

INVASION OF THE **TUBER DUDES**

BY
AHIMSA KERP

ULTIMATE EDITION



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

Invasion of the **TUBER DUDES**

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Eagle-eyed assistance and sage advice by Michael Harrington and Tom Cadorette.

Shoutout to Jacob Hurst for coining the term “Tuber Dudes.”

Map: Vault of the Granite Ogre by Dyson Logos.

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Third Edition, First Printing 2022

Published by [Knight Owl Publishing](#)

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WHAT IS THIS ADVENTURE?

Invasion of the Tuber Dudes requires *Old-School Essentials* Core Rules to play, though it's adaptable with any old school rules, including the OG game itself.

Designed for Level 1 Characters

Invasion of the Tuber Dudes was designed for beginning characters, requiring minimal preparation for referees. In playtests it took about three-and-a-half hours to play.

One-Shot

I. The players arrive at Sun Radive, a high desert town on the edge of the wilderness. They learn of the bandit Jhadar Khale who has been raiding the city's caravans. In addition to robbing the trade goods, the nefarious marauder has also been committing mass kidnapping of babies, children, and pregnant women.

II. The players meet the de-facto rulers of the town; a trio of women known as the Sisters of Clemency. Possibly the PCs are granted powerful weapons, and are sent to capture the bandit king.

III. Along the way, they are ambushed by a dozen of the titular Tuber Dudes, who will likely capture them and take them to the bandit leader.

IV. Khale will attempt to turn them to his side. If they refuse, or anger him, or kill his favorite purple carrot warlock, he will have them thrown into a prison in his old hideout before marching on Sun Radive.

V. The PCs escape, possibly loot the abandoned mine, return to the town, either with a captured Khale or to confront the Sisters.

VI. Lives will almost certainly be lost.

VII. This is a one-shot, but for those who want to continue exploring this land, several eventualities are listed. This adventure is just the beginning!

HOW ULTIMATE IS ULTIMATE?

This edition is not all that different from previous versions, but it is in my opinion the best. Most obviously, I have belatedly embraced black and white as the finest possible milieu. I've cleaned up the formatting, fixed some typos, given the classes a little more breathing room. There is more art (Jhadar Khale now has a portrait of his own.) and the not altogether-useful map of Sun Radive is gone. Finally the Tuber Dudes now all have an effect if eaten. You monsters.

Ahimsa / October 2022

SUN RADIVE



The Sage Desert. Evergreen trees cling to the dormant volcanic peaks, and ribbons of obsidian flow like cold, gleaming rivers. Summers find hot days and cold nights with snow lingering in the mountains year-round.

Winters are glacially cold with heavy snow but the days are often bright and sunny.

On the arid valley floor, plants are fragrant; big sagebrush, rabbitbrush, junipers, and yucca all have medicinal value. This area is known as the Rolling Sage Plain, the Sage Desert, or Centralia. The only settlement of note is called Sun Radive.

It is the last of the post cities, built as a fortified lumber and mining town a century ago. If there is a mainland in the campaign, the town of Sun Radive is on the far edge of it.

A former military installation, it has a large wall (20 feet high and 20 feet thick) around it. A large river flows above the city; the river is intersected by a series of hot springs. Just after that intersection is the only bridge, which leads to the Rolling Sage Plain in the north.

The people of Sun Radive are hale but possess a provincial coldness toward anyone not originally from Sun Radive. That said, any players who chat with an NPC with reasonably friendliness (or successful make a Charisma check) can use the adjacent table.

Sage Desert Scuttlebutt

1	The Three Sisters are a boon to this town. We love them with all our hearts.
2	There's something odd about Three-Fingered Jack.
3	Jhadar Khale is evil and deserves death. I'd pay good money to see his head get chopped off.
4	The Sisters have a secret arsenal of artifacts. Some are said to be EVIL.
5	Dire curses affect those who enter the Observatory without permission.
6	There are bizarre creatures on the Sage Plain that have never been seen before.
7	Some of the adventurers hired to kill Khale instead joined him. Traitors!
8	To hell with Prophecy! I don't believe that baby is at all evil.
9	There are shadows that sneak into the city from underground tunnels.
10	People keep disappearing by Circle 5.
11	There's a rare desert yucca that's worth its weight in gold. It can be identified by its smell: like whisky!
12	I'm not one for harming the innocent, but the Book of Juniper has never been wrong before. Why take the chance?

Orientation within Sun Radive can be confusing. The town has only one-way roundabouts called Circles. They are numbered 1-11 but there is no number 7. The main buildings of town lie at the circles.

Not long ago, Sun Radive was an active frontier town but the events of the last several months have taken their toll. Many are leaving, traveling closer to civilization.



CIRCLE 1 -The Inn of the Seventh Mountain. It's not cheap (10 gold a night) but was built on hot springs; soaks (and dinner) are included in the price.

CIRCLE 2 -Owl's Nest. Fresh, local grub and the best beer in town can be found here for 3 gold a night.

CIRCLE 3 - Sagebrush Shoppe. Sells all standard equipment at 20 percent more than regular prices.

CIRCLE 4 - Boat Rental. Cruise the streams or canals for 2 gold per hour. Or buy a kayak for 30 gold but it encumbers two people while on land.

CIRCLE 5 - Barracks. A sold brick building-- at three stories it is taller than anything other than the Observatory. Houses 500 soldiers and an attached stable holds 200 horses, though currently it is only half full.

CIRCLE 6 - The Sisters of Clemency Observatory. Long ago, this was the domain of scientists and learned astronomers. Now it is both an orphanage and the headquarters of the Sisters of Clemency.

CIRCLE 8 - Barracks. An outdoor series of tents that hosts 120 archers.

CIRCLE 9 - Barracks. Once a school but recently converted into quarters for 100 militia. At any given time 100 soldiers are here.

CIRCLE 10 - Lava Sauna. A no-frills spa for locals built in obsidian pools. Costs 3 gold.

CIRCLE 11 - The Pines Inn. Cheaper but further away from town than its competition, it costs 5 gold a night and includes neither meal nor sauna.

SISTERS OF CLEMENCY



Faith

The oldest of the Sisters, she has a habit of referencing long-ago events, though she appears young and fair. She worships a local volcano deity.

Level 4 Cleric

AC 9 [10], **HP** 12, **Att** 1 x unarmed (1d2), **THAC0** 19 (0), **MV** 90' (30'), **SV** D11 W12 P14 B16 S15, **AL** evil, **STR** 12 **INT** 10 **WIS** 15 (+1) **DEX** 12 **CON** 7 (-1) **CHA** 15 (+1), 1000gp **Spells** *Blight, Darkness, Cause Light Wounds, Candle Blow** (see page 22)

Catchphrase - "But that was long ago. You wouldn't understand."

Hope

This middle child is the smallest of the Sisters and the most quiet. Though meek, she is the most ruthless. She worships a local volcano deity.

Level 4 Cleric

AC 9 [10], **HP** 16, **Att** 1 x unarmed (1d2), **THAC0** 19 (0), **MV** 90' (30'), **SV** D11 W12 P14 B16 S15, **AL** evil, **STR**: 12 **INT**: 13 (+1), **WIS**: 16 (+2) **DEX**: 12 **CON**: 10, **CHA**: 15 (+1), 666gp **Spells** *Cause Fear, Know Alignment, Resist Fire, Volcanic Storm** (see page 22)

Catchphrase - (whispered) "They must die."

Charity

The youngest of the Sisters is the tallest. She speaks of herself in the third person and is rather vain. She worships a local volcano deity.

Level 4 Cleric

AC 9 [10], **HP** 24, **Att** 1 x unarmed (1d2), **THAC0** 19 (0), **MV** 90' (30'), **SV** D11 W12 P14 B16 S15, **AL** evil, **STR**: 10 **INT**: 11 **WIS**: 16, **DEX**: 12, **CON**: 16, **CHA**: 12, 500gp, **Spells** *Cause Light Wounds, Summon Lava Golem** (see page 22), *Hold Person, Snake Charm*

Catchphrase - "Charity is the reason why anyone stays in this dusty town."

WHO IS JHADAR

KHALE?

Half a year ago, no one in Sun Radive had ever heard the name Jhadar Khale. Now, he's all the town can talk of. There are few at this point unaffected by his raids--everyone is missing a sister or an aunt.

The Urban Perspective

Jhadar Khale is a warlord and slaver who in the last six months has gained immense power by eliminating the local slavers, bandits, and ruffians. His newly forged empire of unified brigands is suddenly the most powerful force in the entire borderlands.

Khale raids caravans and kills men, women, animals, children who resist. However, he allows surrender, and after victory, he will let the adults go free, where they wander footsore through the high desert. He always keeps babies and pregnant women. The infants are never seen again and people shudder when they speculate what dark rites are undertaken.

The Sisters have decreed that Khale must be killed. Once he dies, they reason, his fledgling empire will crumble.

The Perspective of Khale

Like any warlord, Jhadar Khale has done awful things. He doesn't deny this, though his life was far more mundane until six months ago. Deep in a cavern, still a slave himself, Khale found an eldritch stone, sullenly throbbing with crude power. He calls it the Swell Stone and it is the source of his strength.

At the same time, he learned of the 10th prophecy, by an actual Juniper Sage (said to have become part of Khale's retinue and personal cadre.) Khale believes the Sisters will raise a baby so evil that it will doom the world. This is why he began taking babies in the first place.

Jhadar Khale



Level 8 Fighter AC: 3 [16] (leather armor), **HP** 51, **Att** 2 x dagger (1d4), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D8 W9 P10, B10, S12, **AL** Neutral, **STR** 16, **INT** 11, **WIS** 13, **DEX** 17, **CON** 13, **CHA** 18, 200gp

Magic Resistance 50%, only struck by magical weapons.

He owns the **Swell Stone** (see page 22) and is accompanied by his elite bodyguard, 2d4 Purple Carrots.

Taciturn, fatalistic, and good-humored, Khale is charismatic and driven. His amy, humans or veggie, will die for him.

Catchphrase - "So be it."

D8 Khale's Background

1	Farmer: Add d4 HP to all Tuber Dudes.
2	Blacksmith: His army's weapons do +1 damage.
3	Cowboy: Rides a giant antelope.
4	Miner: Has a cart full of 1000 gold nuggets.
5	Publican: He really likes whisky.
6	Bandit: He's greedy and will attempt to rob the players of their funds and magic items.
7	Scribe: He has discovered a secret entrance beneath the river into Sun Radive.
8	Lumberjack: Fights with a battle axe (d10) instead of knives. Still attacks 2 times per round.

THE OFFER



The Sisters are desperate to stop Jhadar Khale. They will hire any greenhorn or tenderfoot to send after him. (The Sisters expect them to die, of course, but that is of small concern and eventually, they hope, someone will succeed.) This has been their policy for the last six weeks and now it is more urgent than ever. For they fear that Khale will come for a baby who is in their keeping (see page 11), and that all their plans will fail.

Of all their fears and frustrations, the Sisters are most upset that they know neither the source nor the scope of the brigand's power. With danger so imminent they will allow PCs to loot their armory for weapons.

The items are powerful and locked in a hexed vault, and they come with a stiff stipulation. A jewel is inserted in the back of the willing PC's neck. If the magic item is not returned with 15 days, the jewel will magically compel them to return or suffer a loss of 1d6 HP per day. If the three Sisters are killed the jewels lose their power but remain embedded.

The PC's can choose or the referee can randomly assign by rolling 1d10 on the adjacent table.

1	Chingu Sword It hits as a normal long sword. But when it misses, the target must save vs spells or be affected by <i>Charm Person</i> .
2	Mighty Mace Does maximum damage against inanimate objects.
3	Trifling Axe Casts Silence 15' Radius when drawn.
4	Soothe Spear Cannot be used to hurt; heals d8 HP.
5	Astral Shield +2 AC Made of cosmic metal. Does not encumber.
6	Singular Spellbook Allows any class to cast 3 random first level spells.
7	Lawful Candle Only burns (-1 HP) those of a Chaotic Alignment.
8	Rainbow Gloves Allows the user to change hair color at will.
9	Thunder Hammer d10. When a 20 is rolled, it casts lightning doing 2d10 damage to target and d10 damage to the wielder.
10	Abiding Potato A delicious, everlasting spud. So long as the skins are kept another potato will appear the next day.

THE BABY AND THE PROPHECY

The madmen, hermits and zealots of the Sage Desert have a poor history when it comes to prophecy. However the Book of Juniper is the exception. Of the ten prophecies; nine have so far come true. The tenth concerns a baby. Many (including the Sisters of Clemency) believe it refers to an infant recently left on steps of the Observatory. It reads:

*"From the far-flung corners of the West
An unknown child will be born of unknown people,
Raised by sisters, her words will seduce a great host;
Her might will eradicate the realm of men."*

At this point, all of Sun Radive is well-aware of this prophecy. The people are split on whether it applies to this particular baby but Jhadar Khale's raids have only increased dependency and trust in the Sisters, who fully believe their baby to be one of prophecy. Their power grows every day and will reach an apex if/when the city is besieged.

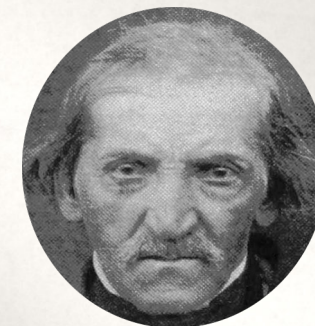
How Did The Baby Arrive?

1	The baby was put there by some anonymous person in the city.
2	The baby is actually Three-Fingered Jack's illegitimate child. He placed it there in the dark of a cloudless night.
3	The baby was created and appeared by supernatural means.
4	The baby was secretly born by one of the Sisters.
5	The baby appeared the moment Jhadar Khale claimed his power.
6	It's just a normal baby with nothing mysterious about it whatsoever.
7	There are actually two babies, twins, though this a closely kept secret.
8	It is Jhadar Khale's child though he knows it not.

The infant has no name: it is known simply as "the Baby." Once Khale is defeated, the Sisters plan to have a naming ceremony.

Until then, Three-Fingered Jack watches the baby night and day.

Three-Fingered Jack



Loyal servant of the Sisters, he has worked for them since he was ten years old. Rumors attribute eldritch powers to him and they are not wrong.

Jack is a silent man who lives to serve the Sisters. He would gladly lay down his life to protect them. However, he is good and any signs of overt evil on the part of the Sisters would cause him to have a serious crises of faith.

Level 1 Fighter AC 5 [14] (chainmail) **HP 8**, **Att 1** x battle axe (1d8), **THACO 19 (0)**, **MV 90'** (30'), **SV D12**, **W13**, **P14**, **B14** **S16**, **AL Evil**, **STR 17 (+2)**, **INT 9**, **WIS 12**, **DEX 12**, **CON 7 (-1)**, **CHA 15 (+1)**, **Spells Wish**, **Items** finger guillotine.

He carries a pocket guillotine for emergency finger severing.

Catchphrase - "As you will it, m'lady."

In times of great need, Jack can cut off one of his fingers and evoke a limited Wish Spell (see page 22). He knows he should not squander this but there is a reason he is called Three-fingered Jack. Four of the seven he's removed at the behest of the Sisters.

What happens when Jack runs out of fingers and loses his usefulness? What if someone else cuts off his finger? What if a severed finger is magically healed? That's for the referee to decide.

INTO THE SAGE DESERT

Once they are suitably equipped and prepared, it's time to head north, cross the river, and seek out Jhadar Khale. The Sisters suggest they leave early in the morning before it gets too hot and offer free bunks at the Observatory. They PCs will encounter three things the day they leave the city.

What if they don't go?

If the PCs stay in Sun Radive, they will be besieged by Jhadar Khale's army in d4 days.

After d4 hours - A vast field of sun speckled obsidian stretches in all directions. It is so sharp that player character must make a Constitution check or suffer 1 HP of damage whilst clambering across.

d4 hours after that - A silent pine forest empty of all animal life. It is cool within and dim and most of all it is eerily quiet.

d4 hours after that - A clear river (see page 13). There is a ferry to get across and the ferryman requires 3 gp person. There is also a rope bridge for free, but getting across requires a successful Dexterity check or they will fall into the river

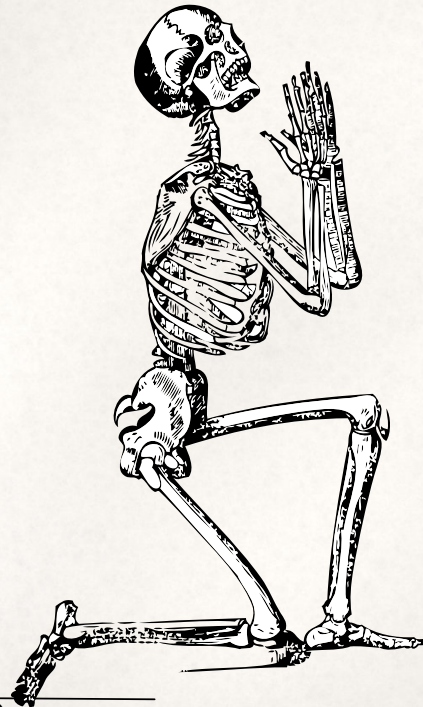
If they do fall into the river, the player character must **save vs paralysis** or they will change into a Skellington. It happens immediately and nothing short of a *Wish* can change them back.

If any PCs drink from the river, they must **save vs paralysis** or there is a 50 percent chance they will change into a Skellington.

The immediate effects are:

- ▶ **Charisma** is instantly reduced to 1d4. For obvious reasons.
- ▶ Add **2d10 HP**. This represents the newfound ability to withstand massive damage. They never gain more but can restore lost hit points.
- ▶ If there is a cleric in the party right now, the Skellington is immune to their *Turn Undead*. But only for that cleric; the Skellington is vulnerable to the turning powers of any other priest.
- ▶ They now level up as a *Skellington*, they keep all the previous powers and abilities of their original class. (Though they will never improve again in their original class.)

See page 26 for full information on Skellington class.



AMBUSH!

After the PCs encounter the river, it begins to get dark. The path wends through a canyon that would be a perfect place for an ambush. But it's also the only way the path goes. Nothing actually happens in the canyon, but as they exit, trouble emerges.



Sailing in on hang-gliders made from giant cabbage leaves come a strong force of Tuber Dudes: Ten Carrots led by a Purple Carrot warlock named Tendril.

Carrots

The carrots are typical warriors and

serve their master without reservation.

AC 5 [14], **HD** 1 (hp 4), **Att** 1 x polearm (d10), **THAC0** 19 [0], **MV** 100' (33'), **SV** D10 W11 P12 B13 S14, **AL** Neutral, **XP** 10

Tendril

This no-nonsense warlock leads the Tuber Men.

AC 3 [16], **HD** 3 (hp 12), **Att** 1 x polearm (1d10), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16, **AL** Neutral, **XP** 30,

► **Spells:** Tendril can cast *Web* twice a day.

Option 1: If no fighting has started by the time they land and surround the PCs, the leader will insist upon surrender. (A single word command; he will repeat it if necessary.) If the PC's do surrender, they will be tied up and led to meet with Khale himself. It will take the rest of the next day to reach the fortress.

Option 2: If the PCs fight (and lots of parties will reflexively), it will be very difficult and possibly frustrating. This adventure expects them to lose especially if they are first level (although see option 3 in case they don't). The Tuber Dudes will do subdual damage and once the PCs are knocked out, carry them back to the hideout.

Option 3: If the PCs fight and win, and keep going forward, Khale will be upset but still willing to talk upon meeting the PCs. If they have slain Tendril the Warlock, he will be furious and will immediately throw them into jail. (See page 17).

Options 1 or 2 will lead to a pleasant Jhadar Khale. He has a fanatic's certainty and believes that if he simply explains himself, the PCs will also see that he is right. (See Page 8, *The Perspective of Khale*.)

If the PC's attack Khale, he is attended by d4 Purple Carrots at all times. If they fail, they will be thrown into prison. If they succeed, and kill or capture Khale, they will be pursued back to Sun Radive for either vengeance or to free him.

Khale's Crew

There is an army outside in the desert, sitting on top of what were recently slave mines.

Players who have a relevant skill or who make a successful Intelligence check guess there are perhaps 800-1,000 humans warriors. If examined, there is something odd about many of them. They are a little clumsy, perhaps, and their faces young, almost childlike.

Additionally, many are naked or clothed only in the rudest of breech clothes. Those wearing clothes are dressed in a plethora of patchwork uniforms (indeed d100 of them were adventurers sent to kill Khale who changed their minds and joined his side.)

The number of Tuber Dudes is almost impossible to guess, for many of them are buried in the earth.

If one had to guess, it might be in the region of 10,000 but it could be half or double that.

The forces are preparing to march upon Sun Radive, for Khale believes the baby must be captured and slain.



IMPRISONED

In order to get free from their cell, the players have d4+1 minutes to solve this puzzle. Solving it equals unlocking the cage and immediate freedom. If they cannot solve it in time they can pick the lock but it's difficult and takes d6 hours and they will each lose d4 HP from hunger and thirst. (See page 28 for a full page puzzle).

Tuber Dudes
D4+1 minutes to unlock your prison

K	U	J	L	P	R	A	M	R	O	T	K	D	H	
F	J	N	A	O	J	A	G	V	E	P	R	A	S	F
H	J	X	C	X	H	B	N	Z	P	S	E	C	L	K
A	O	A	K	N	A	B	A	D	I	T	S	C	A	Q
K	F	U	M	N	U	D	I	L	D	N	E	E	U	H
B	G	C	D	I	Q	S	A	T	A	Y	U	E	D	Y
J	H	N	L	O	C	N	T	R	B	M	I	J	B	W
U	I	L	E	M	I	O	X	L	R	F	N	F	K	P
Y	G	B	M	A	J	T	F	N	U	O	Z	B	C	Q
B	Q	Z	V	E	N	U	G	G	S	S	M	P	J	T
H	X	D	K	Z	N	D	L	N	W	S	H	P	C	E
V	R	W	O	W	C	C	R	D	I	S	W	Y	L	W
P	C	U	T	W	E	Y	A	R	L	A	Z	B	Q	G
V	W	U	Y	F	L	H	K	V	L	G	Q	A	O	B
N	N	I	E	C	T	E	S	E	L	E	E	E	B	E
O	C	R	K	C	E	A	R	I	M	I	K	J	P	M
J	X	E	C	D	A	H	R	I	D	F	X	S	Z	Q
S	T	E	M	O	R	P	O	A	A	R	R	A	D	V
H	Q	R	C	Y	R	O	S	C	R	G	E	D	Z	O
X	E	O	H	F	M	O	R	R	S	E	E	G	K	S
R	V	V	O	T	H	S	T	P	E	C	X	L	N	O
S	Y	A	I	I	U	Y	D	S	Z	T	B	M	A	I
R	F	S	D	D	M	R	J	I	U	S	Z	J	H	F
F	Z	O	A	U	G	E	I	J	K	I	E	P	K	F
L	I	Q	R	W	H	Y	H	J	W	S	R	Y	T	

SUN	RADIVE	JHADAR
KHALE	SISTERS	CLEMENCY
CARROTS	JICIMA	BEETS
MALANGA	CELERIAC	MANDRAKE
TARO	RADISH	PROPHECY
THREE	FINGER	JACK
BABY	SKELLINGTON	SAGE
DESERT	JUNIPER	YUCCA
RABBITBRUSH		

ESCAPE

Once free, the PCs can chase after Khale or if they wish to explore the almost completely abandoned mine, there is treasure for the taking.

Eating Room - Once a living area for miners, it now has tapestries, carpets, fancy torch sconces, and other ornate goodies from captured merchant trains. There are 4 flacons of pure grain alcohol on one of the tables.

Behind the newest tapestry are d12 gemstones in a chest.

Sleeping Quarters - This large chamber has holes in the ground and beds enough for 5000. Little of else of note, though there is evidence (clothing, mostly) of several hundred women living here until recently.

1. d10 Wagons - Full of tea, spices, glassware, salt & pepper. Worth quite a bit (d1000 gp) if brought to an interested buyer.

2. D12 Ruined Wagons - Full of dried roots and flowers, juniper berries, sage incense.

3. 18 Barrels - Filled with dried fruits and berries. There are three barrels filled with olive oil.

4. An Army Barracks - Room for 500 people to sleep. Currently empty save for three sickly teen boys. They know nothing useful and are rather simple-minded.

5. Several Squat Toilets - They do not smell good. There is nothing hidden in the murky filth below.

6. A Dying Tuber Man - (Roll on chart on page 23 to see which kind).



7. The Kitchen - With wood ovens and d100 portions of food.

8. Reeking Bones - Piles of them, stacked into geometric patterns.

9. Rotting Bodies and Decomposing Tuber Dudes - There are d10 gold nuggets but the looter(s) will stink (-6 Charisma) until cleaned.

10. Three Ceramic Jars - A mastodon, mouse and a raven adorn each, respectively.

Inside each is a single meter high soapstone statue matching the illustration on the jar. The statues are mundane, but if oil is added to them, they become giant (10 meters tall) for d4 hours. If water is added to them, they shrink to tiny 2.5 cm high. If alcohol is added to them, they animate and serve the one who added it for d20 minutes.

11. Armory - It's mostly been looted but there are still d12 polearms. They were grown, not made, and are all one piece and do d10 damage.

12. Two Long Hallways That Intersect.

a. Copper Bars - They are worth d1000 gp, though there are no bags for collection.

b. Large Stone - It sits, quietly pulsating, on a small dais. Anyone who touches it will randomly change class. 1. Fighter 2. Magic User 3. Cleric 4. Thief. The stone only works once per person.

c. Well - Goes 5 meters down and there is a diamond ring at the bottom. If removed, the water becomes full of mud and worms. The ring is a minor artifact that cleanses water.

BESIEGED

Perhaps the PCs marched to Sun Radive with Khale or perhaps they escaped prison and found the army besieging the city.



Regardless, unless they killed Tendril the Purple Carrot Warlock, Khale will welcome them and in fact invite them to join a reconnaissance team that hopes to slip into the city and open the gates for the main army.

Despite the presence of tens of thousands of warriors, the army

is well organized. The Tuber Men have created a highly organized siege outfit. Most importantly, an advance force has tunneled below the city and created an opening. A line of Beets and Radish have encircled the entire city. They are led by three of the Purple Carrots and a dozen Mandrake.

Behind them are the auxiliaries: the humans and the Carrots. The Malanga have built an underground tunnel into the city and the Crosne have infiltrated the town.

If the PCs have not allied with Khale, or are attempting to spy on him, they have a 2:6 (4:6 for thieves) chance of overhearing about the tunnels. Alternately the PCs could have heard rumors of a tunnel in the Scuttlebutt on page 5. Kind referees may wish to remind them of this.

Some PCs might want to go in through the river or find another way. They also might want to capture Khale. That's fine, though in the last case they will have to fight their way past six random Tuber Dudes.

Getting back into the city doesn't need to be a major endeavor. This adventure was designed as a one-shot, after all. But it can be tricky to gain egress into a besieged location. Whatever way they take, there are likely to be dangers on the way.

Roll d10 on the Sneaky Mishaps table. The results can be customized based on the route the PCs take.

D10 Sneaky Mishaps Table

1	Unexpected obstacle. Randomly determined PC loses d4 HP in clambering over it.
2	An intelligent being attempts to stop PCs. The PCs can get past, but the being is so vexing that PC's are at -1 to initiative for the rest of the day.
3	A localized burst of magic goes off. PCs must save vs spells or lose 1 item of equipment from the magical bomb.
4	Strange music fills the air: save vs paralysis or follow the Piper, a giant rat-creature, into the sewers beneath the city.
5	Fierce animals attack. Half of the PCs lose 1 HP in fending them off.
6	Traps! 2 in 6 chance of being caught up in pesky traps. The wounds slow down any PCs who fail a Dexterity check and cause -2 to AC until healed.
7	Monster Ambush. PCs who fail a Charisma check lose half their remaining XP in fending off the beast.
8	Injected with a poison! PCs must save vs poison or lose 1 HP per hour until healed.
9	Boring. Neither anything good nor anything bad.
10	One of the unused weapons from the Sister's arsenal (page 10) is found on a dying adventurer.

Someone awaits as the PCs emerge into the city.

Roll 1D6 to see who.

Rival Adventurer. She won't fight unless forced to defend herself. **Level 1, HP 4, AC 7 [12], THACO 19 [0], Att 1 x dagger (d4).**

Human Cleric. Level 2, HP 5, AC 9 [10], THACO 19 [0], Att 1 x mace (d6), Turn Undead, Cure Light Wounds.

Man-at-Arms. Level 2 Fighter, HP 12, AC 7 [12], THACO 18 [+2], Att 1 x spear (d6).

Wizard. Level 2 Magic User, HP 6, AC 9 [10], THACO 19 (0), Charm Person and Magic Missile.

Captain of the Guard. Level 2 Fighter HP 10 AC 5 [14], THACO 19 (0), Att 1 x flail (d6).

Three-Fingered Jack himself (see page 11).

THE OBSERVATORY

Though the streets are empty the atmosphere is absolutely electric with the impending crisis. The Tuber Dudes are about to break through, even without the PC's help as Khale has sent several bands to achieve this.

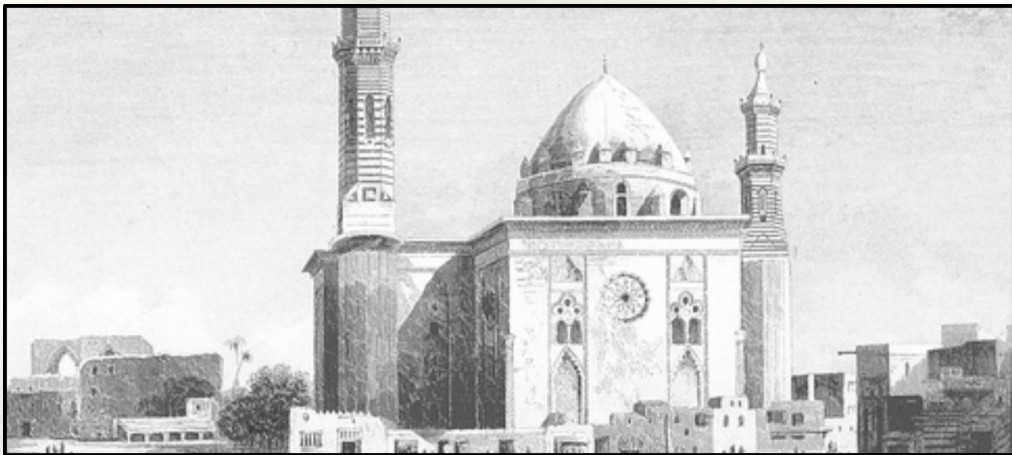
The Sisters of Clemency have battened down the hatches and any who enter the Observatory without the jewel in their neck must **save vs spells** or suffer one of the following curses. These curses are permanent until cured, unless stated otherwise.

Those with jewels are free from the below curses but if they attack the Sisters it will be at -4 to hit as their bodies resist the message from their brains.

D12 Curses of the Observatory

1	Latent Disease - The PC receives 10 diseases at once but they all counteract. Each time healing magic or potions are taken, one disease is activated.
2	No Face - The PC loses one facial feature. It is erased as though it had never existed which can have important in-game repercussions. Roll 1d6, 1. left eye, 2. right eye, 3. nose, 4. mouth, 5. eyebrows, 6. Ears.
3	Bellicosity - The PC gets violently angry at the mention of <i>something</i> . Roll D12 to see what angers them so. 1. dogs, 2. cheese, 3. urine, 4. love, 5. shoes, 6. carts, 7. melons, 8. horns, 9. scrolls, 10. ice 11. cuteness, 12. Mendicants.
4	Obsession - The PC fervently collects <i>something</i> . Roll 1d6. 1. mushrooms, 2. geometric patterns, 3. morning stars, 4. birds/feathers, 5. unusually colored cobblestones, 6. pieces of dead human.
5	Too Kind - Everyday this isn't cured the PC will give away 100% of their remaining savings. Once they fall under 1 GP, they will sell gear and weapons and give away those profits.
6	Liquid Legs - The PC can't stand, run, or walk, but can crawl at one-quarter their previous speed.
7	Thirsty as - Water or other liquids provide the PC with no hydration. They must consume magical potions to be hydrated. Failure to consume potions will result in death in 1d4+2 days.
8	Weakness - The PC's damage is reduced by one die type. A weapon that did 1d10 does 1d8, a spell that did 6d6 does 6d4, etc.
9	Ticklish - Each time 1 Damage is done to the PC it tickles then, making them laugh uncontrollably for the next round.
10	Pants on Fire - The PC cannot tell the truth for the next d3 days.
11	Overconfident - The PC thinks every missed attack is a critical hit.
12	Fragile - A natural 1 on an attack automatically shatters the PC's weapon beyond repair.

CONFRONTATION



There's a chance the PCs have brought Khale back to the Sisters. (That is what they were asked to do, after all. Which is exactly why it's very unlikely.)

If they have captured Khale, the Sisters will be very pleased. They will pay the promised price and the PCs will be rewarded and allowed to depart once Khale's forces have been broken.

Otherwise, if the PCs have teamed up with Khale or just oppose the Sisters, it's a pretty deadly fight. (In one play-test, half the party died.)

The Location

The main room in the Observatory is a big circular room with tall ceilings. There are barrels of food and water that have been stockpiled in the event of a long siege.

Besides the door that led in, there are two more doors on the other end of the room. One leads to the nursery, where there are beds for three dozen children though currently only one occupant.

The other leads to the weapons vault, which the PCs may have seen before they left Sun Radive the first time. Clever PCs may try to sneak in or force their way in to attain the powerful weapons.

There are two city guards attending them.

Guard 1 HP 4, AC 7 [12] (leather armor), THACo 19 (0) Att 1 x d6 (spear).

Guard 2 HP 12, AC 5 [14] (chain armor), THACo 17 (+2) Att 1 x d6+2 (spear).

Khale Yeah

Jhadar Khale has stormed the city and coming directly for the palace. He has a 25 percent of arriving each round, starting with the fourth round of combat, accompanied by d6 Tuber Dudes. Khale may not survive this fight and may not want to: if he can eliminate the baby he will die a happy man.

Sisterly Tactics

The Sisters will meet opposition with murderous rage. If any of the PCs have become Skellingtons, they will attempt to turn them.

Hope will cast *Volcanic Storm*, then Charity will summon a *Lava Golem*. Their oldest sister, Faith, will attempt to defend them with *Candle Blow*. It's a powerful stratagem but there is one weakness to their plan.

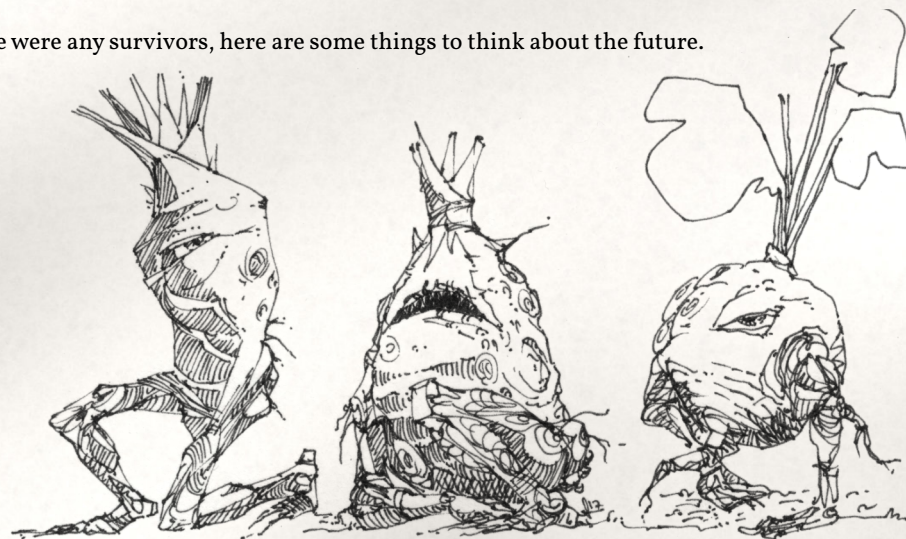
Although the Sisters have dark powers and are as ruthless as they are diabolical, they haven't ever faced much opposition. Should one of the Sisters lose half her HP, she will wail and flee back to the room with the baby. If he is still alive, Three-Fingered Jack is in that room and will lose all three remaining fingers to protect her.

After the first retreats, the two remaining Sisters will withdraw after suffering one additional wound.

If the Sisters are out-matched, consider the intrusion of another party to defend them, one with gems in the back of their neck. It works best if the characters were previously played by the players.

WHAT BECOMES?

If there were any survivors, here are some things to think about the future.



The Three Sisters

If only one or two of the Sisters survive, they will try to take the baby and escape. Nurtured by elaborate plans of painful revenge, eventually they will come after the PCs.

If all three are slain, their patron—a volcanic demigod—will take a special interest in whomever killed them.

Three-Fingered Jack

Assuming he survives, Jack could go many ways. If he has no fingers left, regardless of anything else, he will flee into the Sage Desert and become a hermit. If he still believes in the Sisters, he will try to serve the survivors, or take revenge upon their killers.

If he sees their dark sides, Jack may turn on the Sisters or switch sides.

The Baby

Aw. She's just a little tyke. Could she really be so bad? Assuming she survived, are the PCs willing to take that chance? Or will they decide that nurture wins over nature and adopt her as a mascot?

Failing any narrative choices, there is an even chance the baby is the evil creature of prophecy or just a normal infant.

Jhadar Khale

All along, Khale has maintained that his actions were justified for the greater good. Now after his attack on Sun Radive, what will he do? It doesn't take a high Wisdom to guess that at this point he's not going to peacefully disband his forces.

Tuber Dudes

If Khale remains alive, the Tuber Dudes could become a force in the world. If he falls, they will spread out of the Sage Desert into the greater world. Some will become mercenaries, others advisers to lords. Many will undoubtedly fall victim to xenophobic humans.

Perhaps one of the Purple Carrots would claim the mantle of leadership and lead a force of Tuber Dudes upon a rampage that would take no few victims.

Another issue: If someone else gains the **Swell Stone**, will they gain power over the Tuber Dudes?

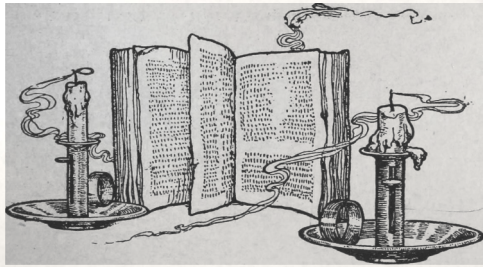
Sun Radive

If the city is badly damaged in the siege, and the Sisters scattered or slain then the town will become a ghost town on the frontier.

If the Sisters stay in control and/or the city stays in decent shape, it will grow to become a bastion of vile darkness.

MAGIC

The Sisters each know a spell higher than they should be able to cast; gifts from their patron the Volcanic Lord.



Candle Blow

Level 3
Duration: Instant
Range: 4'

▶ This spell sends a noxious blast of gas from a candle that shoots towards an area within range. Creatures caught suffer 1 damage per level of the caster, with a successful **save vs spells** indicating half damage.

▶ If they fail the save, they are disfigured from the blow.

▶ Lose 1 point of Charisma for each blow suffered.

Summon Lava Golem

Level 5
Duration: Permanent (until dismissed or slain)
Range: 240'

▶ This spell creates a 10' tall, 8' wide volatile creature of molten lava.

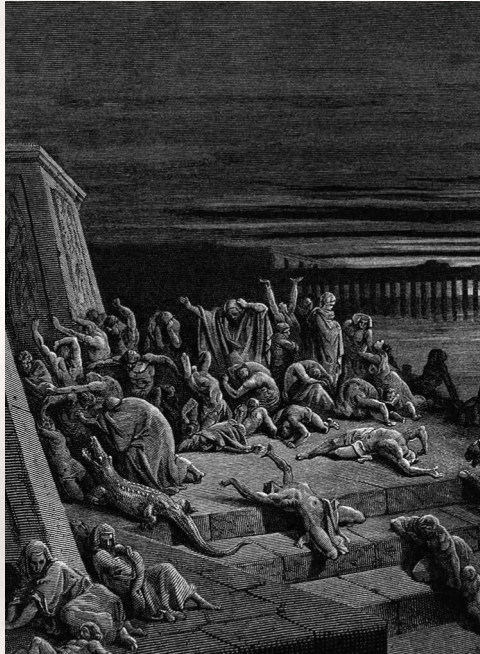
▶ Acts as 10 HD monster; see below for actual HP.

▶ It remains animated until destroyed or until *Dispel Magic* is cast upon it.

▶ The Golem deals double damage to cold creatures.

▶ When the Lava Golem is summoned, put 6d8 on the table for its HP. No need to roll them, the dice themselves mark its life. Each time it is hit for more than 2 damage, take the dice out of its HP pool and move them to the damage pool. (Which starts at 0.)

▶ When all its dice have been moved into the damage pool, it can attack once, raging and fierce, but will die the next round.



Volcanic Storm

Level 4
Duration: 10 turns
Range: 120'

Lava bubbles through the floor and smoke fills the area. This spell creates a 30' radius of blazing, smoky heat so intense that or suffer d2 damage from heat. If two consecutive saves are failed, target passes out.

Wish

Level 4
Duration: 10 turns
Range: 120'

Jack's spell comes at quite a cost. He cuts a finger off, chanting: "I wish, I desire *subject verb object* shall transpire." His wish will come true instantly.

The Swell Stone

Warps living things in early stages of their growth. Within a month, they will age 18+d6 years old (or the species equivalent). This impacts their intellectual, emotional, and linguistic development, should any live long enough for it to become an issue.

THE TUBER DUDES

These constructs are neither male nor female and the use of "dudes" is considered to be gender neutral. In the desert tongue, they are called "*sākākhayathag*". The translation we have chosen is Tuber Dudes, though it does not carry the connotation of violence that the original tongue does. Consider "Tuber Thugs," "Tuber Bandits" "Tuber Raiders" or "Tuber Brigands" as synonyms. Incidentally, their name for themselves translates as "Living Beings of the Soil."

Tuber Dudes are a new species and a vigorous taxonomy does not yet exist. There may be a few scholars and sages in Jhadar Khale's horde (especially the Taro) who are studying them, but if so they have yet to share their findings. The following general qualities are not yet known by anyone in Sun Radive but can quickly be discovered in the company of Jhadar Khale.

Tuber Dudes seem to have the ability to communicate among themselves via nonverbal means, but they are capable of speech and understand Common to some extent. They only speak verbs, however.

Even with these linguistic limitations, they are clearly of a philosophical bent. Due to their gentle nature most are not good warriors but they make up in numbers what they lack in ferocity.

As one would expect, they make excellent miners and gardeners. They are mechanically inclined and tend to be surprisingly great inventors.

If a specific type of Tuber Dude is needed, use the below table.

D10 Wandering Tubers

1	Carrot
2	Jicima
3	Beet
4	Malanga
5	Celeriac
6	Crosne
7	Mandrake
8	Taro
9	Radish
10	Purple Carrot

All Tuber Dudes begin with 10 HP, 1 attack per round for D6 damage, have AC 9 [10], and THACO 19 [0]. They count as 1 HD creatures.

Carrots form the bulk of the Tuber Dudes. They are soldiers and footmen, as well as architects and engineers. Add +1 to hit and do d10 damage if fighting with polearm.

Jicima act in a similar manner to clerics and can heal any kind of Tuber Dude with d8 HP three times a day.

Beets are sturdy warriors. They can withstand great damage though they have no hands and are incapable of attack. Double their HP.

Malanga are hefty creatures that work in the mines and dig up great riches to support the army. They are rarely seen above ground.

Celeriac are fanatical warriors that function akin to human berserkers. They attack twice a round and do +4 damage.

Crosne are worm-looking roots that act as spies and thieves and form the core of Khale's intelligence work.

Mandrake possess powerful arcane powers are similar to human wizards. They know every spell involving plants.

Taro are the most philosophical of all Tuber Dudes. They rarely fight and spend much time watching the stars or buried in the dry earth. Given time and their survival, they may spread across the land as advisers and academics.

Radishes Armed with organic crossbows, these burly creatures make up the artillery of Khale's forces. Their organic crossbows fire every round.

Purple Carrots are the rarest of all. Only eight exist and they serve as Jhadar Khale's elite guard and commanders of his forces. They are akin to warlocks and can cast magic or fight expertly. Add +10 HP, +3 to hit and to damage and 1 random 1-3 level Magic User Spell.

TUBER DUDE PCS

Tuber Dude

Camouflage

Tuber Dudes can hide as thief of same level (use Hide in Shadows) while in forests, grasslands, and other verdant locales.

Grapple

If an unarmed Tuber Dude wins individual initiative by at least three, they can choose to grapple upon a successful hit. Using their whole body, they can incapacitate an enemy roughly their size for d4 rounds.

Pesticide

Anytime in the presence of an insect swarm, magical or mundane, the Tuber Dude will be singled out and attacked by insects. They must **save vs death** or die.

Photosynthesis

Tuber Dudes don't need food or rations. But they lose 1 HP for each day they don't see the sun.

Sentry Duty

Tuber Dudes cannot sleep and are unaffected by magical *Sleep* as well.

Short Lifespan

Tuber Dudes only live for 1 year +d12 months. They do not, as a rule, fear death but their short life spans significantly shape their culture.

Soiled

If they bury themselves in the earth, they can use its nutrients to heal. At levels 1-3, they heal d6 HP per day. From levels 4-6, 1d6 HP per 12 hours, and at levels 7+ they can heal 1d6 HP an hour.

Roll 1d8 3 times upon the Weapon, Personal Quirk, and Bonus tables to complete character creation.

TUBER DUDE PCS

D6 What Kind of Tuber?

1	Carrot (XP, THACo, HP and Saves as Fighter) +1 to Hit, +1 to damage with polearms.
2	Purple Carrots (XP, THACo, HP and Saves as Elf) +1 to hit, gain 1 MU spell each level.
3	Beet (XP, THACo, and Saves as Dwarf) D12 Hit Dice.
4	Crosne (XP, THACo, HP and Saves as Thief) Improve by 4 any three of their rolls per day.
5	Mandrake (XP, THACo, HP, Spells, and Saves as Magic User) Start with <i>Speak with Plants</i> .
6	Jicima (XP, THACo, HP, Spells and Saves as Cleric) Can cast <i>Cure Light Wounds</i> 3 x a day.



Weapon

Personal Quirk

Bonus

1	Maul (d12)	Hard Skin. +1 AC	Rides a giant, gangling potato horse.
2	Quarterstaff (d4)	Lithe. +1 to hit	Enough tendrils to act as 30' rope
3	Throwing Trowels (d3)	Nimble. +1 to Dexterity	Roots act as Thieves' tools.
4	Jackfruit Morningstar (d8)	Extra bushy top. Add 20% to Camouflage bonus	Really cool vest (with sequins!)
5	Urumi (Whip Sword) (3d4)	Fetching. +1 to Charisma	Cabbage leaf hang-glider.
6	Giant Scissors (D4, double damage to Tuber Dudes)	Infravision as dwarf	A belt with d4 Onion grenades Range 40', save vs poison or blinded for 2 rounds.
7	Club embedded with spades (d6)	Mighty. +1 to Strength.	Long-Lived. Add 2d12 years to lifespan.
8	Obsidian Rake (d10, shatters on attack roll of natural one)	Cellular. Gain 2x the amount of HP from Photosynthesis.	Has an amulet that provides d10 extra HP.

Requirements: Special

Prime Requisite: Str

Hit Dice: d8

Maximum Level: 10

Allowed Armor: None

Allowed Weapons: Any

Languages: Alignment, Common

Level Progression & Saves: Roll 1d6 times on the What Kind of Tuber table to customize.

SKELLINGTON PCS

Skellington

Requirements: Special

Prime Requisite: none

Hit Dice: 2d10

Maximum Level: 10

Allowed Armor: None

Allowed Weapons: Any melee

Languages: Alignment, Common

Skellingtons are the rare undead that are not mindless; instead they carry a vestige of their former humanity. Though hideous to behold they retain whatever goodness they once possessed.

Abilities

► **Restore** - Even down to 1 HP they can pick up bones (theirs or others) to restore their body. It takes 1 minute of game time per major bone, and they gain d4 HP for each bone restored.



► **Frightening Jape** - The masters of vile humor, they can tell jokes so unsettling that the single target who hears them must **save vs spell** or feel ashamed. If the save is failed, roll 1d4 to see the result.

- -2 to saves for the rest of the day.
- -1 to strike for the rest of the day.
- -1 to damage for the rest of the day.
- -3 HP for the rest of the day.

These can be cumulative, but the player must actually make jests to achieve this.



► **Real Ugly** - Even cloaked and hooded, their voices are terrifying to experience. All NPCs must make a morale check (roll 2d6 and get a 5 or higher) upon meeting the Skellington. If the NPC fails they will flee or attack, depending on temperament.

Skeleton Level Up Table

Level	XP	HD	THACo	D	W	P	B	S
1	0	2d10	19 (0)	13	14	14	16	15
2	1,200	2d10	19 (0)	13	14	14	16	15
3	2,400	2d10	19 (0)	13	14	14	16	15
4	4,800	2d10	19 (0)	13	14	14	16	15
5	9,600	2d10	17 (+2)	12	13	12	14	13
6	20,000	2d10	17 (+2)	12	13	12	14	13
7	40,000	2d10	17 (+2)	12	13	12	14	13
8	80,000	2d10	17 (+2)	12	13	12	14	13
9	160,000	2d10	14 (+5)	10	11	10	12	10
10	300,000	2d10	14 (+5)	10	11	10	12	10

TUBER DUDE RECIPES

As horrifying as the prospect may be, some players will not hesitate to munch on Tuber Dudes. Each dude has a different flavor but their magic properties vary as well. If mixed with another tuber dude, all magic effects are canceled out.

Carrots taste sweet. Acts as *Read Magic* for 1d4 hours.

Jicama tastes sweet and nutty. Acts as *Cure Disease*.

Beets taste dirty, slightly floral. Acts as *Bless* for 1d2 hours.

Malanga tastes like a nutty potato. Acts as *Cure Light Wounds*.

Celeriac tastes like celery crossed with a turnip. Acts as *Protection from Evil* for 1d10 turns.

Crosne tastes like an artichoke. Acts as *Clairvoyance* for 1d12 turns.

Mandrake tastes acidic. Acts as *Control Weather* for d6x10 minutes. Any PC who eats mandrake must **save vs poison** or suffer from *Confusion* as per the spell.

Taro tastes mildly of cookies and cream. Acts as *Invisibility 10' Radius* for 2d4 minutes.

Radishes taste spicy and zesty. Acts as *Detect Evil* for 1d6 turns.

Purple Carrots taste sweet and slightly peppery. Acts as *Create Food*.



D4+1 minutes to unlock your prison

K U J L P R A M R O T K D H
 F J N A O J A G V E P R A S F
 H J X C X H B N Z P S E C L K
 A O A K N A B A D I T S C A Q
 K F U M N U D I L D N E E U H
 B G C D I Q S A T A Y U E D Y
 J H N L O C N T R B M I J B W
 U I L E M I O X L R F N F K P
 Y G E M A J T F N U O Z B C Q
 B Q Z V E N U G G S S M P J T
 H X D K Z N D L N W S H P C E
 V R W O W C C R D I S W Y L W
 P C U T W E Y A R L A Z B Q G
 V W U Y F L H K V L G Q A O B
 N N I E C T E S E L E E E B E
 O C R K C E A R I M I K J P M
 J X E C D A H R I D F X S Z Q
 S T E M O R P O A A R R A D V
 H Q R C Y R O S C R G E D Z O
 X E O H F M O R R S E E G K S
 R V V O T H S T P E C X L N O
 S Y A I I U Y D S Z T B M A I
 R F S D D M R J I U S Z J H F
 F Z O A U G E I J K I E P K F
 L I Q R W H Y H J W S R Y T

SUN	RADIVE	JHADAR
KHALE	SISTERS	CLEMENCY
CARROTS	JICIMA	BEETS
MALANGA	CELERIAC	MANDRAKE
TARO	RADISH	PROPHECY
THREE	FINGER	JACK
BABY	SKELLINGTON	SAGE
DESERT	JUNIPER	YUCCA
RABBITBRUSH		

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REQUIRES OLD- SCHOOL ESSENTIALS CORE RULES

Who Is Jhadar Khale?

A PUISSANT MERCENARY
A NOTORIOUS TRAITOR
A DARING REBEL
A FOUL MURDERER
AN INSPIRING HERO
A DISGUSTING SLAVER

What Does He Want?

TO END THE TYRANNY OF THE SISTERS OF
CLEMENCY
TO GAIN WEALTH AND POWER AT THE COST OF
INNOCENT LIVES
TO MURDER, TO KILL, TO DESTROY: FOR THAT
IS HIS NATURE
TO SAVE THE WORLD

How Will He Win?

BY SHEER CUNNING ALONE
HIS SAVAGE ARMY OF TWISTED MUTANTS
HE WON'T: WE'LL CRUSH HIM ANY DAY
NOW!

