



Pilgrimage of the Roaches

A Level 1 Dungeon

By Kormar
Publishing

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Background

A group of Roachling pilgrims from the chasms below the earth have emerged and are fortifying the abandoned chrysalis of a death gnat. They prepare to wage a profane war of infection against those who refuse to live in squalor. The human village of Peldor has already been ravaged by the emergence of death gnat; it is not equipped to handle the insect threat.

Pilgrimage of the Roaches is a first level adventure compatible with **Old School Essentials**. It provides a village recovering from a monster attack, a new threat, and hooks to subterranean adventures in the kingdom of the Roachlings.

Village of Peldor

Before the death gnat, travelers joked about how there were only two families in Peldor and that sometimes they would even marry each other. No one jokes anymore now that one quarter of the village is dead.

There are only about 150 surviving villagers of the death gnat attack. They keep to their fields and avoid looking at the crushed homesteads of their former neighbors.

Villagers are taciturn but not rude. If they offer a favor, they will expect the same in return.

Any warriors the village had died in the attack, so anyone or anything too threatening is distrusted tenfold.

Farmers have reported seeing Roachlings flying to and from the empty chrysalis. Fear grips all.

The chrysalis is an hour south of town.

Some villagers of note include:

Tud Holst

Seventy eight year old patriarch of the Holst family. Gesticulates with his cane and always stepping on his beard. Used to be an adventurer, claims he can speak to Roachlings. [*He can, but he can't understand them*]

Mahr Vukstol

Nine year old, braids, always covered in dirt and bramble. Wants to play hide and seek with everybody. Hides in the crumbling farmhouse of her lost family.

Pyia Holst

The forty something daughter of Tud and closest thing to a village leader. Leathery skin and calloused hands. Offers a few plots in the village for "clearing out" the Roachlings. [*Can be sold for 1000 gp*]

Wurt Vukstol

Twenty five, stout and sinewy. Walks ruins salvaging whatever he can. Wants to destroy chrysalis, Roachlings, and all monsters out of a bloodthirsty vengeance. [*Stats as Berserker*]

The Roachling Pilgrims

The Roachlings are diminutive humanoid cockroaches that permeate the tunnels that honeycomb beneath the earth. They scurry about like dogs but stand upright when in combat. Their carapaces are adorned with scrap metal armor salvaged from junkyards. They speak with the sharp snap of their mandibles. [*see stats in Appendix A*]

This band of Roachlings are pilgrims on a holy quest who believe the chrysalis is an omen from their insect deity. They have spent the past month fortifying themselves in preparation for an attack on Peldor to finish what the death gnat started.

Infighting

Though unified by faith, the Roachlings are divided into several parties. They are not actively in conflict, but the tension is building.

Xarn Barthet and his followers are zealots who spit up at the above ground apostates. They refuse to parley with non-Roachlings and will die to protect their sacred icon, the Noxious Sphere [*See Room 17: Temple of the Noxious Sphere*]. Wear spider masks.

Xark Chevalier leads an opportunistic group of mercenaries. They care more for silver than salvation, and believe looting Peldor will bring them great riches [*It will not*]. Dress in green robes.

Xulia Dimont is a strange Roachling who wants to spread the good word of the Buzzing Cloud to the above grounders. She offers baptisms to converts [*See Room 7: Sludge Pool*]. Her few attendants wear brown turbans.

Attack!

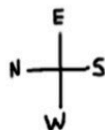
If the Roachlings are threatened, they will launch an attack on Peldor 3 days after any conflict with above grounders. They spend these three days ritually putrefying themselves in preparation for battle. At the start of the adventure, there are about 30 Roachlings.

If the Roachlings succeed in their attack, the survivors of Peldor abandon their homes and scatter like vermin.



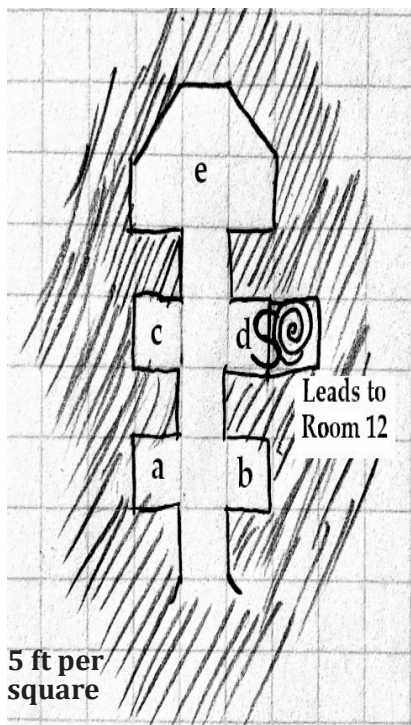
The Chrysalis-Exterior

The chrysalis is a sixty foot tall structure spun atop a barrow. The top was torn open by the birth of the death gnat, and the Roachlings have built a crude watchtower in the hole to the north. Thick brush covers the approach to the burial mound from all directions and a haphazard gate entrance has been constructed on the southern side of the chrysalis. A tunnel leads into the barrow from the west.



Approaching without caution draws the attention of the Roachlings in the watchtower.

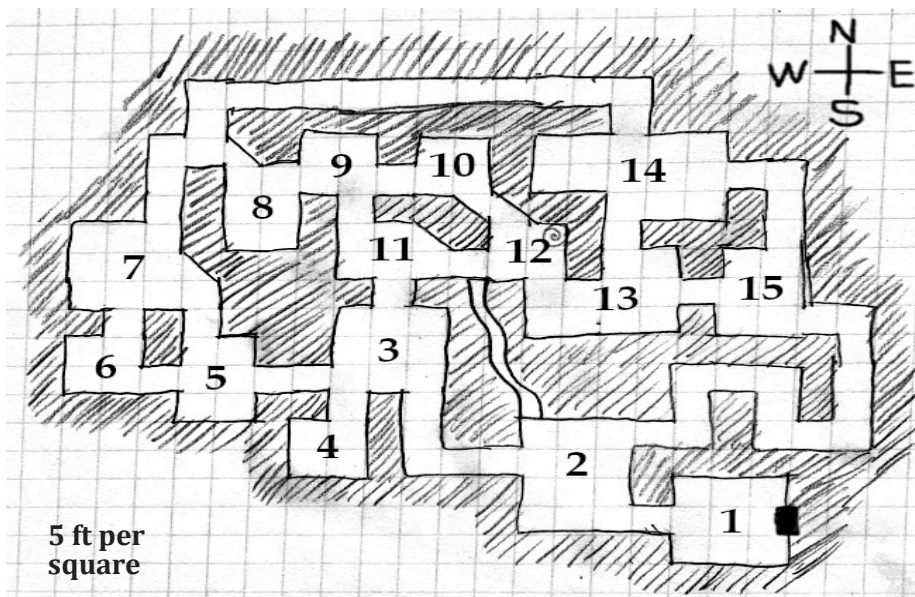
Barrow



The entrance to the barrow is strewn with bones and tufts of brown fur. Wooden sculptures stand vigil leading to the tomb.

- Sculpture of a horse-headed man clutching a scythe.
- Sculpture of a bull-headed man wielding a spear.
- Sculpture of a wolf-headed woman holding shut a book. [*A Vukstol family tree. Centuries old.*]
- Broken sculpture covering patchwork stone. [*Connects a Roachling tunnel up to Room 12. Breaking the stone is loud.*]
- A smashed stone sarcophagus with a message carved inside. [*"Die with more loot!"*]. A **black bear** dens here with her cub.

The Chrysalis-Level 1



The Roachling Pilgrims

Inside the chrysalis is a goopy mess where every step clings to the surface. The Roachlings have constructed makeshift chambers out of refuse, and it reeks of garbage and various excretions. **Dimont** and **Chevalier** lodge on this level, and their followers may be open to parley.

Wandering Creatures

Roll on this table once every half hour or if the party creates loud noises. If a creature is killed, it will not reappear. If a creature is weakened, it may still be weakened depending on when it is next encountered.

d4	Encounter	Portent
1	1d4 of Barthet's Roachlings cleansing heresy from the ranks	Putrid smoke and stench of incense
2	A dwarf scout named Tor . Sent from the realm below to spy on the Roachlings. Apathetic about fate of above grounders, but hates Roachlings for tunneling through Dwarf kingdoms.	None, he's a decent spy. Tor hides if possible, but will reveal himself to enemies of the Roachlings.
3	1d6 death gnat parasites [see stats in Appendix A] burst from the chrysalis	Pulsating walls and a droning buzz
4	3 of Barthet's Roachlings in a standoff with 4 of Chevalier's Roachlings over theft of a holy relic [a gold tooth (1 gp)]	Mandibles snapping and the furious whirring of wings

1. The Gatehouse

A shoddy gate made of rotting wood blocks entry to the chrysalis. Three of **Chevalier's Roachlings** are on watch inside. 75% of the time they are gambling the same 12 gp back and forth playing the insect version of five-finger-filet. 25% of the time they are looking for passing farmers to rob. Guard duty is not especially lucrative.

2. Sanctification Zone

The oozing walls of this hall are covered with bizarre runes and incantations. The only image recognizable to human eyes is a depiction of Roachlings prostrating themselves before marching off to battle. Incense sticks are stuck in the floor at random creating a hazy smoke.

A secret tunnel is hidden in the sludge to the north. It melts away if flame comes near.

Roachlings will not engage in combat in this room, believing it has been consecrated to purge their sins before war. The consecration is voided if the walls are tampered with.

3. Cenobium

The central place of worship. Trash heaps are molded into the shape of pews that form a hexagon encircling a cairn at the center of the room. Atop the cairn is the petrified head of a Roachling cleric. Gifts of rot are offered at its base. The sound of angry clicking can be heard to the north [*anyone who can understand Roachling hears arguing from room 11*].

Touching the petrified head causes the spirit of the cleric to burrow into the subject's brain. The subject can now understand Roachling language but also gains the urge to snack on garbage. The spirit can be banished by completing a pilgrimage to one of the three Roachling holy cities below the earth.

4. Altar

An arched shrine composed of various bones is constructed on the southern wall. Dedicated to private confession to the Buzzing Cloud. Roll a d4 to see if anyone is there.

d4	Encounter	Confession
1	Nobody	N/A
2	One of Barthet's Roachlings	"Barthet wants me to kill Dimont to purge the heresy in our ranks, but can I shed blood in this sacred place?"
3	One of Chevalier's Roachlings	"I covet the wealth that Chevalier secrets away, but I cannot challenge him."
4	One of Dimont's Roachlings	"I desecrated the sanctification room by digging a tunnel to hide from the beatings of Barthet's inquisitors."

5. Refuse Pit

A dumping ground for the Roachlings. Trash and excrement left here may be used later in construction. Requires trudging through knee high garbage and slows movement speed by half.

6. Dimont's Lodgings

A hovel packed with human rubbish. Cracked eyeglasses, torn dresses, headless baby dolls, scratched up pornographic wood carvings, the works. **Xulia Dimont** [*stats as Roachling*] is busy organizing her collection by importance to understanding the human world. She can speak conversationally in the human tongue and will passionately try to convert outsiders.

Anyone who agrees to convert will be baptized in the sludge pool [*see Room 7*]. If just one person is converted, she will consider her mission a success and be a helpful ally.

7. Sludge Pool

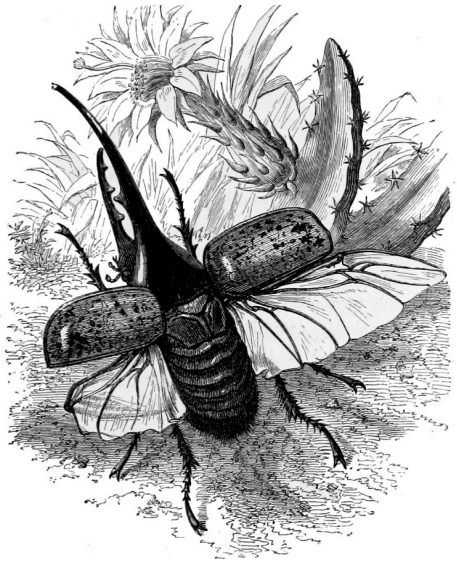
A thin ledge encircles the three foot deep pool of holy excretions in this room. The chartreuse liquid bubbles and pops, releasing the odor of tainted buttermilk. Anyone [*including Roachlings*] with their face in the pool must save versus poison or die.

Dimont does her baptisms here. It may be part of the reason she has so few followers.

8. Beetle Arena

The Roachlings have constructed a makeshift amphitheater for staging **fire beetle** fights. Three of **Chevalier's Roachlings** are here whooping and throwing money around as two **fire beetles** fight in the ring. Three more **fire beetles** are kept in cages dug into the chrysalis wall.

A Roachling lost an arm in the back of one of the cages to an angry beetle. There is a gold ring engraved with Dwarven runes still attached [*worth 60 gp, "Forever Yours"*].



9. Barracks of Chevalier's Band

The chrysalis is pockmarked with tight dens for Chevalier's Roachlings to sleep in. Each den has some incidentals: scrap jewelry, stone carvings of egg clutches, moldy bits of food. Traversing without caution carries a 2-in-6 chance of getting stuck in a hole. Removing the foot rattles the incidentals inside and causes a roll on the **Wandering Creatures** table.

10. Chevalier's Private Abode

Finely furnished by Roachling standards. An armoire of Dwarven craftsmanship is upside down to the north and a decorative string of knotted beards criss-crosses the ceiling. **Xark Chevalier**, a **Roachling Knight** [see stats in Appendix A], lounges here counting and recounting his wealth with an abacus that he doesn't understand how to use. He is always looking to grow his horde.

The armoire is in good shape and worth 900 gp. It weighs about 200 lbs when empty. Inside the armoire is 2,000 sp looted from the Dwarfs and emblazoned with images of the great clan leaders.

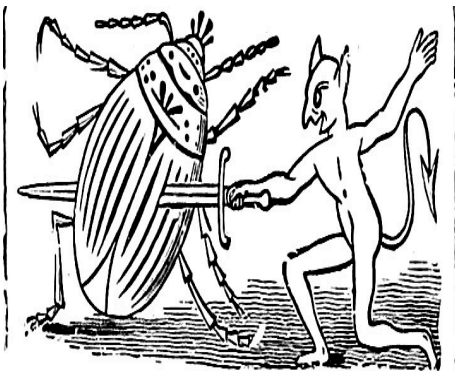
11. Meeting Hall

A raised stage made of creaking wood juts from the north-east wall. Three husks of chairs sit on the stage and they are overlooked by the mounted head of a unicorn [worth 100 gp].

Eight **Roachlings**, one of **Dimont's**, three of **Chevalier's**, and four of **Barthet's** are arguing over how and when to attack the above grounders. Barthet's followers want to burn the village to the ground, Chevalier's want to loot it, and Dimont's follower wants to convert the children.

12. Failed Burrow and Tunnel Up

An empty passage save for a tunnel in the ground blocked off by a tattered sheet and a tunnel on the wall. A crude sign is staked above the tunnels depicting what appears to be a furry demon devouring a Roachling. The ground tunnel leads to the Burrow and the wall tunnel leads to room 17.



13. Garden of Rot

A grotesque mockery of agriculture. Hanging pots full of dirt overflow with draping vines bearing fist sized "fruit". The fruit has the texture of a soft boiled egg and about the same pigment. Fighting or roughhousing causes the fruit to drop and explode in viscous chunks. There is a maximum of eight fruits hanging now.

Anyone in the room when a fruit drops must make a DEX check or take 1d6 damage as they cough their lungs out. Any non-Roachling that eats the fruit drops dead on the spot.

14. Slop Trough

The communal feeding area centered around a trough dug west-to-east across the room. Liquefied scraps fill the trough and a few of the fruits from room 13 bob in the mush ready to pop. The bottom of the trough is littered with offerings made before meals [50 sp].

Reaching into the trough requires a CON check to resist the odor. On a fail, the player retches and takes 1d4 damage.

15. Test Kitchen/Tor's Hideout

Ceramic jugs of various fermented *things* line the walls. The air smells of vinegar and exotic spices. Roachlings have bastardized delicious Dwarf pickling to create bizarre concoctions. The Roachlings tend to avoid this room due to the smell.

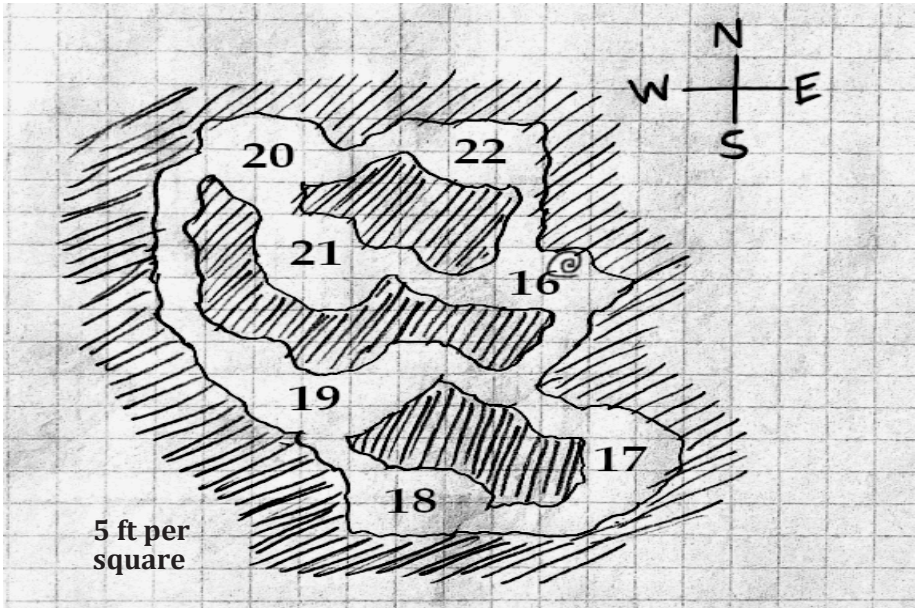
There are five jugs around the room, four filled with “pickles” and one drained out. The drained jug is used by **Tor** the Dwarf spy as a hideaway. A clump of his hair is stuck to the underside of the lid.

Curious adventurers who pick from the jugs can roll a d8 on the following table. Each jug only has one special item.

d8	Fermented Thing	Effect
1	Fire beetle <i>An arena champion.</i>	Cast light in a 10' radius when squeezed.
2	“Fruit” <i>Fresh from the Garden of Rot!</i>	Grants immunity to poison for 24 hours after ingestion.
3	Roachling leg <i>Accidents happen.</i>	Nothing, but it doesn't help with diplomacy.
4	Sweet and spicy cucumber <i>Just the right level of tang.</i>	Causes a night of terrible nightmares if ingested. Spend the next day exhausted [-2 to attacks, damage, and AC].
5	Pixie <i>One of Dimont's failed converts.</i>	Grants one cast of Invisibility if ingested [<i>spell stored until used</i>].
6	Troll liver <i>Still pulsating.</i>	Will expand continuously if ingested. Save versus poison or explode. If successful, the liver embeds itself and the player can never get drunk.
7	Pickled Dagger <i>How do you pickle metal? And why does it sting so much?</i>	+1 dagger. Wildlife will try to eat it.
8	Egg? <i>It's definitely an egg, you just don't know of what.</i>	Plants a death gnat parasite inside the stomach if ingested. Will burst out and kill the host in d3 days.



The Chrysalis-Level 2



Barthet's Zealots

Xarn Barthet's followers reign over the upper level of the chrysalis. They are puritanical crusaders who will not negotiate with above-grounders unless they are cut down to a man, er, roach.

Wandering Creatures

Roll on this table once every half hour or if the party creates loud noises. If a creature is killed, it will not reappear. If a creature is weakened, it may still be weakened depending on when it is next encountered.

d4	Encounter	Portent
1	Two escaped fire beetles from the arena looking for a dark alcove.	Pale orange light in the distance
2	Four of Barthet's Roachlings plotting to drown Dimont in her own baptism pool	Hushed, conspiratorial clicking
3	A green slime drops from the rotting chrysalis.	Drip, drip, drip, drip...
4	Xarn Barthet [<i>Roachling Knight</i>] surveying his flock to administer floggings.	Thwack of a cat o' nine tails and pained clicking

16. Access Tunnel

The floor, walls, and ceiling are well trodden with Roachling tracks. Glimpses of light are visible through the western passage. A pungent smell originates to the south. A tunnel in the ground leads down to room 12.

17. Temple of the Noxious Sphere

The constant incense cannot cover up the stench of the 1' diameter sphere of dung that sits on a raised dais to the east. Inscribed on the dais is an image of a cloud of gnats descending on a planet. Approaching within 5' of the Noxious Sphere causes people to hear cacophonous droning.

The Noxious Sphere is a sacred relic of the Roachling faith, championed especially by **Barthet**. It was discovered in a siege of a Dwarven hold and it still has some beard hair stuffed in it. Even **Barthet** won't risk destruction of the Sphere, and thus it acts as a useful bargaining chip. If the Sphere is destroyed, a spectral horde of gnats follows whoever defiled it until they make a proper offering to the Buzzing Cloud.

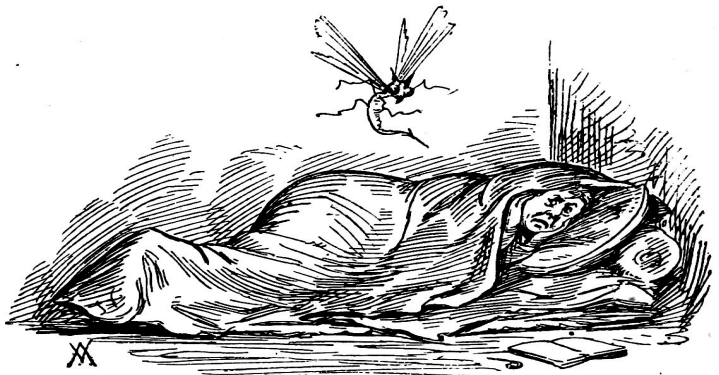
18. Barthet's Den

Austere, sparse decoration. A copy of Apostate Xil's writings lies on a wooden crate. The cover appears to be Roachling erotica, but the interior is written in human tongue to disguise the heresy. Writes about how the Buzzing Cloud is too passive of a deity and that the Roachling faith should focus on the Terrible Sting. Taking 10 minutes to skim the text makes it obvious that traditional Roachlings would deem this extremely heretical.

50% chance that **Xarn Barthet** is here reading his heresy, 50% chance he is out surveying the chrysalis.

19. Zealot Barracks

Similar to room 9, the walls and floor are dotted with tunnel dens for individual Roachlings. There are few to no incidentals in these dens. Because of duties, rituals, and recreation, there are **d8 Roachlings** present in the barracks at any time. Anyone here is either resting in their den or practicing self-flagellation to purify their sins before **Barthet** can get to them.



20. Watchtower

The chrysalis "roof" has been torn open by the emergence of the death gnat and the Roachlings have constructed a garbage watchtower on the north wall that juts up 20'. A **Roachling** is always on guard, ready to alert the pilgrims to attackers.

Because the Roachlings can crawl up walls, they saw no need to build a ladder. Anyone attempting to climb the watchtower using the trash as handholds must make a DEX check or fall 1d20 feet.

21. Armory

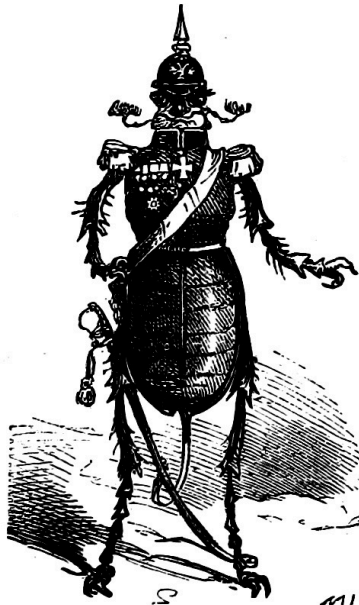
Spears, clubs, and daggers litter the walls, embedded in the soft flesh of the chrysalis. There are ten of these weapons total [*worth 40 gp*]. The walls have many more holes for weapons.

Besides the mundane weapons, there is a massive two-handed sword stuck in the ground in the center of the room. This is a trap **Barthet's** followers set up for any thieves from **Chevalier's** band. Removing the sword causes the floor to collapse, dropping the unfortunate wielder 10'.

22. Storage

A wooden coffin is embedded in the northern wall. It is engraved with the Holst family crest, and has been smashed open slightly so the silver treasures within glisten in the light. The hole in the coffin smells faintly of sulfur.

Opening the coffin causes a flint to ignite the spark powder inside. Anyone standing within 5' of the coffin must save versus spells or be blinded for d8 turns. Inside the coffin is a burial trove of fine cutlery [*300 sp*] and three black pearls [*500 gp each*].



Appendix A: Monsters

Roachling

Armour Class 6 [13]
Hit Dice 1-1 (3hp)
Attacks 1 × weapon (1d6 or by weapon)
THAC0 19 [0]
Movement 90' (30')
Saving Throws D14 W15 P16 B17 S18 (NH)
Morale 7 (9 with knight)
Alignment Chaotic
XP 5
Special:

Can climb on walls
Infravision for 90'

Appearance: Three foot tall cockroach adorned in scrap armor. Twitching antennae brush against enemies in combat.

Roachling Knight

Armour Class 5 [14]
Hit Dice 3+1 (14hp)
Attacks 1 × weapon (2d4 or by weapon +1)
THAC0 16 [+3]
Movement 90' (30')
Saving Throws D12 W13 P14 B15 S16 (3)
Morale 9
Alignment Chaotic
XP 50
Special:

Can climb on walls
Infravision for 90'

Appearance: Six foot tall cockroach in scavenged Dwarven plate. Dripping mandibles and rippling thorax muscles.

Death Gnat Parasite

Armour Class 7 [12]
Hit Dice ½* (2hp)
Attacks 1 × sting (1d3 + poison + lodged stinger)
THAC0 19 [0]
Movement 150' (50') flying
Saving Throws D12 W13 P14 B15 S16 (1)
Morale 9
Alignment Neutral
XP 6
Special:

Die after attacking [*on a successful sting, the parasite dies*]
Poison causes death (save versus poison)

Lodged proboscis inflicts 1 damage per round. A round can be spent to remove it.

Appearance: White maggot with mosquito wings and a flaring proboscis.

"DESIGNATION OF PRODUCT IDENTITY"

All artwork, logos, and presentation are product identity. The name "Kormar Publishing" is product identity.

"Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

"DESIGNATION OF OPEN GAME CONTENT"

All text and tables not declared as product identity are Open Game Content.

OPEN GAME LICENSE Version 1.0a

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15 COPYRIGHT NOTICE

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

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord™ © 2007-2009, Daniel Proctor.
Author Daniel Proctor.

B/X Essentials: Core Rules © 2017 Gavin Norman.
Author Gavin Norman.

B/X Essentials: Classes and Equipment © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Cleric and Magic-User Spells © 2017

Gavin Norman. Author Gavin Norman.

B/X Essentials: Monsters © 2017 Gavin Norman.
Author Gavin Norman.

B/X Essentials: Adventures and Treasures © 2018
Gavin Norman. Author Gavin Norman.

Old-School Essentials Core Rules © 2018 Gavin
Norman.

Old-School Essentials Classic Fantasy: Genre Rules ©
2018 Gavin Norman.

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

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

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

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

Pilgrimage of the Roaches, © 2022 Kormar
Publishing

END OF LICENSE



**Requires Old
School Essentials**