guts

A gutrot gourmand can imbibe and gain the benefits of up to 3 potions at a time without risking sickness or the cancellation of the potions' effects. Further, a gutrot gourmand gains a +4 bonus on all saves to resist ingested poisons or diseases (including drunkenness).

Iron Chef

A gutrot gourmand can adorn themselves with pots, kettles, cauldrons, frying pans, and the like as helmets and armor. This piecemeal armor can be treated as either chainmail or plate mail, though it weighs twice as much and costs half as much. If a gutrot gourmand is in a well-stocked kitchen, galley, or pantry, they can assemble and don such a suit of piecemeal armor in 1d3 turns. Additionally, a gutrot gourmand can wield unusual items like butcher's knives, meat mallets, rolling pins, and even heavy foods as weapons, dealing 1d6 damage of the appropriate type. Using such improvised weapons does not incur any penalty to attack, though might break or destroy the item if it is particularly fragile. This armor has the Loud weapon property (p.18).

Pot Shot

Beginning at 5th level, whenever a gutrot gourmand is hit by a ranged weapon attack while wearing piecemeal armor from the Iron Chef ability or wielding a pot or pan, they may attempt to deflect the shot if the attack roll would hit precisely the gutrot gourmand's AC (or the attacker's THACO). If the ranged attack missed the gutrot gourmand by 5 or less, they may instead redirect the projectile at any target within 30 feet.

Prospecting

When a gutrot gourmand finds a natural body of running water, they may use a colander and pan to prospect, gaining insight into the minerals and topography of the nearby land. The gutrot gourmand has a 2-in-6 chance of discovering one of the following things, with each attempt requiring 1d3 turns (a failed attempt cannot be tried in the same area).

- **Information:** veins of ore within 1,000 feet, predators within 1 mile, ancient ruins within 1,000 feet, a road or frequently trafficked path within 1 mile, the presence or absence of a large settlement within 3 miles.

The Right Ingredient

A party with a gutrot gourmand succeeds at foraging in the wilderness or underground with a 2-in-6 chance and also finds rare or scarce ingredients for cooking, brewing, or making potions and alchemicals while in a civilized settlement with a 4-in-6 chance.



After Reaching 9th Level

A gutrot gourmand may establish a gastronomic league. Once established, the character will attract a number of adventuring chefs, food critics, and other daring foodies and followers (4d6 gutrot gourmands of level 1-2). These followers will serve the character reliably so long as they are fed well and given ample opportunities to sample new and exotic dishes. If any of these followers die, the character is expected to pay a reasonable sum of gold to the deceased's family or heirs. If they operate mostly from a single large city, they may also establish a restaurant or tavern as a small base of operations.

GUTTERSNIPE

Requirements: Minimum DEX 9

Prime requisite: DEX and CHA

Hit Dice: 1d4

Maximum level: 14

Armor: Leather, chainmail

Weapons: Any

Languages: Alignment, Common, Undercommon

Advancement

Saves: as thief

HD: as thief

XP: as fighter

THACO: as thief

Stealthy and snarky wheeler-dealers and masters of ranged combat, guttersnipes take advantage of the fact that they are often underestimated.

Prime Requisite: A guttersnipe with at least 13 DEX and CHA gains a 5% bonus to experience. A guttersnipe with at least 16 DEX and CHA gains a 10% bonus.

Around the Corner

When a guttersnipe has cover, they take half damage from attacks that hit them.

Backstabber

When unencumbered and wearing light or no armor, a guttersnipe deals an additional +1d6 damage against targets within 30 ft against whom they catch by surprise or have an ally adjacent to. This damage increases by +1d6 for every 3 levels the guttersnipe has.

Glib-Gab

A guttersnipe can attempt to deceive and bribe others, create disguises, talk their way out of situations, and generally rely on their fast talk and dumb luck when interacting socially. The character rolls a d20 and, if it is equal to or less than their Charisma score, they are generally successful in their attempt. The referee has final say over the results, but this gives the guttersnipe a mechanical measure of success when being deceptive and cowardly in social situations.

Skittish

A guttersnipe only have a 1-in-6 chance to be surprised by opponents whose level or HD are lower than their own. Further, when subjected to a fear effect, a guttersnipe's movement speed is doubled.

Sniper

At 3rd level, whenever a guttersnipe shoots a target who is not aware of their location on the first round of combat, the guttersnipe may deal an additional 2d6 damage. If the shot is a natural '20,' this damage is doubled. This damage stacks with Backstabber.

Craven

At 5th level, a guttersnipe gains the ability to hide once per round during any phase of combat. They may attempt to hide by rolling a d20 equal to or under their Dexterity score. If successful, enemies cannot target them with ranged attacks until they move and their next attack roll gains a +2 bonus.

Swift

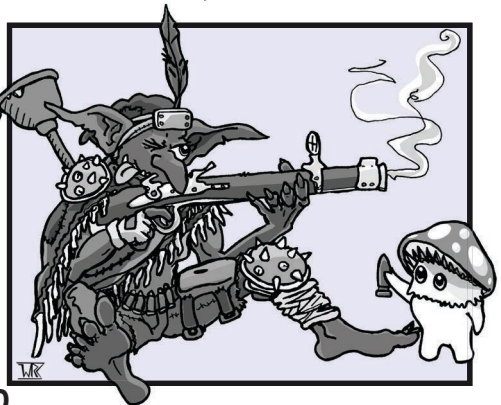
At 9th level, a guttersnipe's speed increases by 10' and they may reload 1 ranged weapon for free each round, regardless of its normal Loading time.

Loner

At 9th level, unlike many characters, guttersnipes do not automatically build strongholds or organizations that attract followers. If they do so, it is done without attaining it as a class feature.

Give 'em Heck

At 11th level, when an opponent rolls a natural '1' on an attack against a guttersnipe in combat, the guttersnipe may attack back against the attacker if able to do so. This may be a melee or missile attack.





JUGGERNAUT

Requirements: Minimum STR 9

Prime requisite: STR and CON

Hit Dice: 1d8

Maximum level: 14

Armor: Any, no shields

Weapons: Any

Languages: Alignment, Common

Advancement

Saves: as fighter

HD: as fighter

XP: as fighter

THACO: as fighter

Juggernauts are imposing and relentless brutes who rely on sheer power to hold position or batter through barriers and enemy ranks.

Prime Requisite: A juggernaut with at least 13 STR and CON gains a 5% bonus to experience. A juggernaut with at least 16 STR and CON gains a 10% bonus.

Unstoppable Momentum

A juggernaut can move freely past enemies who are up to as large as an ogre or horse. If they move at least 20' in combat before hitting an enemy with a melee attack, they deal +1d4 damage. (If your game uses hindering terrain penalties for movement, a juggernaut's speed is not reduced by it during combat.)

Brawler

A juggernaut's meaty fists pummel foes into submission. Their unarmed attacks deal 1d6 damage and they gain a +2 bonus on any check to disarm, shove, or grapple opponents.

Defender

While near an ally, a juggernaut may intercept one attack per round that targets that ally, taking the damage or effect in their stead.



Smashing Frenzy

Beginning at 3rd level, a juggernaut may enter a frenzy once per day per three juggernaut levels they have. While frenzied, they gain a +1 bonus on Strength-related checks and melee attacks, deal +3 damage on melee attacks, and deal double damage against all inanimate objects. A frenzy lasts one turn.

Bulwark

Beginning at 7th level, a juggernaut takes only half damage from nonmagical melee attacks and from falling. Also, they gain a +4 on any check or saving throw to avoid being forcibly moved in combat.

After Reaching 9th Level

A juggernaut has the option of creating a fight club, gladiatorial arena, martial arts school, or other organization devoted to combat. 3d6 martial artists of varying non-spellcasting professions (such as fighters, juggernauts, barbarians, assassins, etc.) of levels 1-3 will band together to join the juggernaut in this enterprise, helping to keep it running. The referee decides the classes and levels of each follower.

Overcome Invulnerabilities

At 11th level, a juggernaut can hit monsters in melee which can normally only be harmed by magic.



Shaman's Student



MYCOMAGE

Requirements: Minimum CHA 9

Prime requisite: INT and CHA

Hit Dice: 1d4

Maximum level: 14

Armor: None

Weapons: Dagger, club, staff

Languages: Alignment, Common, Undercommon

Advancement

Saves: as fighter

HD: as magic-user

XP: as magic-user

THACO: as magic-user

Spell progression: as magic-user

Combining arcane spell casting with mind-expanding psychedelic mushrooms and an affinity for wyrdstones, mycomages are unusual mages.

Prime Requisite: A mycomage with at least 13 STR and CON gains a 5% bonus to experience. A mycomage with at least 16 STR and CON gains a 10% bonus.

Mycomagic

Whenever a mycomage partakes of psychedelic fungi, they may cast a spell they know without losing it for the day. The referee determines the effects of any given mushroom, as well as the effect's duration. The character can do this up to once per day per three mycomage levels they have attained (minimum once per day).

Precognition

Once per day, a mycomage can roll any die roll twice and take the better result.

Psychonaut

Mycomages gain a +2 bonus on saving throws against plant-based poisons, a -2 penalty on all saving throws against plant-based mind-affecting effects, and a +2 bonus against all other mind-affecting effects. They take only half damage from plant-based or psychic sources of damage. Additionally, a mycomage can empathically communicate with fungi and fungal creatures by rolling a d20 equal to or under their Charisma score.

Soothing Spores

Once per day, a mycomage can create a magical concoction of fungi and other ingredients to create a healing salve. When applied to a wounded character, the salve acts as a *cure light wounds* spell 1d3 turns after its application. At 9th level, this salve instead functions as a *cure serious wounds* spell.

Wyrdstone Affinity

A mycomage can never have a penalty on Weird checks and treats wyrdstones as weighing 10 coins (1lb) each instead of 50 coins each. If a mycomage has spells available to cast from their class, they may expend a spell to instead cast a spell from a wyrdstone of equal level or less, without requiring a channeling check. See Wyrdstones on page 42.

Arcane Magic

See the *Magic* section of *Old-School Essentials* for details on arcane magic.

Magical Research: A mycomage of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. Researched spells and other magical effects must be within the scope of the mycomage class, as judged by the referee.

Spell Casting: Mycomages carry spell books containing the formulae for arcane spells. The magic-user class spell casting chart (see *Classes, OSE Player's Tome*) shows both the number of spells in their spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level mycomage has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to mycomages is found opposite.

Using Magic Items: As spell casters, mycomages are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane casters (e.g. magic wands).

Combat

Mycomages can only use daggers, clubs, and staves. They are unable to use shields or wear any kind of armor. This makes them very vulnerable in combat.

Mycomage Spell List

(See *Old-School Essentials Advanced Fantasy* for spell descriptions.)

1st — auditory illusion, charm person, cure light wounds (cause light wounds), detect illusion, detect magic, hypnotism, light, remove fear (cause fear), sleep, wall of spores (as wall of fog)

2nd — barkskin, blindness/deafness, detect invisible, cure disease (cause disease), ESP, fascinate, hypnotic pattern, levitate, mirror image, slow poison, speak with plants (also works on fungi), whispering wind

3rd — clairvoyance, fear, haste, hold animal, hold person, infravision, paralysation, suggestion, water breathing

4th — charm monster, confusion, emotion, growth of plants (but, fungi), hallucinatory terrain, illusory stamina, solid spores (as solid fog), speak with plants, wizard eye

5th — animate dead, chaos, cloudkill, commune with nature, contact higher plane, cure serious wounds, hold monster, illusion, magic jar, finger of death, telekinesis, visitation, wall of thorns

6th — death spell, disintegrate, dream quest, manifest dream, mass suggestion, phantasmal killer, projected image, flesh to stone (but, fungus), time flow, true seeing



Jacob E. Blackmon

After Reaching 9th Level

A mycomage may establish a mycelial council with an underground stronghold. 2d6 mycomages of levels 3-6, 1d6 druids of levels 2-4, and 1d6 magic-users of levels 1-2 will band together as loyal followers and apprentices of the mycomage. At the referee's discretion, any number of these may be mycelians (see OSE).

TUNNELRAT

Requirements: None

Prime requisite: CON

Hit Dice: 1d8

Maximum level: 14

Armor: see below

Weapons: see below

Languages: Alignment, Common, Undercommon

Advancement

Saves: as fighter

HD: as cleric

XP: as thief

THACO: as thief

Tunnelrats are the quintessential dungeon plumbers, combining uncanny skill, luck, and awareness.

Combat

Tunnelrats can use all types of weapons and armor, but prefer close quarters weapons and weapons that can double as tools, such as firearms, crossbows, hammers, picks, shovels, wrenches, clubs, and daggers. Tunnelrats cannot use shields.

Tunnelrat Skills

Tunnelrats can use the following skills, with the chance of success shown in the table to the right:

Climb Sheer Surfaces (CS): A roll is required for each 100' to be climbed. If the roll fails, the tunnelrat falls at the halfway point, suffering falling damage.

High Jump (HJ): When a tunnelrat jumps, they may attempt to leap further than normal. If their check succeeds, the tunnelrat may leap up to 15' high and up to 30' horizontally. If the check fails, they only make it halfway. Jumping in this manner allows the character to leap over enemies and hazards.

Trapsmith (TS): Requires thieves' tools. Allows a tunnelrat to open locks and disable nonmagical traps. A tunnelrat can only try this skill once per lock or trap. If the roll fails, the character may not try the same lock or trap again before gaining an experience level.

Fast Swimming (FS): When wearing light or no armor, a tunnelrat has the listed chance of being able to swim at their full speed instead of half speed when they move.

Dungeon Survival (DS): When traveling in caves, dungeons, or other subterranean regions, a tunnelrat has the listed chance of finding enough food for 1d6 human-sized beings each day. This food will often consist of fungi, grubs, insects, rats, and other unpleasant forms of nutrition.

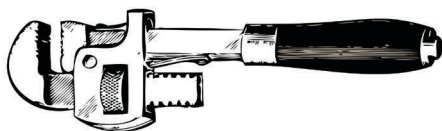
Travel via Pipes (TP): A tunnelrat has the listed chance of being able to squeeze through sewer pipes and other tight subterranean spaces as small as 1' in diameter when wearing no armor or as small as 1.5' in diameter when wearing light armor. They can move at their normal speed in this manner, and at half their speed when encountering blockages (which they remove as part of their travel). Further, the tunnelrat can use this skill to attempt to escape from bonds, someone grappling them, or even the belly of a creature that swallowed them.

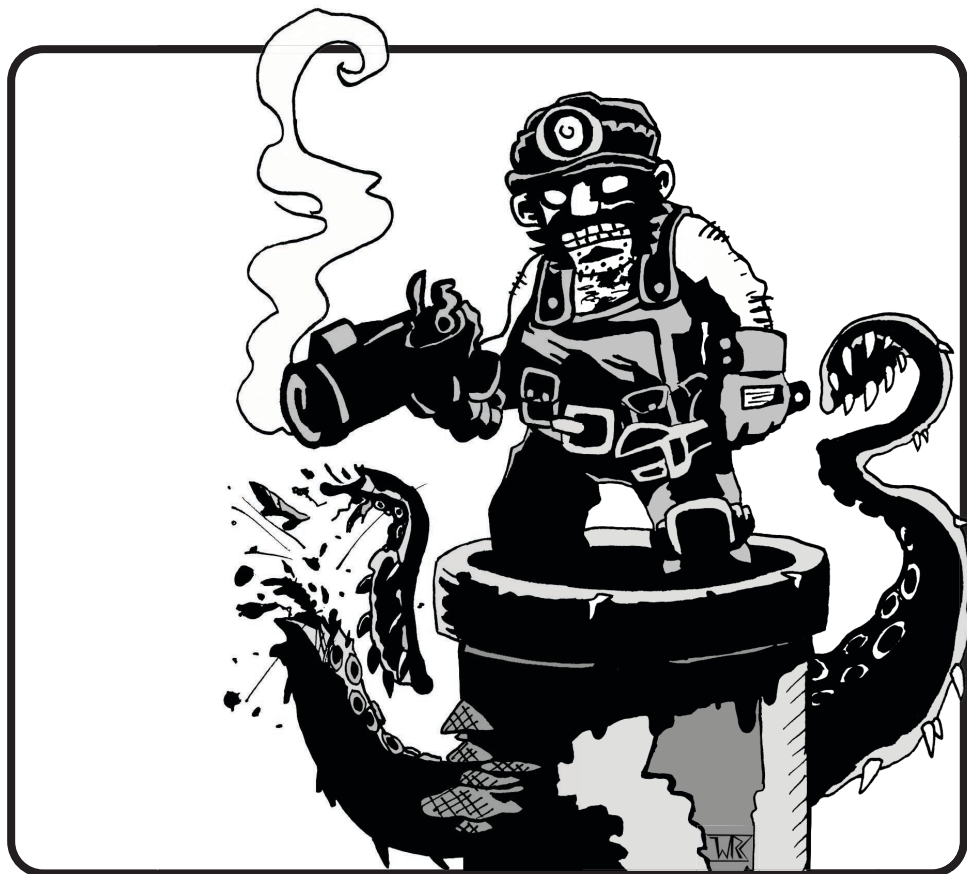
Tunnelrat Skills Chance of Success

Level	CS	HJ	TS	FS	DS	TP
1	45	15	20	15	20	20
2	48	20	25	20	25	25
3	51	25	30	25	30	30
4	54	30	35	30	35	35
5	57	35	40	35	40	40
6	60	40	45	40	45	45
7	63	45	50	45	50	55
8	66	50	55	50	55	65
9	69	55	60	55	60	75
10	72	60	65	60	65	85
11	75	65	70	65	70	95
12	78	70	75	70	75	96
13	81	75	80	75	80	97
14	84	80	85	80	85	99

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.





Digger

Starting at 9th level, a tunnelrat can burrow through anything less dense than solid stone at half their movement speed. If the tunnelrat moves at least 5' down, they gain total cover from enemies until they breach the surface again. While digging, they can determine their general location in relation to creatures, objects, obstructions, and structures that are at least as large as a human within 10' of themselves.

Packrat

A tunnelrat has a 1-in-6 chance of having any mundane tool or item needed in a pinch on their person, as they are constantly picking up random items. This item does not need to be recorded in their inventory and the referee has final say over the item's availability.

Sapper

A tunnelrat receives a +4 bonus to hit and doubles their damage against inanimate objects, structures, golems, constructs, and animated objects.

Traprat

A tunnelrat can re-engineer existing traps they have successfully disarmed to be reset and have a same or different trigger mechanism that they choose, at the referee's discretion.

After Reaching 9th Level

A tunnelrat may establish or build a Union or Guild Hall. Once a Hall is established, the tunnelrat will attract a number of apprentices and followers (4d6 fighters, thieves, and/or tunnelrats of level 1-2). These followers will serve the character reliably so long as they are paid well. If any of these followers die, the character is expected to pay a reasonable sum of gold to the deceased's family or heirs.

UNDERMUCKER

Requirements: Minimum STR 9

Prime requisite: WIS

Hit Dice: 1d6

Maximum level: 14

Armor: Leather, chainmail, shields

Weapons: Missile weapons, one-handed melee weapons

Languages: Alignment, Common, Undercommon

Advancement

Saves: as cleric

HD: as cleric

XP: as fighter

THACO: as cleric

Trudging through the sludgiest, foulest reaches of the darkest subterranean realms, undermuckers pick up diverse skills to survive such hellish places.

Combat

Undermuckers are trained with one-handed weapons and missile weapons. They can wear leather armor and chainmail and know how to use shields to good effect in underground spaces.

Dirty Fighter

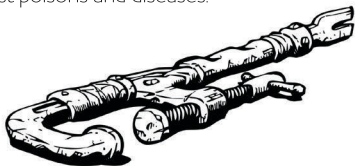
If an undermucker is adjacent to an enemy in combat and that enemy moves more than 5 feet away from them, the undermucker may retaliate, making a single melee attack against them. If they hit, they deal an additional 1d6 damage.

Dungeoneer

As experts in navigating sewers, dungeons, and other subterranean structures, undermuckers have a 2-in-6 chance of being able to detect new construction, sliding walls, sloping passages, hidden and secret doors, and non-magical room traps when searching.

Inured to Muck

Undermuckers have a +2 bonus on saving throws against poisons and diseases.



Oublietter

Undermuckers take half damage from falling or being crushed, can see twice as far as normal while underground, and can survive on half as much food and water while underground. If the undermucker is wielding a shield and adjacent to a wall, their opponents suffer a -2 to hit them in melee.

Wyrdstone Synergy

If an undermucker chooses to empower a spell while channeling a wyrdstone, they may take 1d4 damage per level of the spell to empower to automatically succeed. If the undermucker chooses to roll to empower a spell from a wyrdstone and fails, however, they never risk suffering damage to their Weird score (see Failed Empowering, page 43).

Muckmage

At 3rd level, an undermucker can cast *cure disease* once per day as a cleric of their level.

Seeker

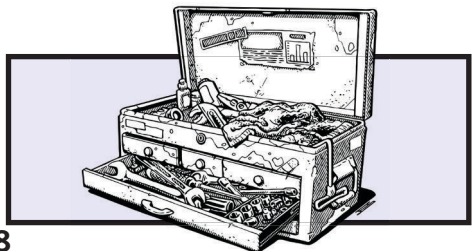
At 5th level, while underground, undermuckers have a 3-in-6 chance when searching to locate hidden things in an area where they know for sure something is hidden.

Sewer Alchemy

At 7th level, while underground, an undermucker can cast the following spells as a cleric of their level 3/day each: *detect danger*, *light (darkness)*, *purify food and water*, *find traps*. (See *Old-School Essentials Advanced Fantasy* for spell descriptions.) Further, an undermucker may Equip up to any 2 wyrdstones without wyrd-sockets (p.15).

Loner

At 9th level, unlike many characters, undermuckers do not automatically build strongholds or organizations that attract followers. If they do so, it is done without attaining it as a class feature.





VERMINATOR

Requirements: Minimum STR 9

Prime requisite: INT

Hit Dice: 1d6

Maximum level: 14

Armor: Leather, chainmail, shields

Weapons: Missile weapons, one-handed melee weapons

Languages: Alignment, Common, Undercommon

Advancement

Saves: as cleric

HD: as cleric

XP: as fighter

THACO: as cleric

Master exterminators and subterranean beast wranglers, verminators both hunt and tame the many creatures of the underworld.

Combat

Verminators are trained with all weapons. They can wear leather armor, chainmail, and use shields.

Exterminator

Verminators gain a +1 bonus to attack and damage rolls against all rats and ratlike creatures, insects, spiders, and other pestlike creatures.

Inoculated

Any time a verminator makes a saving throw against diseases or poisons from vermin (such as insects, rodents, spiders, or oozes), they may roll the saving throw twice and take the better result.

Oozelord

Undermuckers have a 4-in-6 chance of being treated indifferently by oozes, slimes, and jellies unless they attack them first. Undermuckers also only take half damage from such creatures' attacks and special abilities.

Ratsqueak

Undermuckers can rudimentarily communicate with most burrowing animals, like rats, beetles, worms, grubs, centipedes, moles, etc. The creature only understands what a creature of their kind knows, but treats the character indifferently, as if they were one of their own when first meeting them.

Vermin Wrangler

During the spell casting phase of combat, a verminator can attempt to force a hostile ooze or vermin to make an immediate Morale check, treating its morale as 2 lower than normal. If it fails, it will attempt to flee if it is able (unless it is immune to fear, in which case it will merely break off combat for 1d3 rounds). If it is being mentally controlled by another creature, the target can make another attempt to shrug off the mental domination. At the referee's discretion, it may be grateful to the verminator for a time for the service.

After Reaching 9th Level

A verminator can establish a warren. This subterranean stronghold will attract 1d6 verminators of levels 1-4, 2d6 1st level thieves, 1d6 wererats*, and 3d6 sentient giant rats* (speak Common). No oozes or fungi within the stronghold will be hostile toward the verminator or their allies, and may even be bribed to act as defenders with regular offerings of food.

*See *Lycanthrope* and *Rat* in *Old-School Essentials* for the stats of wererats and giant rats.





WYRDSTONES

Wyrdstones are rare, subterranean crystallized fungi containing concentrated levels of magical radiation. They react strongly with the many fungi that grow in the vast dark realms below the surface world. Wyrdstones can be used to channel unpredictable magical effects.

Only fungal creatures or characters with a Weird score can channel spells from a wyrdstone. Treat all fungal creatures as having a Weird score equal to $8 + 1/2$ their HD.

While many mages often eschew the use of wyrdstones in favor of more predictable magics, seasoned dungeon delvers know that wyrdstones can be mastered like any other magical tradition.

Unlike traditional class spell lists, each wyrdstone allows anyone with the right ability and knowhow to channel a selection of 6 thematic spells.

Those with a knack for magi-tech have discovered that wyrdstones can be bonded to weapons and armor, granting wielders unique special properties.

Weight: 1 wyrdstone = 5lbs, or 50 coins.

Caster Level: Anyone channeling a spell from a wyrdstone uses their highest class level (or Hit Dice, if a monster) for all level-based variables in the spell.

Free Hands: To cast a spell from a wyrdstone, a character must have 2 free hands—one hand to hold the wyrdstone and the other to channel the spell effect. Wyrdstones do not require the expenditure of spell components or speaking magical words.

In Combat: Channeling a spell from a wyrdstone takes place during the spell casting phase of combat (OSE), or requires one action (other d20-games).

Who Can Cast?: Anyone with a Weird score can attempt to cast a spell from a wyrdstone. A character's Weird score determines the maximum level of spell they can access from any wyrdstone (minimum 1st).

Regaining Weird: A character's Weird score will recover at the rate of 1 point per full night's rest.

Channeling: To cast a spell from a wyrdstone, a character must "channel" its magic. Doing so requires them to roll 1d20 and attempt to score equal to or lower than their Weird score.

Successful Channeling: A character can cast any spell in a wyrdstone of a level that they have access. Their Weird score determines the maximum level of spell they can access, as shown in the table.

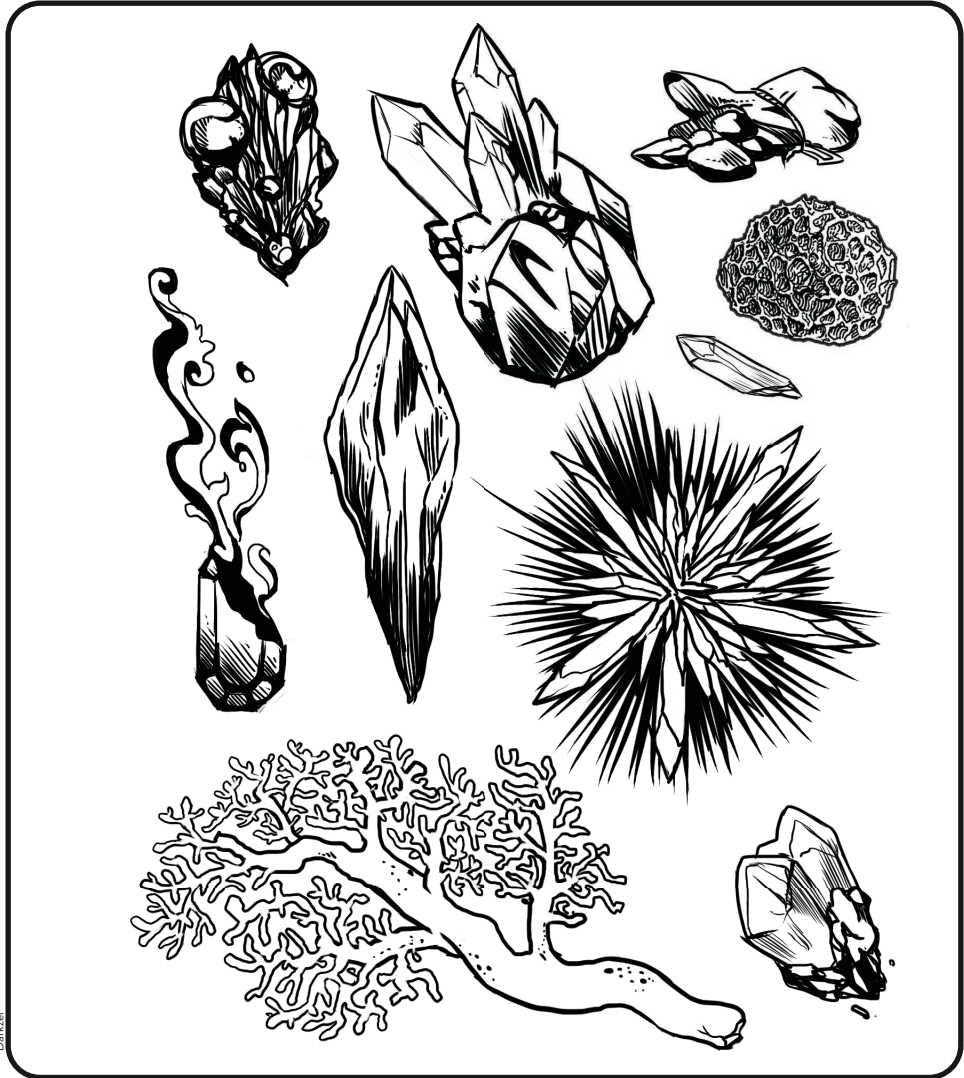
Failed Channeling: If a character fails an attempt to cast a spell from a wyrdstone, they take 1d4 damage and they cannot access spells of that level from the same wyrdstone for 24 hours or until they get a full night's rest, whichever comes first. They may still channel identical spells from different wyrdstones to which they have access. Access to a wyrdstone might still be gained by other characters, at the referee's discretion.

Empowering: When channeling a spell from a wyrdstone, a character can choose whether or not to **empower** a spell. They must make this decision before they make their channeling check. The character has the chance listed in the table to be able to empower their channeling, based on their Weird score.

Weird Modifiers		
WRD	Wyrdstone Max. Power	Empower Wyrdstone
3	1	1-in-6
4-5	1	1-in-6
6-8	1	2-in-6
9-12	2	3-in-6
13-15	3	3-in-6
16-17	4	4-in-6
18	5	5-in-6

Successful Empowering: A successful channeling combined with a successful empowering lets the character access spells of one level higher than their normal maximum.

For example, to cast a 6th level spell from a wyrdstone, the character must have an 18 Weird score and then successfully channel and empower the wyrdstone.



Failed Empowering: A successful channeling combined with a failed empowering allows the character to cast a spell from the wyrdstone, but they then lose access to *all* spells from that wyrdstone for 24 hours or until they have gotten a full night's rest, whichever comes first. A failed channeling combined with a failed empowering results in the character losing access to all the wyrdstone's spells, as above, as well as the character suffering 1d4 damage to their Weird score, as the radiation surges forth from the crystal.

Equip to Arms and Armor: Characters with the right knowledge—or with specially designed weapons and armor—can bond wyrdstones to weapons and armor. Doing so either requires a character to have a class feature or special training to do so, or else to have a weapon or armor with one or more **wyrd-sockets** (see page 15). While equipped, a wyrdstone grants its **EQUIP** ability to the wearer of the armor or the wielder of the weapon. While bonded in this way, a wyrdstone cannot also be used to channel spells.

WYRDSTONE DESCRIPTIONS

Wyrdstones align to a specific element or primal force, with the most common wyrdstones presented here. Some undermucker sages claim that other, stranger wyrdstones may be awaiting discovery.

Each entry lists the 6 spells each wyrdstone contains. These spells can be found in *Old-School Essentials Advanced Fantasy*, or you can substitute other thematically appropriate spells of your choosing from another system. The spells are treated as the level they are presented here, not the level at which they appear in the OSE rules, where applicable.

Airstone

1. Whispering Wind
2. Air Breathing
3. Protection from Normal Missiles
4. Levitate
5. Fly
6. Control Weather (high winds or tornado only)

EQUIP

Armor: Take no damage from falls of 40' or less

Weapon: On natural 20, target must **save vs death** or be pushed back 10' and fall prone

Bloodstone

1. Cause Light Wounds
2. Obscuring Mist (but, blood)
3. Hold Person
4. Cause Serious Wounds
5. Hold Monster
6. Raise Dead

EQUIP

Armor: Gain 3 extra hit points

Weapon: On natural 20, target takes 1 extra damage per round from bleeding

Darkstone

1. Darkness
2. Blindness
3. Infravision
4. Blacklight
5. Shadowcast
6. Shadow Transformation

EQUIP

Armor: Infravision 120' and immune to blindness

Weapon: On natural 20, target blinded for 1d6 rounds

Deathstone

1. Cause Light Wounds
2. Cause Disease
3. Cause Serious Wounds
4. Animate Dead
5. Finger of Death
6. Death Spell

EQUIP

Armor: 1/day when wielder would die, they survive with 1 hp

Weapon: Deals +1d6 damage

Dreamstone

1. Sleep
2. Hypnotic Pattern
3. Phantasmal Force
4. Hallucinatory Terrain
5. Visitation
6. Manifest Dream

EQUIP

Armor: Immune to sleep effects

Weapon: On a natural 20, target is affected by a confusion spell for 1d6 rounds

Earthstone

1. Floating Disc (made from earth)
2. Barkskin (but, stone)
3. Tree Shape (but, stone or rock)
4. Minor Creation (stone or earth only)
5. Wall of Stone
6. Stone to Flesh (Flesh to Stone)

EQUIP

Armor: Reduce all damage taken by 1; or, cannot be tripped

Weapon: Deals double damage against stone and stone creatures

Firestone

1. Resist Fire
2. Heat Metal
3. Produce Flame
4. Fire Ball
5. Wall of Fire
6. Conjure Elemental (fire only)

EQUIP

Armor: Take 1/2 damage from fire

Weapon: Deals +1d4 fire damage, can start fires

Furystone

1. Remove Fear (Cause Fear)
2. Striking (self only)
3. Fear
4. Illusory Stamina
5. Emotion
6. Chaos

EQUIP

Armor: Increase your STR by 2 (maximum 18)

Weapon: 1/round, when an opponent hits wielder in melee, they may make a free attack against them with this weapon

Greenstone

1. Entangle
2. Speak with Plants
3. Growth of Plants
4. Tree Shape
5. Wall of Thorns
6. Pass Plant

EQUIP

Armor: Immune to plant-based poison, +4 on saves against other poisons

Weapon: Double damage vs. plants and plant-like creatures

Hearthstone

1. Purify Food and Water
2. Slow Poison
3. Cure Light Wounds
4. Cure Disease
5. Neutralize Poison
6. Cure Serious Wounds

EQUIP

Armor: Shines like torch and grants +4 on saves vs. illusions

Weapon: 1-in-6 chance target is affected by a faerie fire spell

Hexstone

1. Detect Danger
2. Bless (Blight)
3. False Aura
4. Remove Curse (Curse)
5. Nondetection
6. True Seeing

EQUIP

Armor: Reroll any die 1/day

Weapon: +1 to hit

Hushstone

1. Ventriloquism
2. Whispering Wind
3. Silence 15' Radius
4. Suggestion
5. Raise Dead
6. Invisible Stalker

EQUIP

Armor: Understand all spoken languages

Weapon: 1-in-6 target is deafened for 1d4 rounds

Lightstone

1. Light
2. Detect Illusion
3. Invisibility
4. Invisibility 10' Radius
5. Hypnotic Pattern
6. True Seeing

EQUIP

Armor: Shines like torch and you gain a +4 on saves against illusions

Weapon: 1-in-6 chance target is affected by a *faerie fire* spell

Magestone

1. Detect Magic
2. Mirror Image
3. Dispel Magic
4. Dimension Door
5. Teleport
6. Anti-Magic Shell

EQUIP

Armor: +4 bonus on saves vs. spells

Weapon: 1-in-6 target teleports 1d6 x 5' in random direction; or banish extradimensional beings on a natural 20

Rimestone

1. Resist Cold
2. Cause Light Wounds (but, cold damage)
3. Fireball (but, cold damage)
4. Wall of Ice
5. Fog Cloud
6. Control Weather (snow only)

EQUIP

Armor: Take 1/2 damage from cold

Weapon: Deals +1d4 cold damage, can freeze liquids

Thunderstone

1. Protection from Fire and Lightning (lightning only)
2. Silence 15' Radius
3. Magic Missile (but, electricity)
4. Call Lightning
5. Lightning Bolt
6. Control Weather (storms only)

EQUIP

Armor: Take 1/2 damage from electricity

Weapon: Deal +1d4 electricity damage, or +2d4 vs. metal targets or those wearing metal armor

Timestone

1. Slow Poison
2. Blur
3. Hold Person
4. Haste
5. Time Flow
6. Disintegrate

EQUIP

Armor: +1 on surprise; or, increase movement speed by 10'

Weapon: 1-in-6 chance target's movement is halved and suffers -2 on attack rolls for 1 round

Tremorstone

1. Auditory Illusion
2. Knock
3. Locate Object
4. Pass-Wall
5. Conjure Elemental (earth only)
6. Move Earth

EQUIP

Armor: Sense creatures in contact with ground within 20'

Weapon: 1-in-6 chance target knocked prone

Waterstone

1. Purify Food and Water
2. Resist Fire
3. Water Breathing
4. Create Water
5. Lower Water
6. Part Water

EQUIP

Armor: Can swim at full speed and breathe water

Weapon: Can attack underwater without penalty and is immune to rust attacks

Weatherstone

1. Predict Weather
2. Obscuring Mist
3. Wall of Fog
4. Solid Fog
5. Temperature Control
6. Control Weather

EQUIP

Armor: Immune to harmful weather effects

Weapon: 1/day can call forth a single *lightning bolt* as a magic-user equal to wielder's level

Willstone

1. Charm Person
2. ESP
3. Clairvoyance
4. Confusion
5. Telekinesis
6. Feeblemind

EQUIP

Armor: +4 bonus to resist mind-control and charms; or, treat Charisma as 4 points higher for determining loyalty of retainers (maximum 18)

Weapon: Weapon cannot be disarmed; or, if thrown it returns to wielder





Jacob E. Blackmon

MONSTERS

Many dangerous and terrible things lurk in the labyrinthine sewers beneath the world's cities.

While the monsters herewithin represent sewer-adapted creatures specific to the *Dungeon Plumbers* setting, they can be used in any *OSE* game or similarly compatible RPG.

In addition to the monsters here, the following monsters from *Old-School Essentials* are well-suited for use in a *Dungeon Plumbers* campaign:

ankheg, bandit, bat, giant beetle (any), black pudding, brigand, brown mould, bulette, carcass crawler, cave locust, giant centipede, cockatrice, coffer corpse, giant crab, crocodile, dark creeper, deep one, doppelgänger, dragon turtle, drider, driver ant, drow, duergar, dwarf, elemental, giant fish, flail snail, giant frog, gargoyle, gas spore, gelatinous cube, ghast, ghost, ghoul, gibbering moulder, goblin, green slime, grey ooze, gullygug, hag (any), hulker, insect swarm, giant jellyfish, kobold, krell, giant lamprey, giant eel, lich, giant lizard (any), lizard man, locathah, lurker above, lycanthrope (wererat), merrow, mimic, mind lasher, mummy, mutoid, mycelian, ochre jelly, giant octopus, ogre, otyugh, piercer, poltergeist, purple worm, rat (giant, normal), remorhaz, revenant, rhagodessa, roper, rot grub, rust monster, sahuagin, sea serpent (any), shadow, shambling mound, shrieker, skeleton, slithering tracker, giant slug, snake (pit viper, sea snake), spawn of the worm, spectre, giant spider (any), giant squid, stirge, strangle weed, svirfneblin, giant toad, trapper, troglodyte, troll, giant turtle, violet fungus, water fiend, water termite, wight, wraith, yellow mould, zombie

FLYTRAP, SUBTERRANEAN

A massive tangle of barbed vines whose many spiny maws snap at anything moving. This carnivorous plant is an ambush predator that often lurks in unsuspecting crevices, pipes, shafts, and tunnels.

AC 7 [12], HD 12** (54hp), Att 1d8+1 x bite (1d8 + envelop), THACO 11 [+8], MV 30' (10') / 15' (5') climbing or burrowing, SV D10 W11 P12 B13 S14 (6), ML 10, AL Neutral, XP 2700, NA 1 (1), TT None

- **Variable number of mouths:** Each flytrap has 1d8+1 mouthlike feeding pods. It may bite with each of them each round.
- **Wriggle:** Can twist and flatten down to squeeze through small holes.
- **Ambusher:** 5-in-6 chance of surprise due to hiding in improbable places.
- **Lurking defense:** While within cover, the flytrap's AC becomes 3 [16], it takes half damage from attacks originating outside of the cover, and its last 10hp cannot be reduced (its roots dig in deeply).
- **Damage resistant:** Damage from cutting weapons deals normal damage, but blunt or piercing weapons only deal half damage. They are resistant to most poisons, taking only half damage from any poison and rolling any saving throw against poison twice, taking the more favorable result.
- **Envelop:** A victim is hit by the flytrap's bite attack must **save vs breath** or be completely engulfed by the toothy maw of the its feeding pod. Once inside, the victim must **save vs paralysis** or be unable to move for 2d6 rounds. The feeding pod forms an airtight seal, and a victim inside will suffocate in 2d4 rounds if not freed. Each round inside the pod, the victim takes 1d6 damage as digestive acid starts to consume their body. The body of a victim who dies inside the feeding pod is completely dissolved in 1d4 hours. While enveloped, a victim cannot be targeted by effects from outside the pod that rely on sight to do so.
- **Cutting free:** A victim inside a feeding pod that is not paralyzed can use a one-handed cutting weapon to deal 10 points of damage to break free. This damage does not injure the flytrap's total hit points, but it does destroy that maw, reducing its number of bite attacks.

- **Noxious fumes:** If dealt fire damage, all creatures within 30' must **save versus poison** or suffer 1d4 damage, -1 to attacks, and be unable to breath or speak for 1 round.
- **Severing feeding pods:** Requires inflicting 10 or more damage with a cutting weapon.
- **Regeneration:** Regenerates 2d8 hp per day. Severed feeding pods regrow in 1d4 days, with a 50% chance of growing an additional feeding pod and increasing the flytrap's Hit Dice by 1.
- **Mindless:** Immune to all mind-affecting effects.
- **Random sentience:** 1-in-100 flytraps develop an evil sentience and learn to speak Common. They quickly grow to massive sizes, sometimes reaching 20 HD or more. Such flytraps are not mindless. They often force hapless mortals to bring them a ready supply of food.

FLYTRAP, PYROCALSTIC (SUBTERRANEAN FLYTRAP VARIANT)

Growing near underground lava flows, these mutated flytraps spew gobs of magma at unwary victims. Also known as "dragon vines." Pyroclastic flytraps have the same statistics as subterranean flytraps, as well as the following qualities.

- **Fewer heads:** Only has 1d6 feeding pods.
- **Fire immunity:** Immune to damage from heat and fire.
- **Fire absorption:** Fire attacks heal a number of hit points equal to the damage they would have dealt. Any healing in excess of the flytrap's normal hit point total become temporary hit points. If the flytrap ever gains more temporary hit points in this way than twice its normal hit point total, it explodes in a terrible conflagration, dealing 12d6 fire damage to everything within 30' (**save versus breath** for half damage).
- **Spit magma:** A small globule of superheated magma as a missile attack with a range of 50'. Each globule deals 4d6 fire damage (**save versus breath** to avoid entirely).
- **Experience award:** XP increases to 4300.



INFERNO FLOWER

This fist-sized orange and red flower glows with a warm bioluminescence as its quills shift and sway at the approach of any creatures. As slow as they are, these flowers are more hazards than major threats, but their mobility allows them to colonize new areas quickly. Burning organic matter with their darts provides fertile ground for seedlings.

AC 7 [12], **HD** 1/2* (2hp), **Att** 1 x fire dart (1d6), **THACO** 16 [+3], **MV** 15' (5') **SV** D12 W13 P14 B15 S16 (1), **ML** 12, **AL** Neutral, **XP** 6, **NA** 5d6 (5d6), **TT** None

- **Fire immunity:** Unharmed by fire.
- **Fire dart:** 2d4 times per day can shoot a flaming quill up to 30'. Victims who are hit must **save versus death** or catch on fire, taking 1d6 fire automatically each round until the fire is put out. Some daring souls use inferno flowers as weapons, pointing them at enemies and squeezing!
- **Edible:** Eating an inferno flower's petals grants the eater immunity to fire for 2d6 turns. Consuming a quill will inflict paralysis (**no save**) in 2d6 rounds for 3d6 hours. While paralyzed, a victim appears dead to all medical observations. Consuming the roots or stem will grant the eater the effects of a potion of speed for 1 turn, but afterward they must **save versus poison** or suffer 2d6 damage and suffer a -2 on all rolls for 1d8 turns.
- **Mindless and blind:** Immune to all mind affecting effects and effects relying on vision.

KAPPA

Horrific human-sized creatures with feral cunning, these reptilian pack hunters look like a cross between a giant star-nosed mole and a ferocious snapping turtle.

AC 3 [16], **HD** 4+2** (20hp), **Att** 2 x claw (2d4), 1 x bite (3d4) **THACO** 16 [+3], **MV** 90' (30') / 120' (40') swimming or burrowing, **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Chaotic, **XP** 275, **NA** 3d4 (3d4), **TT** None

- **Surprise:** On a 1-4, due to hiding motionless underwater or just below the surface of the ground.
- **Rend:** If a victim is hit by both claws in the same round, the kappa rends for an extra 2d6 automatic damage.
- **Shell up:** The kappa can tuck into its shell after taking damage. In this defensive state it has AC -1 [20] and takes only half damage from all sources. Wand effects and arrows deflect harmlessly off its shell. While shelled-up, the kappa cannot attack.
- **Stealthy:** Kappas can hide in shadows and move silently on land or while burrowing as a thief of a level equal to twice its Hit Dice. (HS 55%, MS 65%)
- **Sense of smell:** Poor eyesight, but uncanny sense of smell. Can follow a track of blood or fruit by scent on land, in the water, and even while burrowing within 5' of the surface.
- **Strength in numbers:** Troops of 4 or more kappas have morale 9. If the troop is reduced to less than 50% of its original size, this morale bonus is lost.
- **Amphibious:** Can breathe water and air equally well.
- **Cranial weakness:** When an attacker rolls a natural '20' on a melee attack against a kappa, the kappa is knocked prone and unable to act for one round, as fluids in its head responsible for equilibrium spew forth. During this time, all melee attacks gain a +2 bonus to hit the kappa. If this happens while it is shelled up, it dies.
- **Fondness for fruit:** If a party attempts to flee from a kappa and throws fruit at it, there is a 4-in-6 chance the kappa will go after the food and not pursue. This increases to a 5-in-6 chance of success if the fleeing party throws melons (cucumbers are a kappa's favorite).



KAPPA TYRANT

Ogre-sized kappas. Titanic brutes of the worst temperament. Spikes and thick scales make them hard to injure, toothy maws can bite a horse in half, and fiery breath makes them a threat at distance. Known for hoarding treasure like dragon. More intelligent kappa tyrants sometimes ally with other monsters or sentient beings, while also rallying hordes of kappas to their service.

AC 0 [19], **HD** 10**** (45hp), **Att** [2 x claw (2d8), 1 x bite (3d8)], or breath, or crushing leap, **THACO** 11 [+8], **MV** 90' (30') / 120' (40') swimming or burrowing, **SV** D6 W7 P8 B8 S10 (10), **ML** 10, **AL** Chaotic, **XP** 4400, **NA** 1 (1), **TT** M

- **Surprise:** On a 1-4, due to hiding motionless underwater or just below the surface of the ground.
- **Render:** If a victim is hit by both claws in the same round, the kappa tyrant rends for an extra 2d8 automatic damage.
- **Breath weapon:** 80' long line of fire or 60' long cone of fire. 3/day. Damage equal to kappa tyrant's current hp (**save versus breath** for half). See *Dragon* entry in *Old-School Essentials* for more details.
- **Amphibious:** Can breathe water and air.

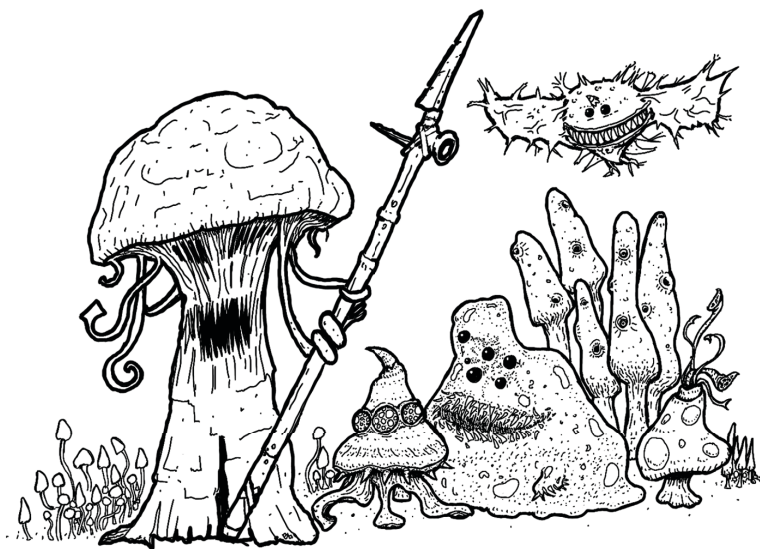
- **Crushing leap:** If a kappa tyrant moves at least 10', it may leap up to 30' in any direction. Any creatures it lands on or within 5' of it must **save vs death** or take 3d8 damage from the impact.

- **Shell up:** Can tuck into its shell after taking damage. In this defensive state it has AC -3 [22] and takes only half damage from all sources. Wand effects and arrows deflect harmlessly off its shell. While shelled-up, the kappa tyrant cannot attack.

- **Battle rage:** In melee combat, a kappa tyrant can open itself up to attacks in order to attack in a frenzy of claws and bites. It may reduce its AC to 6 [13] in order to make two sets of attacks with its claws and bite. A battle rage lasts for 1d4 rounds, during which time the tyrant kappa cannot use its breath weapon (though it can still use its crushing leap).

- **Sense of smell:** Poor eyesight, but uncanny sense of smell. Can follow a track of blood by scent on land, in the water, and while burrowing within 5' of surface.

- **Tougher stuff:** Kappa tyrants do not have a normal kappa's cranial weakness or fondness for melons, however their large size means they do not gain the kappa's stealthy ability.



"mucks" (artist's impression only).

William Barthele

MYCONOIDS (MUCKS)

A diverse variety of sentient and often predatory fungal creatures known as myconoids, or "mucks" by seasoned dungeon plumbers.

Myconoid Traits

Referees are encouraged to add these traits to any traditional monsters that would thematically fit as myconoids. OSE monsters that could be considered myconoids include: brown mould, gas spore, gelatinous cube, green slime, grey ooze, mycelian, ochre jelly, shambling mound, shrieker, slithering tracker, violet fungus, and yellow mould.

- **Mycelial network:** All myconoids can wordlessly communicate in a rudimentary way with any plants and fungi within 100' by concentrating for 1 turn while in contact with the ground. They can communicate with each other in this way by concentrating for 1 round, even if they are not in contact with the ground, as they are able to emit and receive spores containing impressionistic information. Other creatures, including humanoids, in skin contact with the ground have a 50% chance of understanding this communication if it is directed at them. This chance increases to 75% if the creature has an open wound, has eaten mushrooms or fungi recently, or suffers from any sort of madness.
- **Fungal anatomy:** All myconoids are immune to extra damage from sources such as back stabs, critical hits, death from massive damage, or the like, at the referee's discretion. Myconoids take half damage from piercing weapons. Myconoids are immune to fear, all mind-affecting effects, illusions, mind control, and psychic damage. Myconoids are resistant to most poisons, taking only half damage from any poison and rolling any saving throw against poison twice, taking the more favorable result.
- **Light sensitivity:** Suffer a -2 penalty to attack rolls and a -1 penalty to AC when in bright light (natural daylight, *continual light* spell, etc.).
- **Weird-attuned:** Myconoids are treated as having a Weird score equal to $8 + 1/2$ their HD.

FUNGI BAT

This small, bat-winged, mushroomlike predator has a gaping maw filled with razor sharp chitinous teeth. Its brown and beige colors allow it to appear as harmless fungal patches clinging unassumingly to cavern walls until it strikes.

AC 6 [13], **HD** 2* (9hp), **Att** 1 x bite (1d4), **THACO** 17 [+2], **MV** 15' (5') / 150 (50') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Chaotic, **XP** 25, **NA** 1d10 (1d10), **TT** None

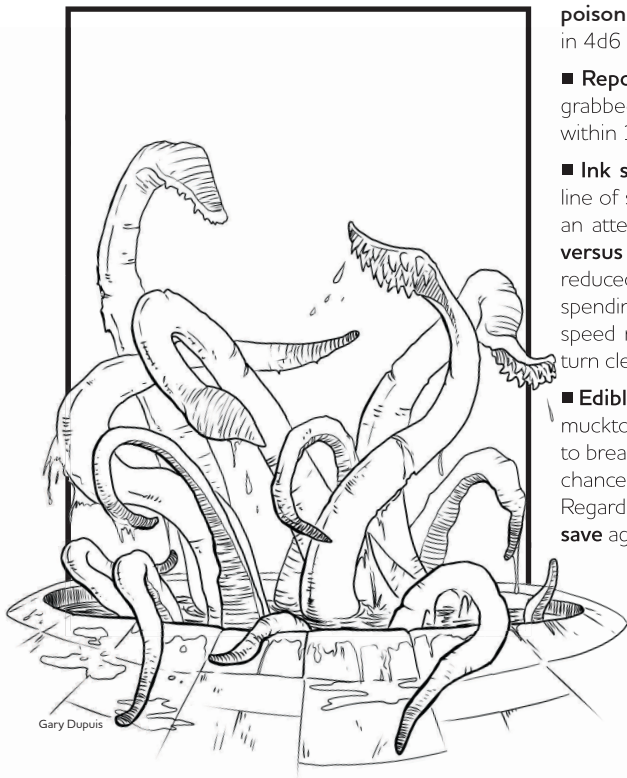
- **Echolocation:** Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.
- **Swarm:** 10 fungibats can swarm around a target's head, causing confusion: -2 to attack rolls and saves; unable to cast spells.
- **Camouflage:** May be overlooked or mistaken for harmless mushrooms.
- **Dive attack:** First attack is at +2 to hit or +4 if the target was unaware.

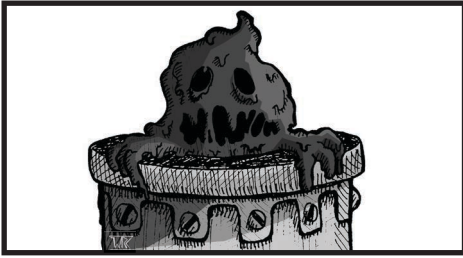
MUCKTOPOD

This enormous, white squidlike creature is actually a deadly aquatic fungal predator. It digests prey inside its body sac and converts them into tarry black ink that it uses to attack anything that might prey on it.

AC 4 [15], **HD** 6+3** (30hp), **Att** 10 x tentacle (1d4 + constriction), **THACO** 14 [+5], **MV** 30' (10') / 120' (40') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 950, **NA** 1 (0), **TT** V

- **Tentacle:** A mucktopod's tentacles can hit enemies up to 15' away.
- **Constriction:** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts 1d4 automatic damage per round, plus a -1 penalty to attacks. Tentacles constricting a target cannot attack during a round.
- **Severing tentacles:** Requires a hit with a cutting weapon inflicting 6 or more damage.
- **Disease:** Victims who take more than 10 points of damage from a mucktopod must **save versus poison** or contract a wasting disease that is fatal in 4d6 days.
- **Reposition:** A mucktopod can move a victim grabbed by one of its tentacles to anywhere within 15' of it once per round, retaining its grasp.
- **Ink spray:** 3/day, can spray a 5' wide, 50' long line of sticky ink at targets outside of the water in an attempt to blind them. The target must **save versus breath** or be blinded and have their speed reduced by half. The blindness can be removed by spending 1d3 rounds cleaning out their eyes. The speed reduction can be removed by spending 1 turn cleaning off the tarry ink.
- **Edible parts:** Consuming a half a pound of raw mucktopod flesh will grant the eater the ability to breathe water for 1 hour, but has a 1-in-6 chance of making them terribly ill for 12 hours. Regardless of whether the eater falls ill, they must **save** against the mucktopod's disease (above).



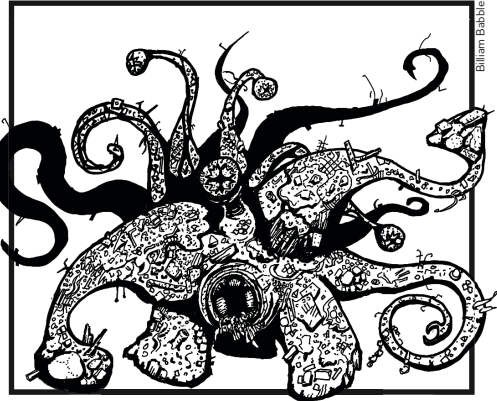


POOZE

A roiling, steaming brown slime mold creeps across the floor with countless reaching tendrils, its stench turns the stomachs of the hardest warriors. This aptly named ooze is the *number two* worst fear of many dungeon plumbers.

AC 7 [12], **HD** 5*** (22hp), **Att** 2 x touch (2d4), **THACO** 15 [+4], **MV** 15' (5') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Neutral, **XP** 550, **NA** 1 (0), **TT** None

- **Immunity:** Unharmd by all attacks except cold or fire.
- **Vulnerable to fire:** Takes double damage from fire.
- **Acid:** After a successful attack, sticks to the victim and exudes acid. This acid inflicts 2d4 damage per round to flesh and destroys cloth, leather, wood, and plant matter in one round (stone, metal, glass, and porcelain are unaffected).
- **Seep:** Can squeeze through small holes and cracks.
- **Nauseating stench:** The foul ichor this ooze has assimilated sickens humans and demihumans: **save versus poison** or suffer -2 to hit and be unable to speak due to retching, while within 10' of a pooze.
- **Brown geyser:** Spews foul acidic brown sludge at a target within 30'. **Save versus breath weapon** to avoid. If hit, the target takes 2d6 damage from the acidic goo and must then **save versus poison** or suffer a -2 to hit and have a 2-in-6 chance of being unable to speak due to retching until they have cleaned themselves. The odor is so strong that it doubles the chance of wandering monsters and hiding is all but impossible. Unless implementing magical cleaning or using proven folk remedies to thoroughly clean over 1d4 days are implemented, affected cloth wood will reek for 2d4 months. Flesh, fur, hair, leather—even metal and stone will continue to stink for 1d6 weeks unless cleaned thoroughly over 1d4 days. While the stench persists, the above penalties apply.



William Brabbie

SHAMBLING CLOG

Shapeless, debris-encrusted masses of lumbering fungal tendrils and eyestalks, these slimy ambush predators are surprisingly intelligent.

AC 1 [18], **HD** 9*** (40hp), **Att** 2 x tendril (2d6), **THACO** 12 [+7], **MV** 60' (20') / 90' (30') swimming, **SV** D10 W11 P12 B13 S14 (5), **ML** 12, **AL** Neutral, **XP** 3100, **NA** 1d3 (1d3), **TT** B

- **Surprise:** On a 1-5.
- **Suffocation:** If a victim is hit by both tendrils in the same round, they are entangled in the shambling clog's body and suffocate in 2d4 rounds. The victim can only be freed if the shambling clog is killed.
- **Tethering tendril:** Instead of making its normal 2 tendril attacks, it may instead make a single attack against a target up to 20' away. If it hits, the target takes 2d6 damage and is dragged adjacent to the shambling clog.
- **Debris armor:** Thickly encrusted with hair, slime, rocks, rusty metal fragments, bones, and other detritus, a shambling clog takes no damage from nonmagical sources and only half damage from magical sources. If an enemy misses the shambling clog with a melee attack, there is a 1-in-6 chance the weapon becomes stuck in its matted debris shell.
- **Immunities:** Immune to fire due to its slime-soaked body.
- **Unnatural growth:** If damaged by cold, poison, or electricity, it grows one Hit Die.
- **Seep:** Can flatten and twist its body to squeeze through small holes.

SPORELING

This translucent, pulsing mass of violet and pink slime ambles slowly toward you along the wall. Can often be found near violet fungi patches (see OSE).

AC 10 [9], **HD** 3+2*** (15hp), **Att** 1 x slam (1d4), **THACO** 17 [+2], **MV** 30' (10') / 60' (20') climbing, **SV** D12 W13 P14 B15 S16 (2), **ML** 12, **AL** Neutral, **XP** 125, **NA** 1d3 + 1d4-1 myco-zombies (1), **TT** None (though its myco-zombies may have treasure, at the referee's discretion)

- **Sense vibrations:** Up to 40' away. Does not need to rely on sight and cannot be surprised within 40'.
- **Infectious slam:** A living creature hit by its slam attack must **save versus poison** or become infected with spores. After 2d6 days, the victim develops a persistent consumptive cough, inflicting a -2 on all rolls and a 2-in-6 chance any spell cast fails. Whenever the creature dies, it will become a myco-zombie (see below). This affliction can be removed by a *cure disease* spell or by being treated for 4d6 weeks by a trained physician or herbalist.

■ **Spore cloud:** When attacked or touched, has a 4-in-6 chance of emitting a gout of dense spores, which may infect those in the area. Any living creature within 20' of the sporeling must **save versus poison** or become infected with its spores (see infectious slam, above, for details). For 1d3 rounds after it emits a spore cloud, the immediate area is filled with a haze that impedes vision (-2 penalty on sight-based checks and ranged attack rolls).

■ **Explosive:** If a sporeling takes fire damage, it has a 3-in-6 chance of exploding, dealing 1d6 fire damage per hit point it had left to everything within 20'. **Save versus breath** for half damage.

■ **Myco-Zombie:** If a living creature dies within 20' of a sporeling, it has a 2-in-6 chance of reanimating as a zombie 1d3 turns later (even if the corpse is no longer near the sporeling), as the spores infect its body. Zombies created this way are under the control of the sporeling for up to 5 miles (if it is alive) or will attack the nearest living creatures it can find (if the sporeling is dead). The myco-zombie will survive for 5d6 days, or until it is slain. When it is slain, a new sporeling will emerge from its remains in 1d4 hours. Myco-zombies have the same stats as normal zombies, but they also have the sporeling's spore cloud trait (see above).



SPORELING MYCO-ZOMBIE

Spore-filled corpses make lurching, jerky strides toward you as they defend a violet fungal garden.

AC 8 [11], **HD** 2* (9hp), **Att** 1 x weapon (1d8 or by weapon), **THACO** 18 [+1], **MV** 60' (20'), **SV** D12, W13, P14, B15, S16, (1), **ML** 12, **AL** Neutral, **XP** 25, **NA** 1d4 (0), **TT** None

- **Guardians:** Always attacks on sight.
- **Initiative:** Always loses roll; no roll.
- **Undead:** Makes no noise until they attack, immune to effects that affect living creatures, immune to mind-affecting or mind-reading spells, invisible to infravision.
- **Spore cloud:** See Sporeling entry.



RATKING SWARM

A matted-together tangle of countless hundreds of scabrous, infuriated rats rolls and skitters toward any living thing it can make its next meal.

AC 6 [13], **HD** 6*** (27hp), **Att** 1 x strike (grab), **THACO** 14 [+5], **MV** 120' (40') – can't swim, **SV** D12 W13 P14 B15 S16 (3), **ML** 12, **AL** Neutral, **XP** 950, **NA** 1d3 (1d3), **TT** None

- **Engulf:** The creature attacked must **save versus death** or fall prone, unable to stand up again.
- **Ravenous frenzy:** A victim who falls prone from the ratking swarm's engulf ability will be consumed down to the bone in 6 rounds if they are unable to move away from the swarm. Each round an enemy is adjacent to a ratking swarm, the enemy takes 1d4 automatic damage at the start of their turn.
- **Disease:** Ravenous frenzy has a 1-in-4 chance of infecting the target (**save versus poison**). The disease has a 1-in-4 chance of being fatal (die in 1d6 days). Otherwise, the victim is sick and bedridden for 1 month.
- **Resistant to damage:** Ratking swarms take half damage from all sources that target a single creature. They take full damage from sources that deal damage to an area (like the *fire ball* spell).
- **Landlocked:** Ratking swarms are unable to coordinate well enough to swim. If submerged in water, they will drown in 1d4 rounds.



Jacob E. Blackmon

RATTER

Half as tall as a human, these greasy, ravenous anthropomorphic rats hunt in large packs. Craven yet cunning, ratters often live in filthy warrens—ambushing interlopers with poisoned spears and crude traps.

AC 7 [12], **HD** 1/2*** (2hp), **Att** 1 x bite (disease), 1 x weapon (1d4 or by weapon -1), **THACO** 19 [0], **MV** 60' (20') / 90' (30') swimming or climbing, **SV** D14 W15 P16 B17 S18 (NH), **ML** 7, **AL** Chaotic, **XP** 8, **NA** 4d4 (6d10), **TT** Q

- **Surprise:** On a 1-4; set ambushes.
- **Disease:** Bite has a 1-in-6 chance of infecting the target (**save versus poison**). The disease has a 1-in-4 chance of being fatal (die in 1d6 days). Otherwise, victim is sick and bedridden for 1 month.
- **Summon ratkin:** Summon 1d6 giant rats or sewer beavers or 3d6 normal rats from nearby areas. These arrive in 1d4 rounds.
- **Skittery:** A ratter may move up to 10' away when an enemy misses them in melee.
- **Language:** Ratters speak broken Common and Undercommon and can communicate with rats, wererats, and other rodents.

RATTER, DREAD

Every once in a while a ratter survives a near fatal experience and comes back infused with unholy or necromantic power. These dread ratters have the same statistics as normal ratters, plus the following qualities.

- **Unholy toughness:** Dread ratters take no damage from nonmagical attacks.
- **Fear aura:** All living creatures seeing a dread ratter must **save versus spells** or flee for 2d6 turns. Characters above 3rd level and monsters with 4 or more Hit Dice are immune.
- **Spells:** A dread ratter can cast the following spells, each three times per day: *cause fear*, *blight*, *cause disease*, *curse*, *fear*
- **Experience award:** XP increases to 15. *Better to just run away . . .*

SEWER BEAVER

Enormous, bipedal mutated rodents who build dams like terrestrial beavers. Extremely aggressive and territorial.

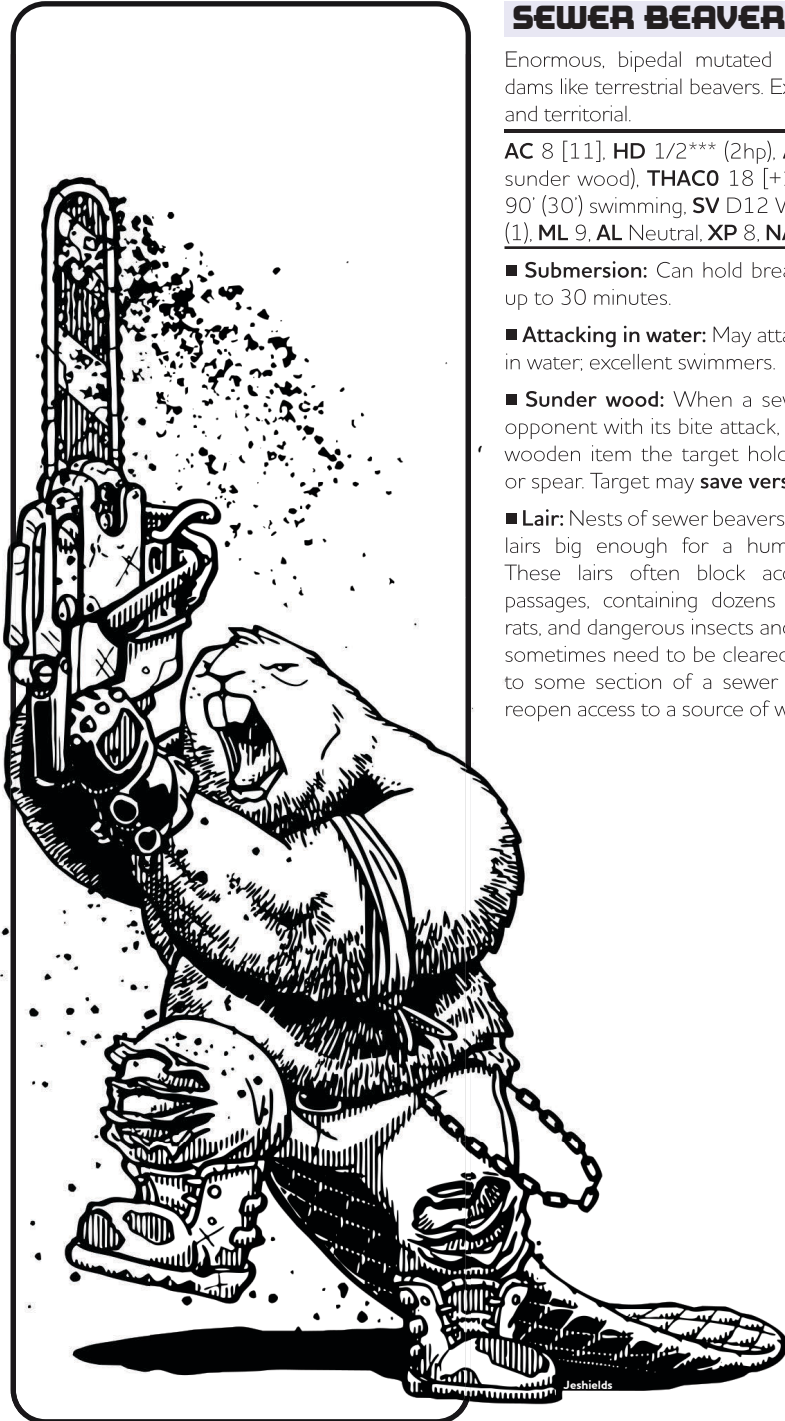
AC 8 [11], **HD** 1/2*** (2hp), **Att** 1 x bite (1d4 + sunder wood), **THACO** 18 [+1], **MV** 120' (40') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 8, **NA** 3d6 (3d10), **TT** C

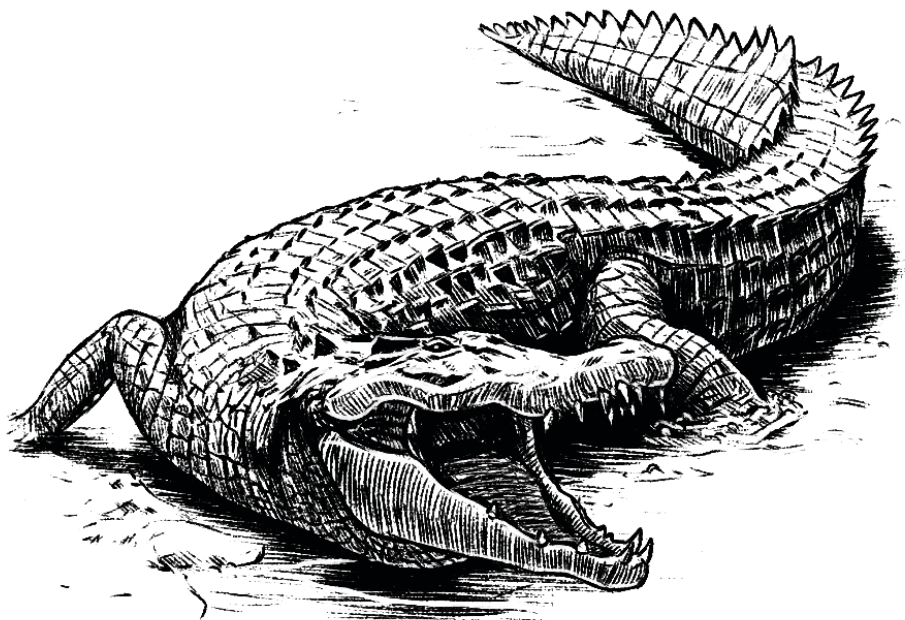
■ **Submersion:** Can hold breath underwater for up to 30 minutes.

■ **Attacking in water:** May attack without penalty in water; excellent swimmers.

■ **Sunder wood:** When a sewer beaver hits an opponent with its bite attack, it may destroy one wooden item the target holds, such as a shield or spear. Target may **save versus death** to avoid.

■ **Lair:** Nests of sewer beavers build large, twisting lairs big enough for a humanoid to traverse. These lairs often block access to important passages, containing dozens of sewer beavers, rats, and dangerous insects and fungi. These dams sometimes need to be cleared out to gain access to some section of a sewer or dungeon, or to reopen access to a source of water.





Dean Spencer

SLUCE GATOR

30' to 50' long, these enormous albino alligators prowl subterranean waterways to sate their voracious appetites.

AC 2 [17], **HD** 14**** (63hp), **Att** 1 x bite (2d8 + grab), **THACO** 11 [+8], **MV** 90' (30') / 90' (30') swimming, **SV** D10 W11 P12 B13 S14 (7), **ML** 9, **AL** Neutral, **XP** 5150, **NA** 1 (2d6), **TT** C (in stomach)

■ **Submersion:** Can hold breath underwater for up to 1 hour.

■ **Lurker:** Expert at hiding motionless until prey comes nearby, often surprising them (3-in-6).

■ **Grab:** Holds target in powerful jaws hitting a horse-sized or smaller target with a bite attack. The victim can be freed by a feat of strength or by dealing 10 points of damage to the sluce gator.

■ **Death roll:** Each round that it has a victim in its jaws, instead of moving on its turn, a sluce gator may twist and turn violently, dealing an automatic 1d8 damage to the victim. If they are in the water, the victim may risk drowning.

■ **Bypass Portals:** Has the magical ability to pass through gates, doors, grates, and other portals which are at least partially underwater as if they were not there, even if they are closed or locked shut.





SEWER DRAKE

Standing 8' to 10' tall and 15' to 20' long, these agile, bipedal saurian creatures have intelligent eyes, sharp claws, and make unsettling clicking and warbling sounds before leaping onto their prey. Sewer drakes' scales are typically a mottled shade of green with a silvery white underbelly, though other types exist. Seasoned dungeon plumbers jokingly refer to these creatures as "commode dragons," owing to the tendency of most who encounter them to empty their bowels from fear.

AC 4 [15], **HD** 7** (31hp), **Att** [2 x hind claw (1d6), 1 x bite (1d8)] or sticky tongue, **THACO** 16 [+3], **MV** 150' (50') / 120' (40') swimming, **SV** D10 W11 P12 B13 S14 (4), **ML** 8, **AL** Neutral, **XP** 1250, **NA** 1d4 (1d6), **TT** None

- **Leap:** Can jump up to 20' vertically or 40' horizontally from standing.
- **Prehensile tongue:** Can grab objects up to 10' away weighing up to 20 lbs with tongue, even storing in mouth. Can alternatively attempt to disarm an opponent (target **saves versus paralysis** to avoid).
- **Sticky tongue:** Attack up to 10' away. On a hit, target creature up to human size is dragged to the mouth and bitten (roll to attack for bite).
- **Swallow whole:** On an attack roll of 20 against a human-sized or smaller target with its bite or sticky tongue ability. Inside the drake's belly: suffer 2d6 damage per round until the drake dies or victim escapes (**save vs death** for half damage). Victim may attack with sharp weapons at -4 to hit (inside guts has AC 7 [12]). A swallowed victim who dies is digested 6 turns after death.

FLAME DRAKE (SEWER DRAKE VARIANT)

Looking much like their standard kin, but with blood-red frills on top of their heads and extending down their spines. These mutated sewer drakes quickly digest and metabolize organic matter and convert it into powerful goutts of flame. It is rumored that you can tell they are nearby when the air or water is unusually hot. Flame drakes have the same statistics as sewer drakes, plus the following qualities.

- **Flame breath:** A victim or organic item weighing at least 10lbs that is swallowed whole for at least 2 rounds must **save versus death** each round after 2 rounds or be digested and converted into a fiery breath weapon. If a victim dies in this way, the flame drake may immediately use the new breath weapon against any target within 50' or hold it for up to 4 rounds. The breath weapon deals 1d8 fire damage + 1d8 for every 2 Hit Dice the victim had. Targets of the breath weapon may **save versus breath** for half damage. A flame drake holding its breath weapon cannot use its bite or tongue. An unused breath weapon is harmlessly released in a sulphurous belch.
- **Experience award:** XP increases to 1650



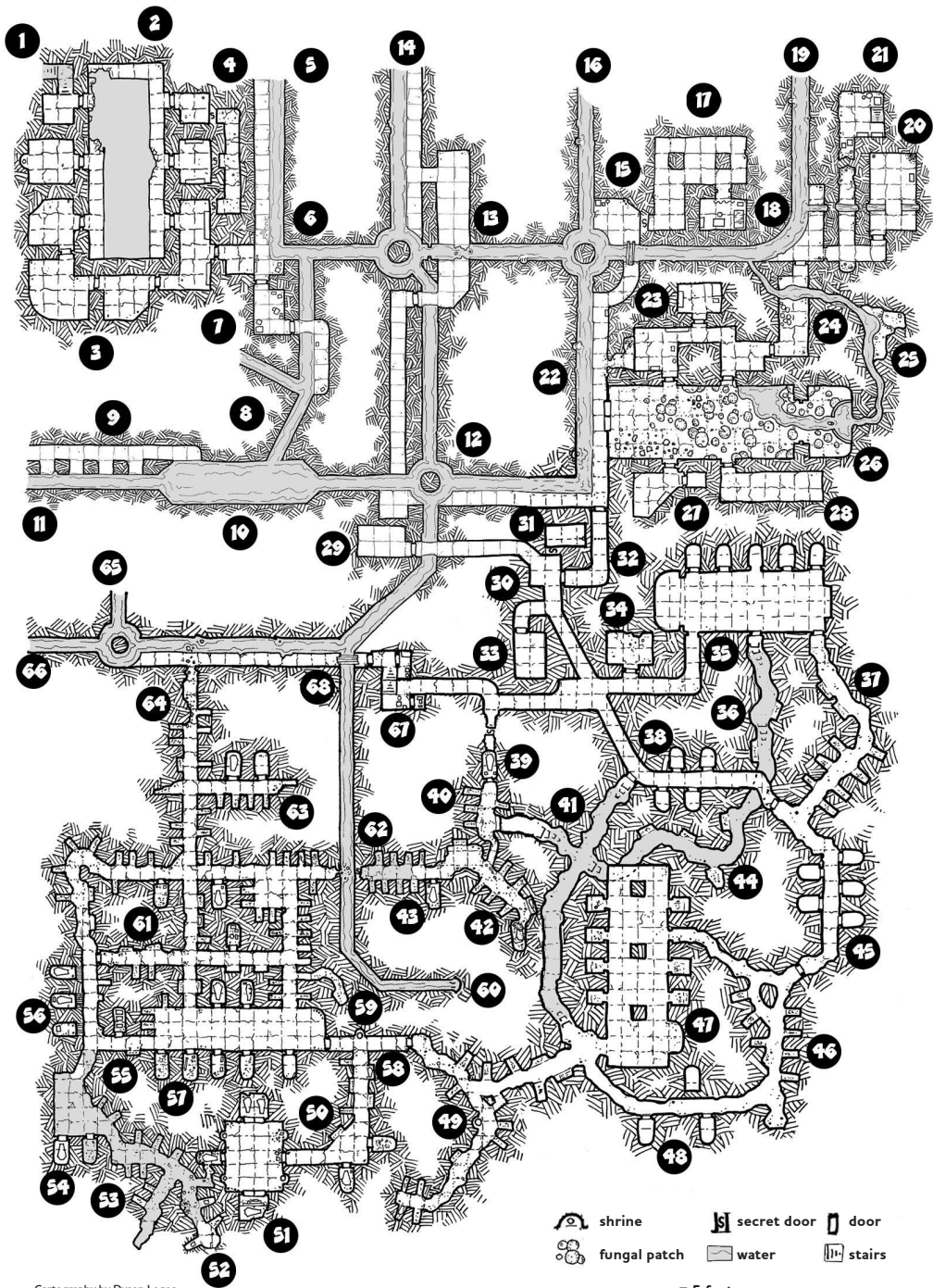
SEWER HAZARDS (D6)

D20	1	2	3	4	5	6
1	steady flooding	rat swarm	lost!	diseased water	falling stalactites	grave robber
2	flash flood!	leech swarm	locked grate	toxic substances	undead horde	smugglers
3	steam jets	piranha swarm	barred path	hellgate	lurking ghoul	thieves den
4	pit trap	giant rats	sluice gators!	bridgeless chasm	water room trap	goblin bazaar
5	fire jets	giant spiders	missing path	vortex	opera phantom	den of murderers
6	wall cave-in	giant roaches	kappas!	puzzle room	sawblade trap	vagrant camp
7	ceiling collapse	noxious fumes	foot rot	fatigue	fungi-filled path	ratter nest
8	floor collapse	fleshfly swarm	soggy gear	radiation	horrid stench	duergar slavers
9	dart trap	scarab swarm	gross rash	rust and filth	spiked pit trap	rivals!
10	poisonous gas	mosquito swarm	restless sleep	tentacle attack!	lava flow	assassins!
11	falling block trap	flea swarm	ghosts	clown demon	infected wounds	bad directions
12	poison dart trap	juvenile mutated warrior tortoises	unseeley fey court	unexpected crossroads	supernatural darkness	mad scientist's minions
13	scythe trap	wererat monk	oozes!	cursed object	sewer druid	necromancer den
14	trash compactor trap room	violet fungus colony	restless catacombs	dormant demolitions	miles without water	portal to another plane
15	ethical dilemma	sentient cave	razor shards	dredger market	narrow passage	tainted cache
16	teleport trap	cursed shrine	flame drake	entangling roots	thin air	ancient guardian
17	exit collapse	sewer drakes	spore cloud	going in circles	paranoia	enraged miners
18	petrification trap	psychic residue	wasting mold	necrotic slime	claustrophobia	fungibat colony
19	acid trap	entombed demon	penguin themed mobster	tainted wyrdstones	mind lasher slavers	derro organ harvesters
20	toxic sludge	soul stealer	purple worm	entombed god	explosive gas	mutant raiders



CLEAR THE SEWERS!

1. **Exit to Surface** via flooded corridor, then elevator up.
2. **Ancient Ruined Bath, Gator Lair.** 1d4+1 **Normal Crocodiles** are active **AC 5** [14], 9hp, 1 x bite (1d8), **THACO 18** [+1]; 1 **Sluice Gator** (p.56) is dormant on bottom of bath (10' deep in center, tunnel leads to area 10). Side rooms have a 1-in-6 chance to contain a **random muck** (p.50) each hour. **Shrine** room has been desecrated—restoring will earn devout 250XP. Once restored, shrine grants *water breathing* for a 2cp offering. Shrine has a 1-in-6 chance to have a **skeleton guardian** until restored. **AC 7** [12], 4hp.
3. Southern two rooms each have 1 **green slime** (9hp).
4. **Secret Safe Room.** 100sp worth of treasure, 2 days rations in canned goods, mummified remains.
5. **Exit to Sewers.** Bloody satchel with 5gp.
6. **Ghast** lurks this bend. 1-in-6 chance it is there each hour.
7. **Vagrant Camp.** Bloody remains from ghast in area 6. 4d4cp, 1d12sp, 3 bottles of hooch. Doors can be barred.
8. **Exit to Sewers** and sunken ruins below.
9. Ancient innuendo-rife lewd **graffiti**.
10. **Sluice Gator** (p.56). Tunnel in bottom leads to area 2.
11. **Exit to Sewers.** Goblin market 1/2 mile that direction.
12. **Crossways Mage.** 1-in-6 chance each day that a mycomage hermit (M 7) will be here studying the waters for portents. Can trade and offer crude map of non-secret areas 13-33. Mage lives in cave system beyond area 16.
13. **Ruined Pumping Station.** A **shambling clog** (p.52) lairs in ceiling pipes. 2-in-6 chance of attacking each time living creatures enter. Flees if reduced to 1/2 hp.
14. **Exit to Sewers.** Cave-ins prevalent in that area.
15. **The Rat Shanks.** Pop-up gambling parlor occupies this nook each weekend. **Secret door** leads to now-forgotten speakeasy and thief den (area 17).
16. **Exit to Sewers.** Eventually leads to a cave system.
17. **The Lost Bolthole.** 2 decades ago was a safe house for a thief ring. Now abandoned. Locked trapped footlocker (needle trap, **save vs poison** or fall unconscious for 1d4 days, appearing dead) contains 60 bullets, 5 days canned rations, 1 revolver, 1 mildewed bedroll, 600sp, 12 bottled beers, 6 flat bottled soda pops, 1 medical kit.
18. **Water Treatment Complex.** Chambers once used to treat and filter water. A few **shrines** to forbidden deities are littered with candle stubs, moldy patches, and 4d6sp in coins. 2 scrolls of *commune* hidden under flagstone.
19. **Exit to Sewers.** Otyugh lair in that direction.
20. **Black Mold Patch.** **Save vs poison** or die in 1d4 hrs.
21. **Tavern Basement.** Still in business. Food stores, exit.
22. **Stirge Colony.** 4d4 stirges dwell on ceilings (15' high). **AC 7** [12], **HD 1** (4hp). Can swim.
23. **Ancient Store Room.** 3d6 days' rations, 2d100 bullets.
24. **Stream.** Natural, leads to underground lake. Leeches, fish, crabs, lichen, other food sources. Icy cold.
25. **Sporeling Colony.** 1d6 sporelings, 1 **myco-zombie** (p.53).
26. **Fungal Grotto.** Once a subway station, now a sporeling infestation. 6d6 sporelings, 3d6 **myco-zombies**, 2d4 **shriekers**, 1 **violet fungus**. 6d100sp worth of **medicinal mushrooms** can be harvested. 2d4 wyrdstones here.
27. **Merchant Stand.** Now only mold and rusty wire racks. 4d6sp, 6d6cp. Privy has 1 **skeleton** (reanimates each hour).
28. **Fungibat Kitchen.** Rusty kitchen fixtures. 3d6 days' rations. 2d6 fungibats (p.51). Flee via old vents.
29. **Old Washroom.** 4d6 skeletons. 3d100sp, rusty tools.
30. **Ghoul Hall.** 4 **ghouls** lurk these halls. Will attack ghast from area 6 and skeletons from area 29.
31. **Secret Cache.** Holds evidence of unspeakable crimes.
32. **Scouring Hall.** Iron vault doors, unlocked. If 3 or more enter hall, doors lock shut and bars lower, dividing hall; **gelatinous cube** emerges from small pipe in 2 rounds. After 1 turn, if doors still locked, entire room engulfed in fire (8d6 damage, cube slain), then doors unlocked.
33. **Ruined Boiler Room.** 1 ochre jelly. **AC 8** [11], 22hp.
34. **Room Collapse.** **Save vs breath** or 6d6 damage.
35. **Furnace Shrine.** Former forge converted to temple of evil. Alcoves have 1d4 **skeletons** and 4d6gp in jewels each. Main room contains 1 **wraith AC 3** [16], 18hp. 1d4 more wraiths return each new moon for each slain. If shrine consecrated on full moon when no wraiths remain, devout gain 1500XP and regain all lost hit points.
36. **Flooded Hall.** 1d3 giant leeches. **AC 7** [12], 27hp.
37. **Ancient Barrows.** 14 **skeletons** and 1 **wight**. Animate 1d6 turns after PCs first enter or if attacked. 1200sp.
38. **Ghoul Nest.** 4 ghouls from area 30 live in alcoves, **live victim** held for later consumption. Will aid PCs.
39. **Secret Crypt.** 1 **wight AC 5** [14], 25hp, 300gp.
40. **Black Mold Patch.** **Save vs poison** or die in 1d4 hrs.
41. **Flooded Halls.** 1 **grey ooze AC 8** [11], 13hp.
42. **Once-Kings.** Ancient nobles' bones, fanged skulls, hints of vampiric dynasty. 5d100 gp in gems and jewelry.
43. **Flooded Crypt.** 2d4 **zombies** (immune to fire from boat). **AC 8** [11], 9hp. Crypt contains 1 **skeleton**.
44. **Shrine to Death.** Piled skulls. 3d6gp in copper bowl in front of skulls. **Mold spores** if skulls disturbed (**save vs poison** or die). 2d6 wyrdstones under skulls.
- 45-46. **Zombie Crypts.** 4d6 **zombies** in each area.
47. **Ruined Chapel Sub-Basement.** 3 **wraiths**
48. **Cursed Hall.** **Save vs magic** or age 4d6 years. **Secret crypt** contains ruby-encrusted chalice worth 1000gp.
49. **Shrine of Rest.** Filling with water and drinking will cure all energy drain, restore all hp, and remove fatigue 1/month.
- 50-51. **Skeleton Crypts.** 2d6 **skeletons** in each area.
52. **Tunnel Exit.** Leads up to ruined monastery complex.
53. **Flooded Crypt.** 1 mucktopod (p.51) lairs here. 1d4+1 wyrdstones and 10d6sp underwater in debris.
54. **Vampire Noble.** Sealed door, same family crest as area 42. Sealed coffin. **Vampire** emerges if opened. Attacks for 1d4 rounds, then can be paralyzed with if fed blood.
55. **Sealed Library.** Locked. Contains forbidden lore and spell books. **Invisible stalker** guardian. **AC 3** [16], 36hp.
56. **Secret Crypts.** What could be here..?
- 57-58. **Robbed Crypts.** Seems someone looted these.
59. **Shrine of Fate.** Leaving 1sp grants 1 re-roll for 24hrs.
60. **Exit to Sewers.** Underwater for miles.
61. **Wight Maze.** 3d4 **wights** lurk these halls and crypts.
62. **Long Channel.** Influx of creatures from area 60.
- 63-64. **Oh, Rats.** Each area contains a ratking swarm (p.54).
65. **Exit to Sewers.** Leads to sewer beaver den (p.55).
66. **Exit to Sewers.** Leads to ratter warren (p.54).
67. **Industrial Access.** Leads to a surface factory's long-neglected sub level. What things remain to be looted?
68. **Bridge Troll.** **AC 4** [15], 30hp. Breathes water. Easy to anger but will trade fish and rope for meat and liquor.



Cartography by Dyson Logos

THE ICE QUEEN'S COMMODE

When Frejmaelda the Azure, Ice Queen of the frost giants of the Polarime Holds, was betrayed by her Royal Engineer, Darfroki Ljúgari—a mage of no small measure, she swiftly quelled his insurrection and executed his co-conspirators in a fiery public display. However, Darfroki and his closest lieutenants and some few duergar allies fled into the deepest sewers beneath the queen's own Frostspire Palace with apparent plans to destroy it.

As Royal Engineer, Darfroki was aware of the ancient dwarven foundations of the queen's citadel, as well as the necessary steps to destroy it in a blazing conflagration. He seeks revenge for the deaths of his co-conspirators, among whom was his lover and deepest soulmate. If Darfroki is not stopped, he will reignite the old dwarven forges, stoking them to explosive effect. Unfortunately, most of the access points to these lower ruins are only accessible to smaller beings without magic, built as they were by dwarves. Frejmaelda's forces cannot seem to breach the fortified complex's bottleneck.

The call to ruthless mercenaries familiar with ancient sewer systems has been put out, leaving the fate of Frejmaelda's inner city in the hands of a few scruffy dungeon plumbers!

FEATURES

- Each **portcullis** is made from high-indestructible dwarven alloys. The dwarven words for "raise" and "lower" will open and close them, but it takes them 1d4 rounds to fully open or close. A small unarmored creature, like a human child, a goblin, or the like can spend 1 round squeezing through.
- The **water** is ice cold in areas 5, 6, 9, & 10. It's a mixture of cool and warm in areas 11, 12, & 13. It is boiling hot in areas 14, 15, 16, & 17. Icy water deals 1 cold damage to creatures who spend more than 1 round in the water. Boiling water deals 1d4 fire damage to anyone who falls in the water and again once per round they remain in it.
- All the **doors** are strong iron doors, unlocked unless otherwise noted.
- The **stone floors** are all ice encrusted in areas 1 through 11. Frost giants and winter wolves may move freely on these icy surfaces, but other creatures must move at 1/2 speed, else **save vs death** to avoid falling prone. Creatures falling adjacent to water have a 50% chance to fall into the water. Giants can rip free flagstones, ice chunks, and wall stones to use as **boulders** (see *frost giants* in OSE).
- The **ceilings** are all 30 feet high.

1. **Elevator, Entryway.** Ancient, rickety dwarven freight elevator. The lift is exposed to the outside; iron beams and low railings are the only safeguard to falling. Big enough for 1 giant or 4 human-sized beings to use at a time without risking malfunction, stalling, or collapse. There is a 2-in-6 chance each time more weight than this occupies the elevator that it breaks or collapses.

Requires 1d4 rounds to start it working before it can go up or down and takes 1 turn to reach the modern sewers above. If it has too much weight but doesn't break, it instead takes 1d4+1 turns to reach the top, as it creaks and groans under the extra strain. Each trip to or from the surface, there is a 2-in-6 chance **1d10 fungibats** (p.51) attack elevator occupants. These fungibats have evolved immunity to cold damage.

The **entryway** here is guarded by **1 frost giant**, Mjornvard who has minor injuries. **AC 4 [15]**, 34hp (see OSE for stats). Mjornvard **can be bribed** for 1,000gp or more and a promise to let him flee, else he fights loyally to the death to defend Darfroki. If reduced to 30hp or less, he will sound an alarm on his horn, alerting all allies up to area 12. If reduced to 20hp or less, he will attempt to flee to area 8. If **combat ensues**, the 2 winter wolves in area 3 will start growling, then alert allies in areas 5 & 6.

2. **Supply Closet.** Contains 4 weeks' rations, 3 rime-stones (p.45), and 9 sticks of dynamite (p.22).

3. **Wolf Sentries.** This hallway is guarded by **2 winter wolves**, Olje and Opprører. **AC 5 [14]**, 25hp, 29hp (see OSE for stats). If alerted by combat in area 1 they will alert allies in areas 5, then move to area 5, ambushing invaders from the water, gaining cover.

4. **Dead Rebels.** This chamber contains **5 dead frost giants** that did not survive their wounds in battle. Door can be barred from inside. 2-in-6 chance each time this room is visited that one of the corpses animates as a **zombie**. 4-in-6 if a corpse is looted or maimed.

5. **Watery Guard Post.** On the center island, **2 frost giants** (50hp, 42hp), Bjolfi & Svalturfang, sit at an ice table making explosives. They have 10 black powder bombs and 5 sticks of dynamite (p.22). Will throw dynamite only if faced with powerful spell casters or ranged foes. Will not catch the winter wolves in the blast. Bomb explosions will alert all creatures in the complex. **1 more frost giant** (19hp), Rødskjorte, nurses wounds in the lower corner, by the door to area 11. Badly injured from the insurrection, he will beg for mercy if he cannot flee and his allies in this room are defeated. After 2 rounds of battle, Rødskjorte flees to area 11, if able, to alert Warleader Jarmundra.

6. **Deadly Waters.** The water is chest high to a human. A cold-immune **sewer drake** (52hp, p.57) lurks here.

7. **Darfroki's Lab.** Guarded by Gjarn, a **winter wolf** (27hp, see OSE), this chamber contains **plans and schematics** for the complex and how to destroy it. An **accurate map** of areas 1 to 4 and 11 to 17 can be found if the room is searched. An ornate **locked box** (needle trap, **save vs poison** or die) contains 2,000gp, 3 wyrdstones (1 deathstone, 1 firestone, 1 tremorstone, p.44-45), and a locket bearing the portrait of Darfroki's dead lover. The **adamantine door** is locked. The keyhole is star-shaped.

8. **Second Exit.** This room contains materials for creating explosives, as well as a few weeks' rations, medical equipment, and other miscellaneous supplies. The stairs

ascend a trap-riddled network of old dwarven ruins, eventually emerging in a slum district of the Ice Queen's city, just outside the citadel's walls. The network of ruins has 3 more members of the insurrection who, if not defeated, will attempt to rebuild.

9. Water Trap.

This section of watery corridor was once used to break up blockages. The water is 10' deep. The portcullises here will not raise with the usual dwarven command words. To raise them, one must say the dwarven word for "finished." Once more than 400lbs of material enters this area, the portcullises shut and churning metal grinders emerge from the floors and walls under the water to rend anything in the water to shreds. Everything in the corridor takes 4d6 slashing and blunt damage (**save vs death** for half). Luckily these bars are normal iron and are very rusty and brittle. They can be broken through with effort.

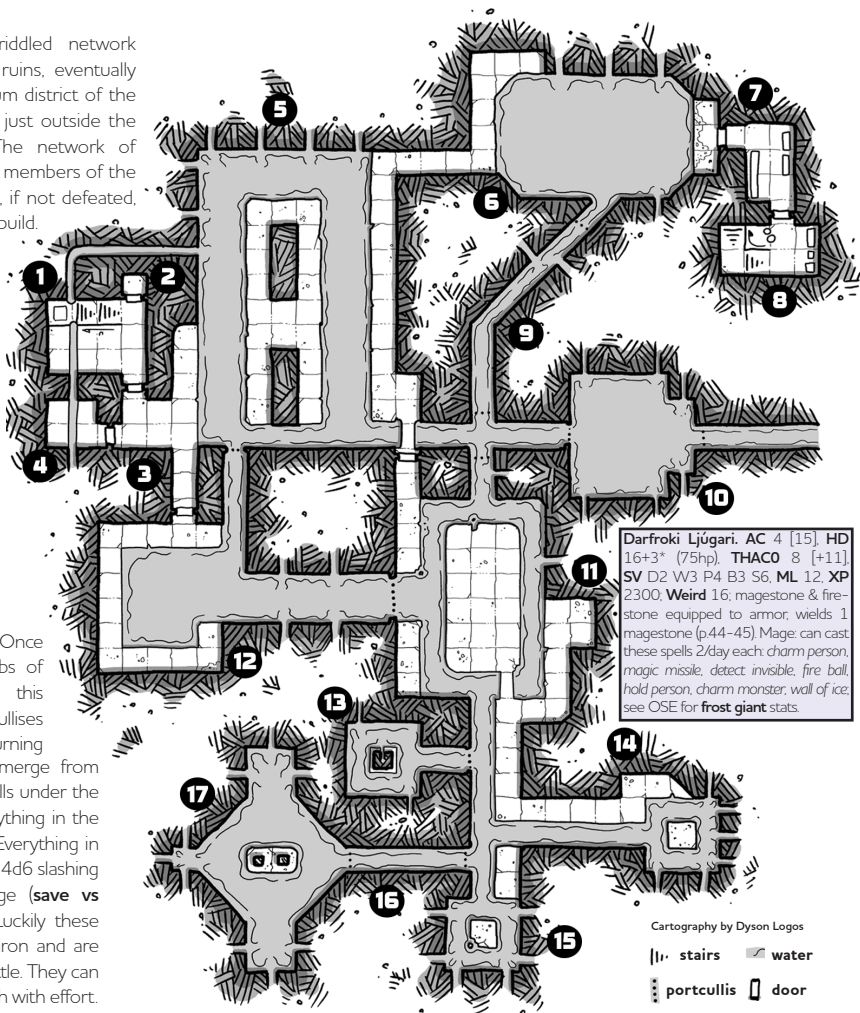
10. **Bloody Reservoir.** A half dozen **dead frost giants** float in the water. **3 flame drakes** (p.57) gnaw on their corpses. 2d4 more flame drakes nest somewhere west of this area.

11. **Warleader Jarmundra.** Military leader of Darfroki's coup and Queen Frejmaelda's aunt. A striking giantess and a master warrior and tactician. **AC** 2 [17], **HD** 18+1* (82hp), **THACO** 7 [+12], **SV** D2 W3 P4 B3 S6, **ML** 11, **XP** 3150. She has a **Weird** score of 16. Has 1 bloodstone & 1 timestone she uses on foes before entering melee. She has 1 furoystone equipped to her axe and 1 firestone to her armor (p.44 & 45 for effects). She is aided here by **2 frost giants**. Holgar & Skjonnhet (49hp, 42hp), and **2 winter wolves**. Skiftenøkkel & Jemdekk (24hp, 30hp). Jarmundra will **call for aid** from Darfroki (area 15) if reduced to 1/2 hit points. Double treasure, in chests.

12. **Tentacles of Doom.** A **mucktopod** lair (p.51). Giants avoid.

13. **Hot Flora.** 10 inferno flowers (p.48) dwell on the walls.

14. **Dead Duergar.** 14 **duergar corpses**, former fanatical allies of Darfroki, victims of the various perils of the complex.



Darfroki Ljúgari. **AC** 4 [15], **HD** 16+3* (75hp), **THACO** 8 [+11], **SV** D2 W3 P4 B3 S6, **ML** 12, **XP** 2300, **Weird** 16; magestone & firestone equipped to armor; wields 1 magestone (p.44-45) Mage: can cast these spells 2/day each: *charm person*, *magic missile*, *detect invisible*, *fire ball*, *hold person*, *charm monster*, *wall of ice*; see OSE for **frost giant** stats.

Cartography by Dyson Logos
 ||| stairs ▨ water
 :: portcullis □ door
 one square = 10 feet

15. **The Console.** The small island in this room houses the dwarven forge's controls. Darfroki Ljúgari (stats above) and 3 deranged, fanatical **duergar** (**AC** 4 [15], 5hp each; see OSE) work tirelessly to get it to explode. If Jarmundra calls for aid, Darfroki will join the fray in area 11, otherwise he will remain here overseeing the process. Darfroki fights to the death, unless shown the locket of his dead lover from area 7 (then his Morale becomes 7). The Duergar cower and hide behind the console. If the console is destroyed, the forge will cool off in 2d12 hours. A star-shaped key sits on the console.

16. **Steamy Peril.** Waist-high boiling water is the only way to reach the forge's heart in area 17.

17. **Boiling Waters.** The furnace heart in this boiling chamber is **nearly stoked**. Darfroki need only hold intruders at bay for another **half hour or so before it explodes**, incinerating the citadel above along with this complex, unbeknownst to his allies. **Hundreds of inferno flowers** (p.48) line the walls here. If furnace is destroyed, the explosion will be restricted to this level.

DUNGEON PLUMBERS

GEAR

LEVEL

SAVES

DEATH

WANDS

PARALYSIS

BREATH

SPELLS

INT

DEX

WIS

CHA

CON

AC

NAME

STR

HP

SPECIAL

WRD

MOVE

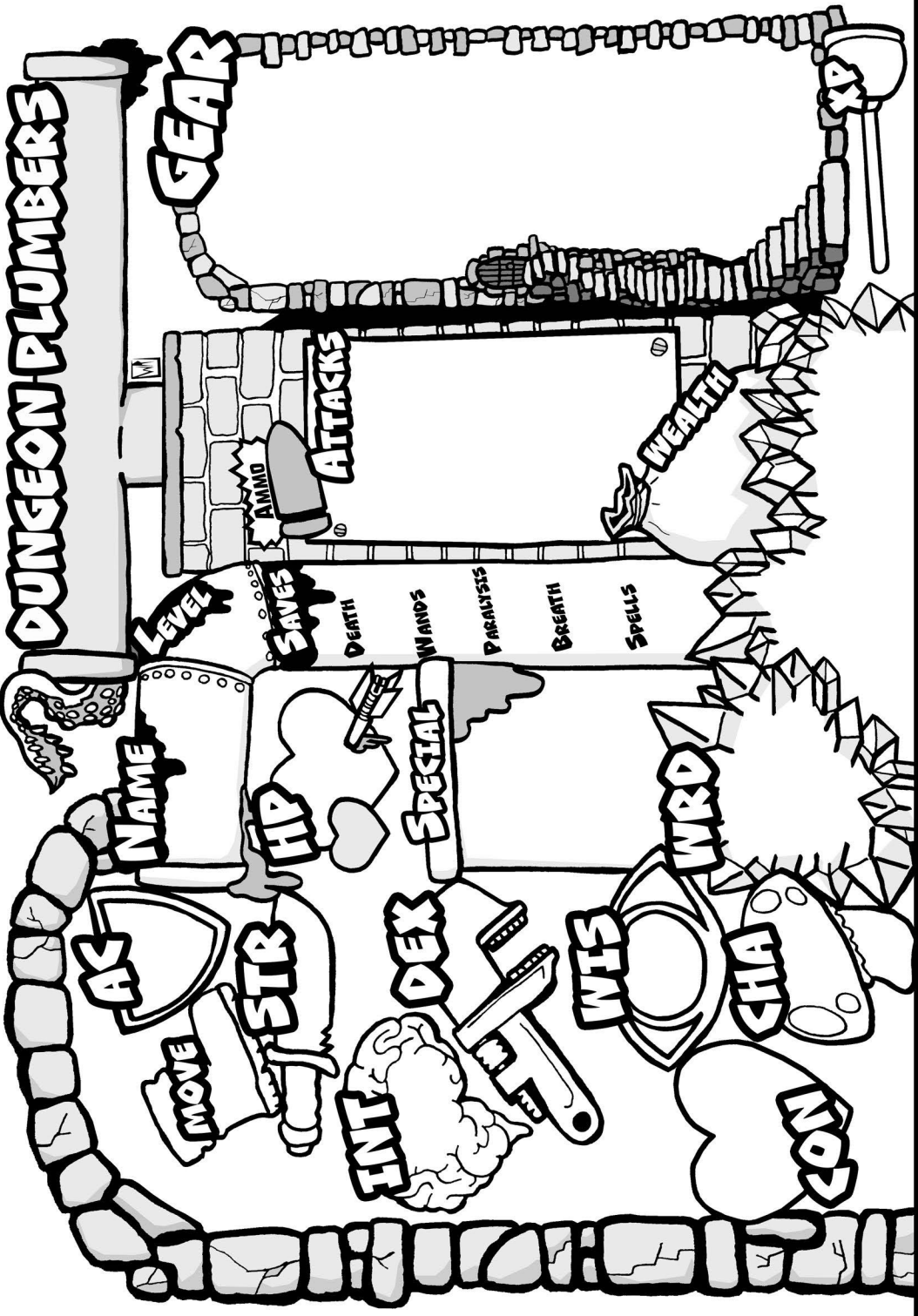
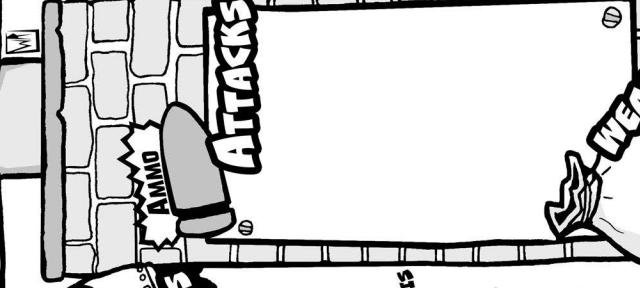
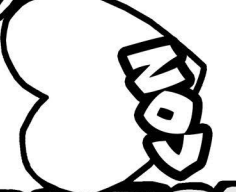
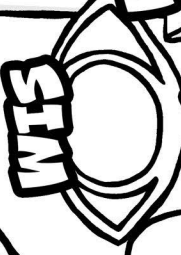
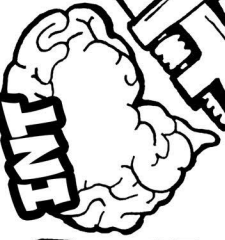
WOUNDS

WOUNDS

AMMO

ATTACKS

WEALTH



SOLO RULES

- Use *OSE Advanced Fantasy* rules as a baseline.
- Use the **Morale** rules (see *Old-School Essentials Advanced Fantasy Player's Tome*).
- Remove saving throws and attack rolls/THACO.
- Optionally, remove class skills from the rules.
- Use the **Armor Score** rule (p.13). Treat enemies' ascending AC scores as their Armor Score (max 19).
- A solo PC always has **maximum hit points** each level. Hirelings & followers have standard hit points.
- A solo PC may **use any weapons and armor**, regardless of their class.
- Use the **Variable Weapon Damage** rule from *OSE*.
- Use the new **Weapon Qualities** (p.18).
- A solo PC has the standard 8 ability scores, plus **Weird (WRD)** (p.11).
- Whenever a PC attempts to do something or resist something, roll an unmodified d20. If the result is *equal to or less than* the ability score governing the action, the attempt succeeds. If it is higher than the ability score, the attempt fails. (*If you keep class skills, use the normal X-in-6 and d% rules for skill success. If you removed class skills, replace them with these roll-under rules.*) In place of saving throws, use these roll-under-ability-score rules to resist harmful effects. Use the most logical ability score to attempt a task or resist an effect.
- **Encumbrance:** Use the **Detailed Encumbrance** rules from *OSE Advanced Fantasy*. This means any solo PC can carry up to 1,600 coins in weight (160lbs).
- **Hirelings and Followers:** The player controls all of the NPCs allied with the solo PC.
- **Leveling Up:** At each new level the PC gains, roll 1d20 for each ability score. If the result is *higher than the current score*, increase it by 1 point, to a maximum of 18.

Advantage & Disadvantage

Any time a PC or enemy attempts a task with favorable or unfavorable odds, roll 2d20 and take the better or worse result, respectively. This might be an ambush, having high ground, etc. Use common sense.

Combat

- **Initiative:** Check for Surprise, as normal, then use the standard group initiative rules.
- Enemies do not roll to attack. PCs roll to defend against an attack (roll under DEX). If a character is hit by an attack that deals damage, they may make an Armor (ARM) check (p.13).
- Keep the standard *OSE* Combat Sequence Per Round.
- Each round during either the Spell Casting or Melee Attacks phase of combat a PC can take alternative actions, as detailed below. (Enemies only gain Channel.)

Spell Casting Phase Alternate Actions

- **Channel.** Use a wyrdstone (p.42). This is a Sole Action, like spell casting.
- **Interact.** Use an item, device, pick something up, or otherwise interact with an object or the environment.

Melee Attacks Phase Alternate Actions

- **Dash.** Move again, up to the PC's speed.
- **Quaff.** Drink 1 potion and gain its full effects. This is a Sole Action, like spell casting. Replaces standard *OSE* rules.
- **Retrieve.** Bring a stowed item to hand.

Encounters

You can rely primarily on the Encounter Tables in the *OSE Advanced Fantasy Referee's Tome*. However, for a more immersive game, This book's inside cover also has revised encounter tables with a focus on sewer adventures, including more creatures from this book. Page 58 of this book has a Hazards table and page 46 has a list of traditional *OSE* foes that are well-suited for *Dungeon Plumbers* games.

Enemy Combat A.I.

When an enemy is encountered, follow these steps:

1. Can the Enemy see the PC (or other foe)?
 - Yes
 - Does Enemy have a ranged attack option?
 - Yes
 - Can the Enemy attack the PC at range?
 - Yes → Attack PC at range
 - No → Moves into range or attacks in melee, if in melee and able; if unable to attack in melee, enemy attempts to move out of melee and then attack at range
 - No
 - Is Enemy in melee range of the PC?
 - Yes → Attack PC in melee, if able; if unable, enemy attempts to flee or parlay
 - No → Move into melee range, attack if able
 - No
 - Does Enemy hear the PC/know their last location?
 - Yes → Enemy moves toward PC
 - Go to step 1.
 - No → Enemy moves in random direction
 - Go back to step 1.

If an Enemy has a special attack, spell, special ability, or the like that can be used at range or in melee in place of a normal attack, randomly determine which ability it uses. Enemies that can attack in multiple combat phases will attempt to do so. **Use common sense.** An enemy magic user will primarily attempt to cast spells and not favor ranged or melee weapon attacks unless they are out of spells, while a brutish troll with a scavenged rifle will still likely favor melee attacks over ranged attacks—perhaps even using the rifle as a club (though it could fire an opening salvo if it's clever).



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