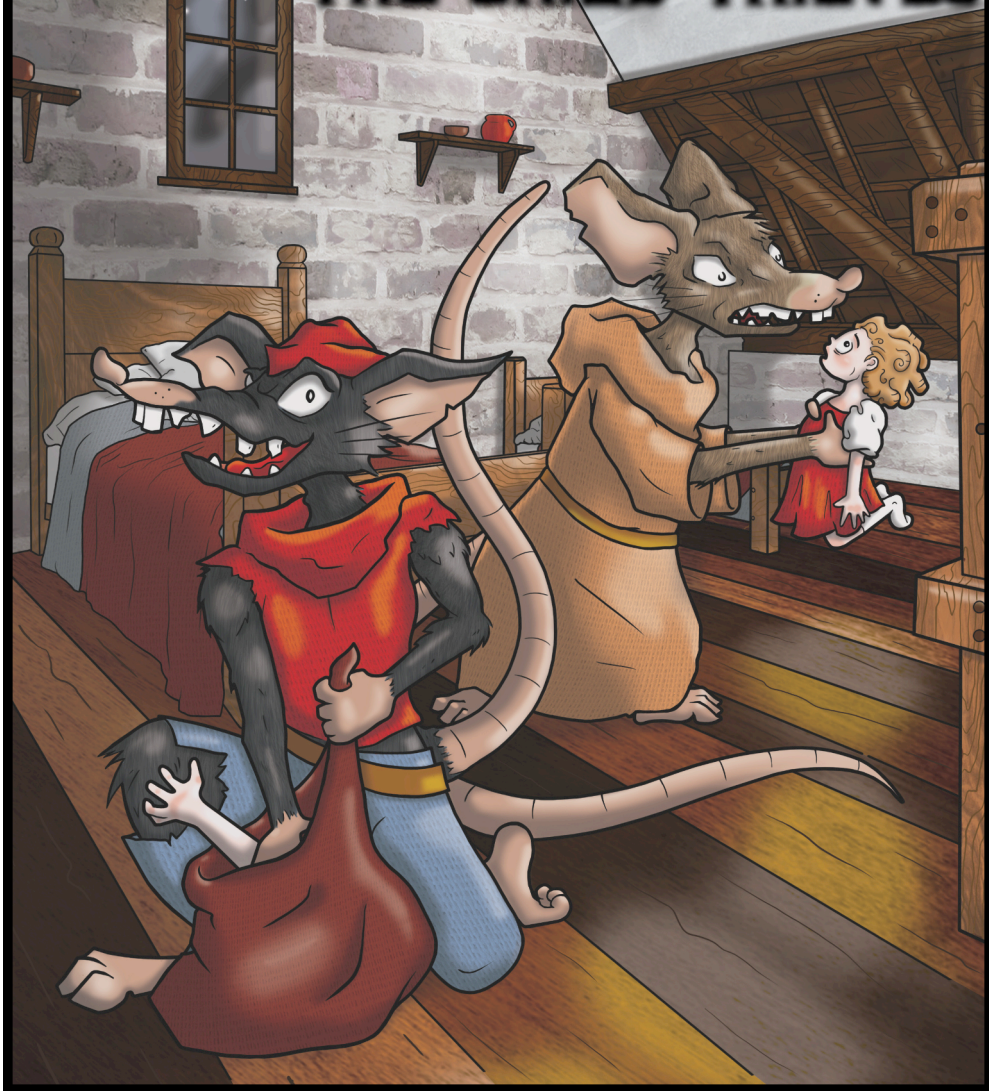


MODULE: 51

# THE CHILD THIEVES



GATEWAY TO



ADVENTURE



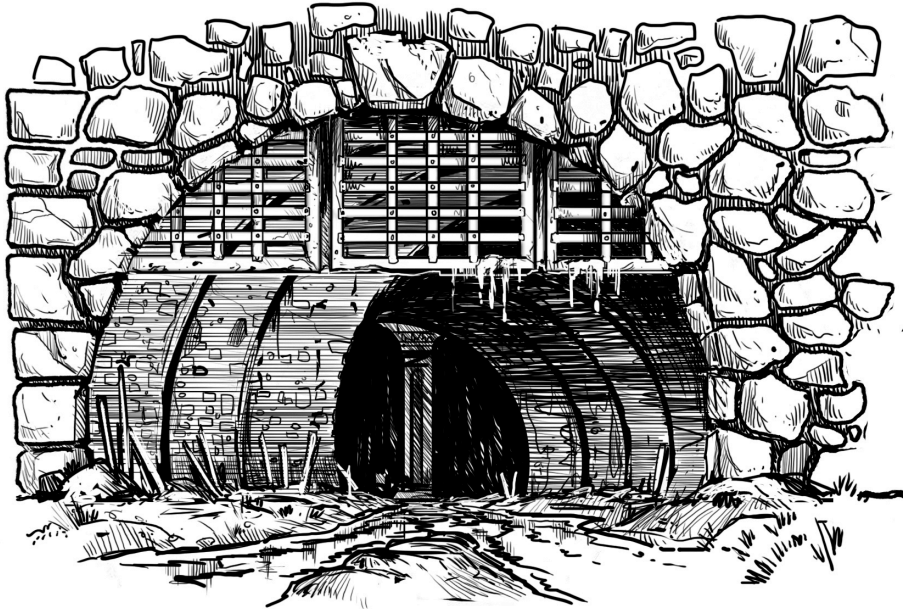
DESIGNED FOR USE WITH

# OLD-SCHOOL ESSENTIALS

MODULE S1  
**THE CHILD THIEVES**

BY R.J. Thompson

AN ADVENTURE FOR CHARACTER LEVELS 3-5



Writing, design, layout: R.J. Thompson

Editing: Ian Zebarah Shears

Cartography by Dyson Logos, licensed under a Creative Commons Attribution 4.0 International License

Cover art copyright Stacie Joy

Some artwork copyright Stacie Joy, Diogo Nogueira, Clayton Williams, Denis McCarthy, Bradley K McDevitt, Yuri Perkowski Domingos, Maciej Zagorski, Carlos Castilho and The Forge Studios used with permission. Some art in the public domain

Play Testers: David Weeks, Jonathan Matthews, Rick Mithofer, Amy Kohl, Chris Arendt, Andrew Moss and Andrew Hooks

Gateway To Adventure © Copyright 2020, The Child Thieves © Copyright 2021 Appendix N Entertainment

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.



979-8-9851662-5-5

## USING THIS MODULE

*The Child Thieves* is an adventure module intended to be used with the *Old School Essentials Retro Adventure Game* with or without the *Advanced Genre Rules*. As such, it should be easily adapted to other rulesets based upon old-school editions of the world's most popular role-playing game.

Supplementing *OSE* and being usable with other old school adventure RPGs, **GATEWAY TO ADVENTURE** modules make several assumptions. In the true spirit of the early game, adventures may contain encounters which appear too difficult for a party of adventurers of the levels for which the adventures are designed. Some adversaries, traps, etc. may need to be avoided. Sometimes an enemy may be able to be defeated by using cunning and knowledge, rather than combat and special abilities. An example may be in the slaying of a vampire by forcing it into direct sunlight or staking it through the heart while it sleeps. In fact, if a player knows real world folklore about a creature, they should be encouraged to use that knowledge to role play and defeat their foe. Likewise, traps and puzzles may require the players' cunning to solve, rather than a roll of the dice. These things should be made aware to the players before embarking upon this adventure. Creativity and cunning on the part of the players should be encouraged and rewarded. The referee should read the entire adventure, including the sections on new monsters etc., prior to running it, making alterations where they see fit.

## PLAYER BACKGROUND

It is known that in the poorest district of the city, there is an annual plague of rats that pours forth from the sewers. No one is certain what drives the rats up in such droves. For many years the people of these slums struggled to deal with the plague of rats. Few in power cared for these people and many looked down upon them. Help was not easy to come by. Several years ago a piper happened along amidst the plague of rats. The piper claimed to possess a magic flute which the rats

would follow when played. piper was true to his word and rid the people of the rats at a very affordable price. He promised to visit the district every year during the plague time. Each year, however, the plague seemed to get worse and the worse the plague, the steeper was the piper's fee. This year, the fee was too steep for the poor of the district, though the piper took what they could offer. To the dismay of the people of the district, they awoke the next morning to find 37 children gone. Strange tracks were found leading from their homes to a sewer access point. The people believe the piper has something to do with the stolen children and are actively searching for adventurers to rescue them. While the people cannot afford much in the way of a reward, they are willing to come to an agreement with anyone who can save the 37 abducted children.

## REFeree BACKGROUND

In truth, the piper is a wererat named Squee who serves a wererat cult of Arimaniux, Demon Prince of rats and plagues. The cult dwells in the sewers and ancient city ruins beneath the slums. Some years ago the cult discovered a set of pipes of the sewers and has been using them to control the rat plague in order to extort the people of the poor slum dwellers. Vee, white rat high priestess of the cult, directs Squee to send the rats up, then go to the aid of the citizens above annually. The funds gathered are used to fortify the cult's dwelling and grow their numbers. This year the payment demanded was not met so, Vee hatched a new plan. The cult would steal the children of the citizens of the slums in the night and sacrifice them to her lord, Arimaniux at an appointed time, using their souls to fuel his ascent to godhood.

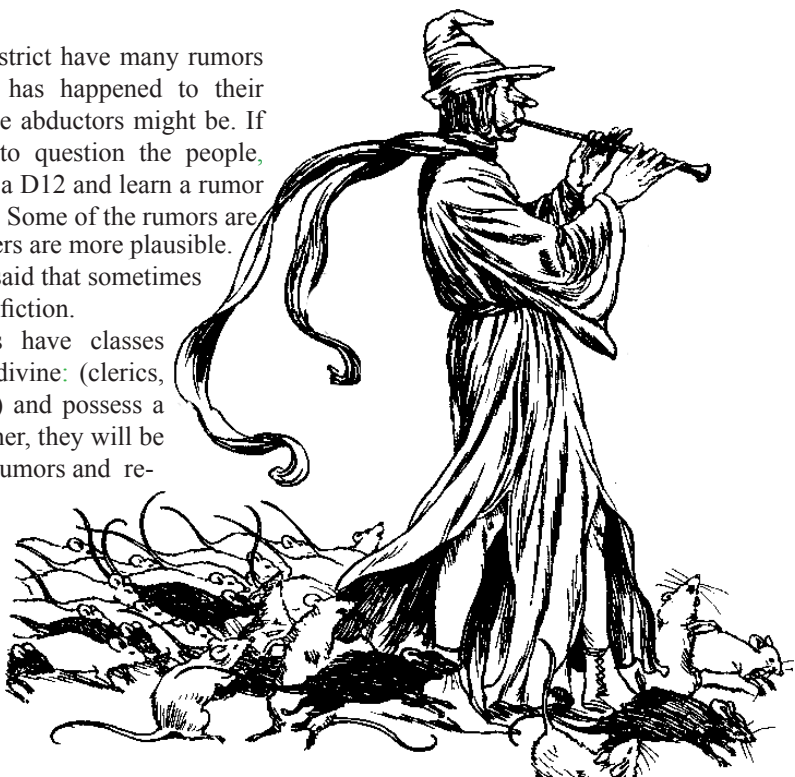
In this adventure, it should be assumed that unlit torches can be found in wall sconces throughout the sewers and the nest.

All waterways in the sewer region are assumed to be filled approximately 36" high. Moving through water in any region should slow movement by approximately 25%.

# RUMORS

The people of the district have many rumors in regards to what has happened to their children and what the abductors might be. If the players choose to question the people, each player may roll a D12 and learn a rumor from the table below. Some of the rumors are outlandish while others are more plausible. However, it is often said that sometimes truth is stranger than fiction.

If any of the PCs have classes associated with the divine: (clerics, druids, paladins etc.) and possess a wisdom of 13 or higher, they will be able to confirm true rumors and refute false rumors related to cults in general and Arimanius specifically. Arcane classes with an intelligence of 13 or higher can do the same with regards to rumors about the Demon Prince only.



D12 RUMOR	RUMORS RUMOR
1	The piper is really a member of a thieves guild. They stole the children and will sell them into slavery. (F)
2	This area of town was once plagued by wererats. They are the ones who took our children! (T)
3	One among us must be in league with the piper. (F)
4	A symbol of the Demon Prince of Rats and Plagues was found! Watch out, his clergy use spread disease through foul incense. (T)
5	There exist magical pipes with the power to control rats! That is what the piper has and he has been swindling us for years! (T)
6	The piper and his cohorts have fled into caves beneath the sewers. (T)
7	The piper is truly a devil and has taken the children's souls. (F)
8	We have been sinners for too long. This is the gods' punishment for us. (F)
9	A cult has abducted the children and may sacrifice them! (T)
10	Flesh eating fish live in the sewers below. (F)
11	A large crocodile was released into the sewers some time ago. (T)
12	Fear not! The goddess Cloacina will protect all who enter the sewers with good intent. (F)

## WHAT HAS BECOME OF THE CHILDREN?

The wererats are keeping the children somewhere in the ruins of the old city, below the sewers. In the interest of making the adventure re-playable, their location may change each time it is played per the table

### WHERE ARE THE CHILDREN?

#### D4 RESULT WHERE ARE THE CHILDREN

- |   |  |
|---|--|
| 1 | The children are currently being held in a cell under a secret trap door located in the center of 22. The children have been turned into rats to make them controllable through use of the pipes. They are kept in cages located in room 17. |
| 2 | The children are located in a secret room with a spiral stair case beneath the fountain in room 18. The fountain moves and reveals the staircase if the left arm of the statue is lowered.   |
| 3 | The children are kept in a secret room behind the southern wall in room 19. A successful search for secret doors will reveal a keyhole in the wall. The key is in room 22.   |
| 4 |  |

## RANDOM ENCOUNTERS

The encounter tables for the sewers and under city ruins contain encounters with creatures and characters that otherwise have permanent locations, such as Vee and the crocodile. If any unique characters or monsters are slain in during a random encounter, they will not be located at their normally designated location. If they are slain in their designated location and rolled on the random encounter table, re-roll the result. Similarly, there is only one crocodile that may be encountered multiple places. If the crocodile retreats from an encounter, it will be found in the next designated location the player characters visit regardless of the random roll. If defeated, it will not appear in another location.

### RANDOM SEWER ENCOUNTERS

D12 RESULT	ENCOUNTER
1	The crocodile from room 7
2	The otyugh from room 3
3-5	1d8 wererats on patrol
6-8	2d10 rats
9-10	5d4 rot grubs in refuse
11-12	2d4 giant rats

### RANDOM NEST ENCOUNTERS

D12 RESULT	ENCOUNTER
1	Vee and Burly Tomaus p.13
2	Squee p.6
3-6	2d8 wererats
7-9	5d10 rats
11-12	1 carcass crawler

## LIKE A THIEF IN THE NIGHT

If the party rests while in the rat plagued sewers or nest, there is a 2 in 6 chance that while resting, that rats will steal something from them. If there is a watch posted, there is a 1 in 6 chance (2 in 6 if an elf is watching) that the rats will be caught. This is in addition to any normal encounters that may occur.

### WHAT THE RATS STOLE

D6 RESULT	ENCOUNTER
1	2d6 days of rations
2	2d20 gp worth of treasure
3	2d4 ammunition (arrows, bolts etc.
4	1d4 light sources (torches or oil)
5	1 item chosen by referee
6	1 weapon small enough for rats to carry

# THE STORM SEWER

## 1. ENTRANCE

The stairs descend down to a sewer repair room. Shelves and barrels contain trowels, bricks and mortar.

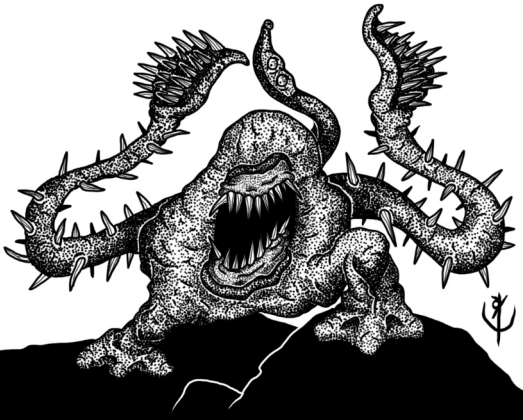
## 2. MAINTENANCE ROOM

This room contains items used for general maintenance of the sewers. On the shelves are: rags, poles, shovels, rakes, pots, hammers and spikes. There is a tripwire in the doorway leading to room 3. If not detected, a bell will sound, alerting the otyugh.

## 3. OTYUGH LAIR

There is a 10' ledge under water around the edge of this pool, here the water is only waist deep on an average human. The center of the pool drops to a depth of 30'.

In the far southeast corner of the room there is a pile of dung, created by the otyugh. If the otyugh has not been encountered yet it will be here. If the player characters have set off the trip wire entering from room 2, the otyugh will surprise the party on a 3 in 6 chance. If the dung heap is searched, 5d4 rot grubs will be encountered.



## OTYUGH (7 HD)

**AC** 2 [17], **HD** 7\* (31hp), **Att** 2 x tentacle (1d8), 1 x bite (1d4+1 + disease), **THAC0** 13 [+6], **MV** 60' (20'), **SV** By HD, **ML** 9, **AL** Neutral, **XP** 850, **NA** 1 (1d2), **TT** None

## ROT GRUB

**AC** 9 [10], **HD** 1hp\*, **Att** None, **THAC0** 20 [-1], **MV** 10' (3'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Neutral, **XP** 6, **NA** 5d4 (5d4), **TT** None

## 4. DRAIN CHAMBER

This chamber has a portcullis blocking its entry unless opened, using the valves in room 13. The chamber drains water to other areas of the sewer. There is a 1 in 4 chance that the crocodile will be trapped in this room.

## 5. CROCODILE LAIR

This room serves as the crocodile's lair. If the crocodile is not in the drain chamber, or defeated prior to entering this room, it will be here. There is a smattering of treasure on the island in the middle of the room left over from a previous victim. 53sp and 33gp

## LARGE CROCODILE

**AC** 3 [16], **HD** 6 (27hp), **Att** 1 x bite(2d8), **THAC0** 14 [+5], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None

The door to room 9 is trapped with a series of bells that will alarm 5d10 rats which will pour out holes in the walls and attack.

## 6. HALLWAY

This hall is empty.

The door to room 8 is locked. This door opens outward. A bell rings if the door is opened.

The door to room 10 is trapped with a series of bells that will alarm 5d10 rats which will pour out holes from the walls and attack.

## 7. HIDEOUT

Squee and 2 other wererats use this room as a camp while keeping an eye on this level of the cults' lair. Straw and scraps of other materials make up three nests where the wererats sleep. There is a 2 in 6 chance that the three will be here in human form, disguised as beggars.

If encountered, Squee will attempt to mislead the party by directing them through as many traps and deadly encounters as possible. He will attempt to be cordial to the party to throw them off his scent.



If he is found out or attacked, he will order the other wererats to attack. In the first round of combat, if he is not in melee he will use his pipes to summon rats that he will then command in combat (see "Pipes of the Sewers" in "Appendix B: Magic Items.") Squee will flee, if possible. If he flees, does not end up in combat, or is not encountered, he will use secret pathways to join with Vee on the floor below. This will be his course of action if encountered randomly as well.

### SQUEE

**AC** 6 [13] (8 [11] in human form) **HD** 4\* (20hp), **Att** 1 x bite (1d4) or 1 x +1 short sword (1d6+1), **THAC0** 16[+3] (15[+4] with +1 short sword), **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 125, **NA** 1d8 (2d8), **TT** C plus special

### WERERAT

**AC** 7 [12] (9 [10] in human form), **HD** 3\* (13hp), **Att** 1 x bite (1d4) or 1 x weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

In addition to the standard treasure type, Squee also carries a +1 short sword and pipes of the sewers. These pipes are the means the cult uses to control the sewer rats and giant rats. Squee will use the pipes to summon rats at the first opportunity he gets.

If the children are being held in a cell or cage, Squee will also be in possession of a key that will work on the lock. If the children are in a secret room, he will not have a key for the entrance. He also has a key to both doors leading from room 20 to room 22.

## 8. 2ND ENTRANCE

This locked room is the cellar of a derelict house in the district above. The wererats have hidden the entrance from the derelict house and placed hollow reeds within it to catch the wind and make moaning sounds as a deterrent, hoping the local populace will think the house is haunted and stay away. Thus far, it has worked.

In case the haunting ruse fails, the wererats have placed sentries here in the form of 10 giant rats and 15 rats. These rats will pour forth from holes in the walls and attack any non-cult members who enter the room without a member of the cult.

The southern door leads to a closet. The closet has an old broom and a dirty cloak within it. The wererats do not know it, but the cloak is a Cloak of the Sewer, see “Appendix B: Magic Items.”

The stairs lead up to a hatch which opens into the derelict house. If the player characters can manage to clear out the guard rats they may use the derelict house as a relatively safe place to rest. There will only be 2 chances in an 8 hour period of having an encounter in the derelict house. Each of these is a 1 in 6 chance. The encounter will always be a patrol of 2d8 wererats coming up from or returning to the sewers. Additionally, nothing will be stolen by rats if the party rests here.

### GIANT RAT

**AC** 7 [12], **HD** 1/2 (2hp), **Att** 1 x bite (1d3 + disease), **THAC0** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C



### NORMAL RAT

**AC** 9 [10], **HD** 1hp, **Att** 1 x bite per pack (1d6 + disease), **THAC0** 19 [0], **MV** 60' (20') / 30' (10') swimming, **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Neutral, **XP** 5, **NA** 5d10 (2d10), **TT** L

### WERERAT

**AC** 7 [12] (9 [10] in human form), **HD** 3\* (13hp), **Att** 1 x bite (1d4) or 1 x weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

## 9. AMBUSH!

3 wererat guards hide in the alcove on the western wall. If the party enters through the door or either waterway one will squeak, alerting 8 giant rats in the walls and water to attack. If the player characters set off the alarm on the door, they will additionally be attacked by the rats that it summons. If possible, the wererats will stay concealed until the player characters have been softened up by the rats, then attack.

### WERERAT

**AC** 7 [12] (9 [10] in human form), **HD** 3\* (13hp), **Att** 1 x bite (1d4) or 1 x weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

### GIANT RAT

**AC** 7 [12], **HD** 1/2 (2hp), **Att** 1 x bite (1d3 + disease), **THAC0** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C



## 10. MARA

Portcullises block the two water ways leading to this room. Swimming in the waters here is a giant 10' long snapping turtle. She is of the lineage of ancient animal deities that existed in eons past, though a mortal herself. She can speak and will ask the player characters to help her, if given the chance.

Mara comes from local marshes and river ways that connect to the storm sewers.

She wandered into area 4 quite by accident. Shortly after finding her way into the storm sewer, she happened upon the cult. She put up a fight when they attacked her, but the wererats managed to trap her behind the gates in this room. She believes they intend to offer her as a sacrifice.

She will offer to tell the party what she knows of both the sewers and cult if they can free her using the valves in room 13. To earn Mara's favor the party must get her out of room 10 and give her access to room 4 so she can leave the sewers. She can tell them of the valves, as she has played dumb in front of the wererats, not letting on that she can understand what they say.

If the party manages to free Mara she can tell them the following:

- The shrine of Cloacina is supposed to contain a hidden treasure.
- The valves control the flow of water to room 12. They can be used to shut off the flow of water to this area and drain it, which should reveal the entrance to the wererat's under city hideout.
- The leader of the cult is a white wererat and a plague priestess. Mara has seen her and knows that she carries a wicked spiked flail that doubles as a censer with a foul, magical incense that causes disease in non-wererats.
- The leader of the cult is always accompanied by a wererat ogre guard.

### GIANT SNAPPING TURTLE

**AC** 3 [16], **HD** 10 (45hp), **Att** 1 x bite (6d4), **THAC0** 11 [+8], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 900, **NA** 0 (1d4), **TT** None

## 11. THE GODDESS OF THE SEWERS

A statue of the goddess Venus Cloacina the Cleanser is carved on the pedestal that rises up in the center of this room. The right hand of the goddess is outstretched, her hand appearing as if it is grasping for something. At her feet is an altar upon which offerings such as candles, coins or food can be placed.

Writing is etched into the northern wall that says, "If a hero you would be and see my foe's filth, vermin and plague destroyed, grant me a weapon and I will grant you the means to see it through."

If a weapon is placed in the hand of the statue, the hand will grab it. The weapon will not be able to be recovered. Once the weapon is given and the valves are used to drain the water in this room, a hidden compartment beneath the pillar will open revealing a treasure chest. If the room has not been drained, the compartment will not open. If the room is drained but a weapon has not been

given, the compartment will not be open, but the player characters will be able to see that the compartment is present.

The chest contains 2,000 gp, 2 potions of Cure Disease and the magic sword, Vermin Bane. See "Appendix B: Magic Items."

If a lawful fighter, paladin or cleric holds the sword, a vision of Cloacina will appear to all lawful characters present. They will see the statue as the goddess herself and she will speak to them, telling them about the cult of Arimaniux.

She will explain that Arimaniux, the Nine Tailed



Rat, Demon Prince of plague and pestilence seeks to attain true godhood and that his cult is one of many attempting to offer sacrifice and spread his worship to make it so. The children that have been abducted are very likely intended to be sacrifices to fuel the Vermin Lord's ascent to godhood.

If a cleric chooses to convert and serve Cloacina, they may wield Vermin Bane, despite normal weapon restrictions. A cleric armed with Vermin Bane can turn vermin and wererats the same way they may normally turn undead. A cleric that chooses to convert will sense that they may wield Vermin Bane and the additional power the blade grants.

## 12. ENTRANCE TO THE NEST

If the valves in room 13 are used to raise the dam to this area and drain the water, a round hatch will be seen in the floor just south of the central “island.” Stairs lead down from the hatch to room 15.

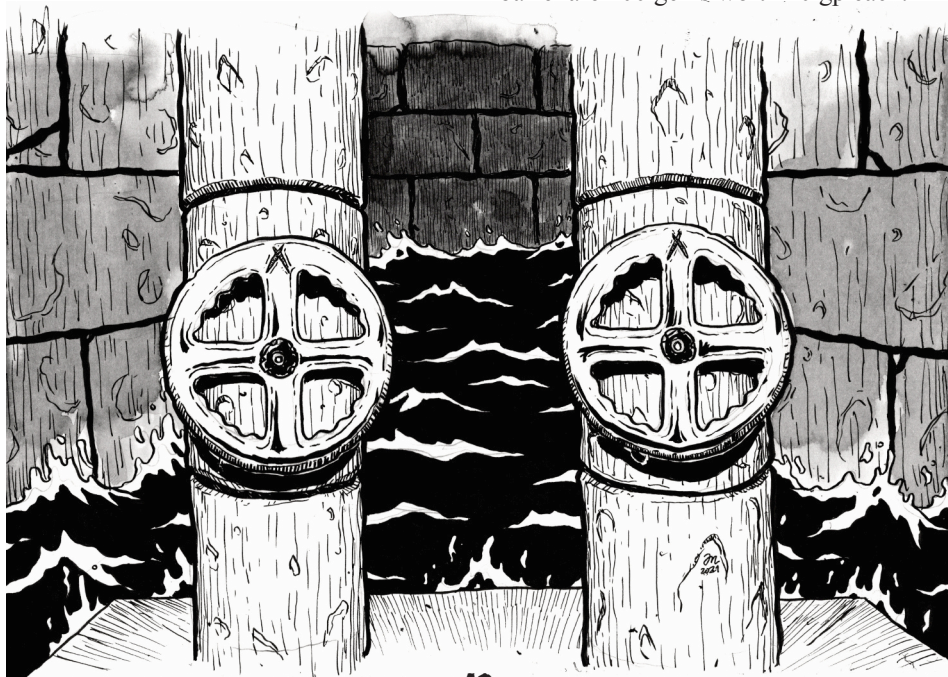
## 13. CONTROL VALVES

Two valves stand on the central “island” in this room. They stand approximately 4-1/2 feet tall. These valves control many of the entrances to the various rooms in the sewers. The valves each have a four spoked wheel. Etched on one extremity of each wheel is an arrow. Both valves are found in upward position. The arrow can be turned to point left, right and up. The valves cannot be turned in a downward position. It takes a full minute between two people to turn both valves into any given position.

VALVE POSITIONS		
LEFT VALVE	RIGHT VALVE	POSITION RESULT
Up	Up	Off
Up	Right	Portcullis from room 9 to room 10 opens
Up	Left	Portcullis from room 5 to room 10 opens
Right	Up	Room 11 is dammed at the entrance and drains
Right	Right	Portcullis barring room 11 opens
Right	Left	Room 11 dam is lowered and the room refills with water
Left	Up	Portcullis barring room 4 opens
Left	Right	Room 12 is dammed
Left	Left	Room 12 is drained

## 14. THIEVES CACHE

Local thieves have hidden a submerged barrel in the waters of this room, beneath the water flow in the northeastern corner. Within the barrel are 100 gems worth 20 gp each.



# THE CULT'S NEST

## 15. ENTRANCE TO THE HIDEOUT

Stairs descend from the hatch in room 12. The room is a former home of the old city that now lies below the city above. The northern wall is collapsed and covered in rubble.

4 wererat guards lie in wait here. If things do not go their way at least one will attempt to retreat through the eastern door to get help.

### WERERAT

**AC** 7 [12] (9 [10] in human form), **HD** 3\* (13hp), **Att** 1 x bite (1d4) or 1 x weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

## 16. HALLWAY

The entryway in this room was once a room in the house entered in room 15. The hallway was a city street. 2 guards are stationed at each of the doors leading to rooms 19 and 20. If any guards escape room 15, they will alert these four as to the presence of the party. There is a 3 in 6 chance that only 2 guards will leave their post to aid the guards in room 15.

If the player characters examine the ceiling, they will notice small holes bored into it. The door to room 18 is both locked and trapped. If the door is opened and the trap not disarmed, noxious gas will spray into the room from above. Anyone in the room must save vs. poison or lose 10 hp. Saving throw negates.

A portcullis bars entry into room 18, but the room can be seen clearly with a light source.

### WERERAT

**AC** 7 [12] (9 [10] in human form), **HD** 3\* (13hp), **Att** 1 x bite (1d4) or 1 x weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

## 17. THE OLE STICKS TO SNAKES TRAP

The door to this room is trapped. The door opens outward. If the trap is not found and disarmed, a spring mechanism across from the door will launch 2d8 staves at anyone in the doorway. However, there is a spell etched on the ground just inside of the room. As the staves pass over this they will become snakes. As they fly into or past the characters in the doorway, each snake will get a free attack before combat is initiated.

### CONJURED SNAKES

**AC** 6 [13], **HD** 1 (4hp), **Att** 1 x bite (1d4), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (1), **ML** 17, **AL** Neutral, **XP** 10 (13 if poisonous), **NA** See above, **TT** None  
**Poison:** There is a 50% chance of the snakes being poisonous.

**When killed:** Revert back to sticks.

If the children have been turned into rats all 37 will be in cages in this room. The only way to tell that the rats are the children is the connection between the number of rats and the number of missing children.



## 18. OLD TOWN SQUARE

Once this was a part of the town square of the old city, before its collapse. A dry fountain still stands here with a warrior woman in its center. Both of her arms are upraised, her right hand holds a spear. If the children are imprisoned beneath the fountain, lowering the left arm will cause the fountain to move east, revealing the secret staircase, leading to their cell.

The doorway to room 21 is an open archway. Anyone in room 18 can see the temple if they have adequate light. Wererats in room 21 can see what is happening in room 18 if they have a line of sight through the archway.

## 19. CRAWLER KEEPERS

2 wererat handlers dwell here. Bedrolls are on the floor and there are several cages in the room. The cages contain rabbits and cats used to feed the trained carcass crawlers kept in room 21. The wererat handlers wear leather suits that cover their bodies and heads to keep from being paralyzed by the carcass crawlers. If combat is initiated at least one of the handlers will whistle for the crawlers to come into the room. If this happens, the crawlers will be in the eastern most portion of room 21 as a starting point. The wererats and crawlers double as guards if the children are located in a secret room behind the southern wall.

### WERERAT

**AC** 7 [12] (9 [10] in human form), **HD** 3\* (13hp), **Att** 1 x bite (1d4) or 1 x weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

### CARCASS CRAWLER

**AC** 7 [12], **HD** 3+1\* (14hp), **Att** 8 x tentacle (paralysis), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 75, **NA** 1d3 (1d3), **TT** B

## 20. TEMPLE OF ARIMANIUX

This partially flooded room is the seat of the cult of Arimaniux. Two wall sconces are on the northern and southern wall. The torches are lit. Dried blood on the altar has been used as ink to make various occult symbols upon it. Two black candles are also lit on the altar. Behind the altar is a 9 foot tall statue of Arimaniux. The statue depicts a large wererat with tall goat like horns and nine tails that fan out from behind him. He sits crosslegged with one hand upraised, two fingers pointing up. His other hand rests over his heart. Half of this room's floor has minor flooding.

Vee and Burly Tomaus are in this room. If Squee is still alive, he will also be here. Vee, the Red Priestess is an albino wererat. She wears a ragged red robe over chain mail. She also wears a helm meant to fit over her ears with spikes for a crest. She bears a spiked flail that is also a censer. The incense within will cause non-wererats within 10 feet to be sickened if a save vs. poison is not made. Anyone sickened takes a -2 penalty to all attacks, saving throws, attribute checks and damage rolls. Thief abilities are made at a -10% penalty. Any creature sickened by the is diseased and will lose one point of CON per week unless cured. Characters that reach 0 CON will die.

Burly Tomaus is a large, wererat ogre. He serves as Vee's bodyguard. He stands 8 feet tall and is well muscled. He wears only a loincloth and a single spiked shoulder pad. He will follow Vee's orders to a fault. If she does not order him to do otherwise, he will attack anyone who attempts to attack Vee. If Burly Tomaus is killed. Vee will attempt to flee. If Vee is killed and Tomaus lives, his morale will drop to 4.

Unless engaged in melee; Vee's first action will be to cast hold person. If Squee is here, his first action will be to use the Pipes of the Sewers. Vee will then whistle for the carcass crawlers in room 21, if not in melee. If Vee whistles, any wererats left alive on this floor will also make their way to room 20 to aid her.

## VEE

**AC** 5 [14] (5 [14] in human form), **HD** 4\*\* (15hp), **Att** 1 x bite (1d4) or 1 x morning star (1d6+1), **THAC0** 19 [0] or 18 [+1], **MV** 120' (40'), **SV** D11 W12 P14 B16 S15 (C4), **ML** 11, **AL** Chaotic, **XP** 175, **NA** 1 (1), **TT** Special  
**Spells:** Cause Light Wounds, Cause Fear, Hold Person

**Pestilincense:** When wielding her morning star all non wererats within 5' must save vs poison or be sickened (-2 to all rolls, -10% to thief skills) and diseased. Lose one point of CON per week until cured or reaching 0 points and die.

## BURLY TOMAUS

**AC** 5 [14] (5 [14] in ogre form), **HD** 4+1\* (13hp), **Att** 1 x bite (1d6) or 1 x club (1d10), **THAC0** 15 [+4], **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 200, **NA** 1(1), **TT** NA

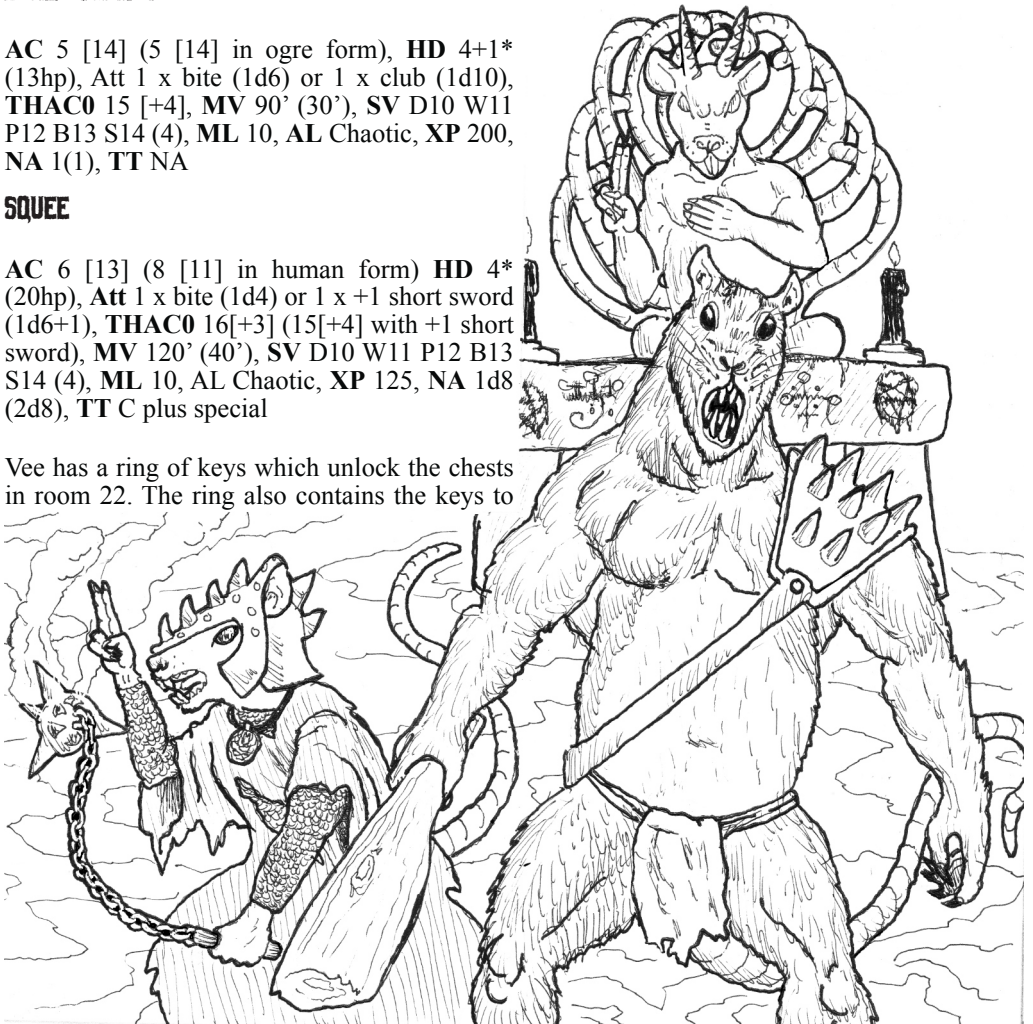
## SQUEE

**AC** 6 [13] (8 [11] in human form) **HD** 4\* (20hp), **Att** 1 x bite (1d4) or 1 x +1 short sword (1d6+1), **THAC0** 16[+3] (15[+4] with +1 short sword), **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (4), **ML** 10, **AL** Chaotic, **XP** 125, **NA** 1d8 (2d8), **TT** C plus special

Vee has a ring of keys which unlock the chests in room 22. The ring also contains the keys to

room 22. Other than the keys she carries, her +1 morning star, which doubles as a censer in which she burns her pestilincense. She wears a gold pendant in the shape of a rat with nine tails. The rat's tails encircle it. The pendant is worth 250 gp. She also has 2 blocks of pestilincense (see "Appendix B: Magic Items.") and one potion of healing.

Burly Tomaus carries nothing save his club. If Squee is present, see page 6 for his possessions.

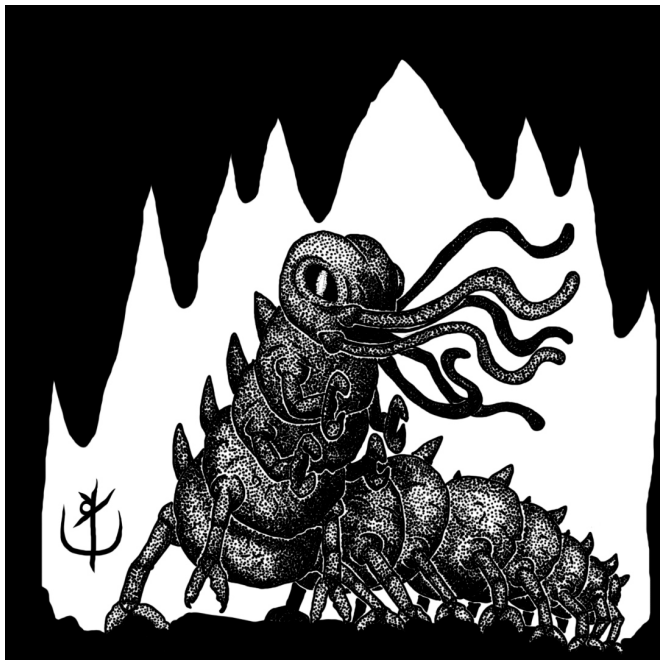


## 21. CARCASS CRAWLER LAIR

2 carcass crawlers nest in the rear tunnel of this flooded room. The waters range from 8 to 24" deep where flooding is present. The carcass crawlers will be present if they have not been defeated elsewhere. They will attack any creature entering the room that is not a wererat, staying hidden in order to surprise their prey.

### CARCASS CRAWLER

AC 7 [12], HD 3+1\* (14hp), Att 8 x tentacle (paralysis), THAC0 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 75, NA 1d3 (1d3), TT B



## 22. RAT'S NEST

Both doors leading to this room are locked. This room is used as a sleeping area and treasure hoard for the cult. If the children are in a cell beneath this room, the secret door way is under the central square at the northernmost point of the room. This can only be opened by switches located beneath a false bottom in the chest on the easternmost wall of the room. Two boxes containing foodstuffs sit in the corners of the northern region of the room.

On the western and eastern walls of the room sit two locked and trapped chests. If the keys are used to unlock the chests, the traps will not be set off. Each chest contains a bladder of pestilincense in its lid. If the locks are picked or forced without disarming the traps, the pestilincense will be released into the air, affecting anyone in the room exactly as the pestilincense used by Vee in room 20.

The western chest contains a carved ivory pipe worth 500 gp, 5 rubies worth 300 gp each and 2,000 gp. It also contains an Arrow of Seeking, see "Appendix B: Magic Items."

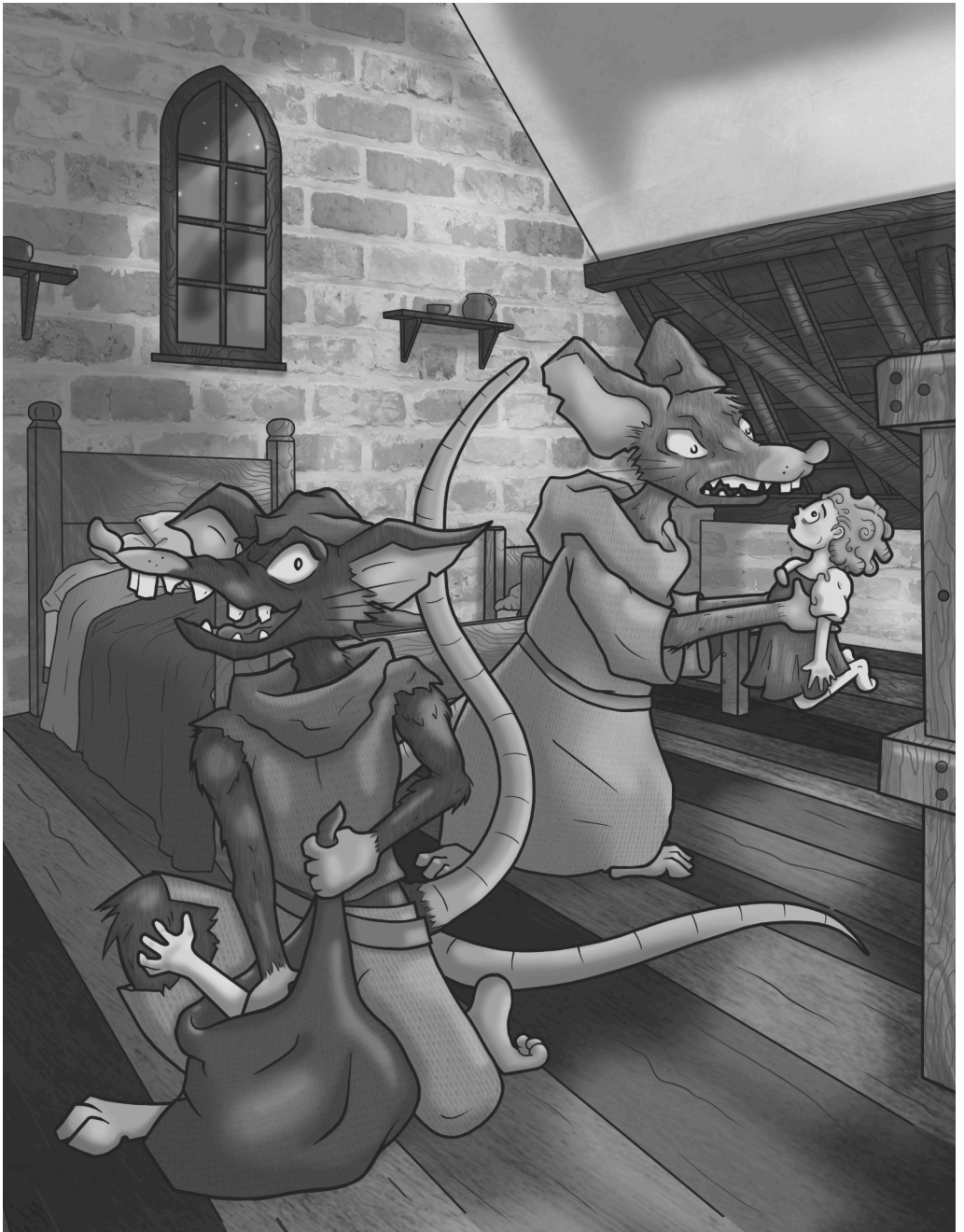
The eastern chest contains 2,300 gp, 6 emeralds worth 250 gp each, a silver tiara worth 900 gp, a golden pendant shaped like an oak leaf worth 500 gp, a pair of golden bracelets set with opals worth 1,500 gp and a mithril statue of a lamassu with emerald eyes worth 15,000 gp.

### GOAL BASED AWARDS

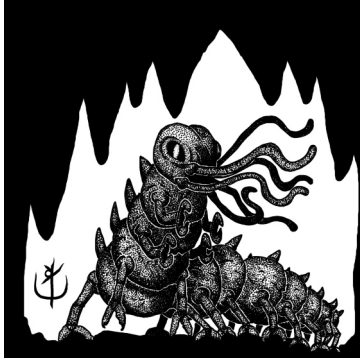
If the children are saved and returned to their parents, each surviving member of the party should be awarded 2,500 experience points for accomplishing the goal.

If the party contains lawful characters, a lawful cleric or a paladin and they choose to destroy/consecrate the temple and statue of Arimaniux all lawful and neutral party members should be awarded 1,000 experience points.

# THE APPENDICES



# APPENDIX A: BESTIARY



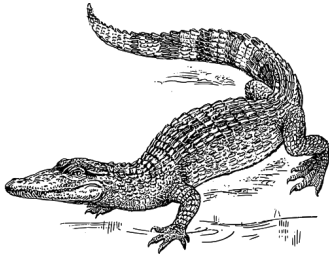
## CARCASS CRAWLER

9' long, 3' high, many-legged, segmented worms with a ring of 2' long tentacles around their mouths.

**AC** 7 [12], **HD** 3+1\* (14hp), **Att** 8 x tentacle (paralysis), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 75, **NA** 1d3 (1d3), **TT** B

**Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (save versus paralysis). Paralyzed victims will be devoured, if the crawler is left in peace.

**Cling:** Can walk on walls and ceilings.



## CROCODILE

Large reptiles that are ungainly on land and live primarily in water, lurking just beneath the surface of subtropical swamps and lazy rivers. If hungry, attack any creatures that venture into the water.

**Feeding frenzy:** Attracted to the scent of blood or violent movement in the water.

## LARGE CROCODILE

20' or more long. May attack small watercraft (canoes, rafts).

**AC** 3 [16], **HD** 6 (27hp), **Att** 1 x bite(2d8), **THAC0** 14 [+5], **MV** 90' (30') / 90' (30') swimming, **SV** D12 W13 P14 B15 S16 (3), **ML** 7, **AL** Neutral, **XP** 275, **NA** 0 (1d4), **TT** None

## LYCANTHROPE

Shapechangers with a human and an animal form.

**Human form:** Have physical characteristics reminiscent of the associated animal type.

**Mundane damage immunity:** In animal form, can only harmed by silver weapons or magic.

**Languages:** In human form, can speak normally. In animal form, can only speak with animals of the associated type.

**Armour:** Not used because it hinders shape-changing.

**Summon animals:** Can summon 1–2 animals of the associated type from the surrounding area (wererats summon giant rats—see p17). These arrive in 1d4 rounds.

**Wolfsbane:** If hit, must save versus poison or flee in terror.

**Reversion:** If killed, a lycanthrope reverts to its human form.

**Scent:** Horses and some other animals can smell lycanthropes and will become afraid.

**Infection:** A character who loses more than half their hit points from the natural attacks of lycanthropes (i.e. bites, claws) contracts lycanthropy. Humans become were-creatures of the same type (run by the referee, henceforth); non-humans die. The disease takes full effect in 2d12 days, showing signs of infection after half the time.



## WERERAT

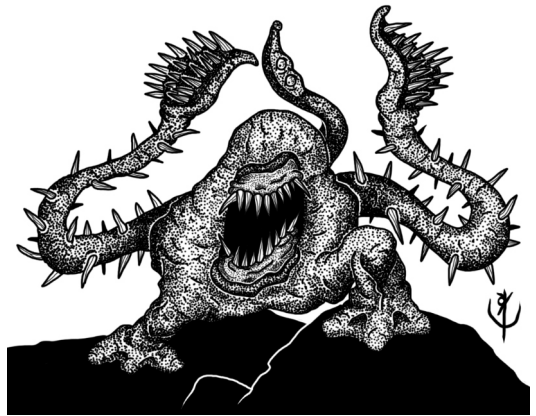
Intelligent, humanoid rats who can change into normal humans.

**AC** 7 [12] (9 [10] in human form), **HD** 3\* (13hp), **Att** 1 x bite (1d4) or 1 x weapon (1d6 or by weapon), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d8 (2d8), **TT** C

**Surprise:** On a 1–4; set ambushes.

**Languages:** Can speak Common in both forms.

**Weapons:** May also use weapons in animal form.



## OTYUGH (7 HD)

Aggressive, semi-intelligent, hulking (8' around) monstrosities with three stumpy legs, eyes on a long tentacle stalk, a sphincter-like mouth lined with fangs, and two razor-edged tentacles. Lurk underground in piles of dung or carrion, which they consume. Crave fresh meat.

**AC** 2 [17], **HD** 7\* (31hp), **Att** 2 x tentacle (1d8), 1 x bite (1d4+1 + disease), **THAC0** 13 [+6], **MV** 60' (20'), **SV** By HD, **ML** 9, **AL** Neutral, **XP** 850, **NA** 1 (1d2), **TT** None

**Disease:** Victims must save versus poison or contract a disease that is fatal in 1d12 days.

**Light sensitivity:** Suffer a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, continual light).

**Telepathic:** Can communicate non-verbally with any sentient creature.

**Symbiotic:** Often live in partnership with a powerful monster, living off its dung and the carcasses of its victims.

**Predatory otyughs:** Rumours tell of rare, highly intelligent, predatory otyughs.





## RAT

Multitudinous, disease-ridden rodents that will eat anything. Avoid contact with humans, but may attack if defending their nest or if summoned and commanded by magic (e.g. see Wererat, p17).

**Disease:** Bite has a 1-in-20 chance of infecting the target (save versus poison). The disease has a 1-in-4 chance of being deadly (die in 1d6 days). Otherwise, the victim is sick and bedridden for one month.

**Afraid of fire:** Will flee fire, unless forced to fight by summoner.

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

## GIANT RAT

3' long (or larger), with black or grey fur. Often live in dark, dungeon areas and close to undead monsters.

**AC** 7 [12], **HD** 1/2 (2hp), **Att** 1 x bite (1d3 + disease), **THAC0** 19 [0], **MV** 120' (40') / 60' (20') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 5, **NA** 3d6 (3d10), **TT** C

**Disease; Afraid of fire; Attacking in water:** See main entry.

## NORMAL RAT

Swarming packs of 6" to 2' long individuals, with brown or grey fur.

**AC** 9 [10], **HD** 1hp, **Att** 1 x bite per pack (1d6 + disease), **THAC0** 19 [0], **MV** 60' (20') / 30' (10') swimming, **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Neutral, **XP** 5, **NA** 5d10 (2d10), **TT** L

**Disease; Afraid of fire; Attacking in water:** See main entry.

**Pack:** Each group of 5–10 rats attacks as a pack. Each pack makes a single attack roll against one creature.

**Engulf:** The creature attacked must save versus death or fall prone, unable to attack until able to stand up again.



## ROT GRUB

Tiny (2" long) maggots that consume living flesh. Lurk in heaps of dung or rubble, waiting to be touched.

**AC** 9 [10], **HD** 1hp\*, **Att** None, **THAC0** 20 [-1], **MV** 10' (3'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Neutral, **XP** 6, **NA** 5d4 (5d4), **TT** None

**If touched:** Burrow rapidly into flesh, seeking the heart. Cause death in 1d3 turns.

**Killing:** Applying fire in the first 2 rounds after contact kills the grubs. This inflicts 1d6 damage on the victim. Cure disease is also effective.

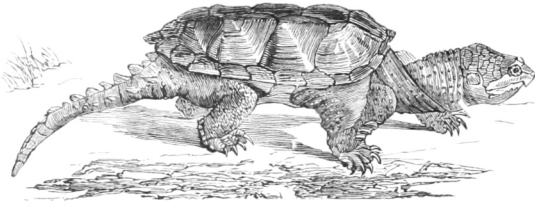
## GIANT SNAPPING TURTLE

Giant (10' long), aggressive predatory turtles that lurk in the shallows of lakes and large rivers.

**AC** 3 [16], **HD** 10 (45hp), **Att** 1 x bite (6d4), **THAC0** 11 [+8], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (5), **ML** 8, **AL** Neutral, **XP** 900, **NA** 0 (1d4), **TT** None

**Surprise:** On a 1–4, due to hiding motionless underwater.

**Long neck:** Can bite up to 10' away.



# APPENDIX B: MAGIC ITEMS

## ARROW OF SEEKING

A solid silver arrow etched with an incantation.

**Seeking:** Once per week reciting the incantation along with a person, place or thing the user desires to locate will cause the arrow to float before the user, pointing toward the desire. The arrow will continue to hover in front of the user until the desire is located or 3 hours pass.

**Slaying:** Acts as a +5 arrow. If the attack hits, the foe is instantly slain. If used in this way the arrow is destroyed.

## CLOAK OF THE SEWER

A perpetually dirty torn cloak of drab brown and grey patches. The cloak grants protection and has the power to turn it's wearer into a grey ooze.

**Armour Class:** A +1 AC bonus.

**Polymorph:** The wearer may become a grey ooze (see Monsters in Old-School Essentials Classic Fantasy) 3 times per week for up to 1 hour per transformation. After returning to normal the wearer must rest for 2 turns.

**Saving throws:** A +1 bonus to all saves.

## INCENSE, PESTILINCENSE

Small blocks of sickly sweet smelling incense that cause non-wererat or Arimaniux associated creatures to become ill.

**Burning:** When lit, a distinctive vomitous green smoke is produced. The smoke gives off a sickly sweet smell. One block burns for 1 hour.

**Disease:** All creatures within 10 feet that are not either wererats or associated with the cult of Arimaniux, having been blessed by his priests, must save vs. poison or become ill. Sickened creatures take a -2 penalty to all attacks, saving throws, attribute checks and damage rolls. Percentage based checks are made at a -10% penalty. Any creature diseased will lose one point of CON per week unless cured. Characters that reach 0 CON will die.



## PIPES OF THE SEWERS

A set of wooden musical pipes with the power to summon and control rats.

**Playing:** The magical effect is only activated by playing a specific melody, which must be learned (treat as a command word).

**Summons:** If rats are within 400', playing the correct melody summons either 1d6 x 10 giant rats or 3d6 x 10 normal rats (see Monsters in Old-School Essentials Classic Fantasy).

**Arrival:** Summoned rats travel towards the character's location at a rate of 50' per round.

**Controlling:** Summoned rats have a 95% chance of obeying the character's mental commands, as long as they keep playing the pipes.

**Stopping playing:** Summoned rats leave immediately. If playing is resumed, there is a 70% chance of the rats obeying the character once more and a 30% chance of them attacking the character.

**Controlled rats:** The pipes can also be played to take over control of rats controlled by another (e.g. by a vampire or wererat). There is a 30% chance of success per round. If successful, the other creature may attempt to reassert control, also with a 30% chance per round.

## VERMIN BANE, SWORD +1

An ancient sentient blade blessed by Cloacina to rid the world of her enemies. The blade appears to be shining silver and the pommel and cross-guard are golden.

**Special Purpose:** Slay vermin and humanoid vermin.

**Ego:**

**Intelligence:** 8

**Communication:** Empathy: The sword cannot communicate directly, but empathically informs the wielder of its powers and how to use them.

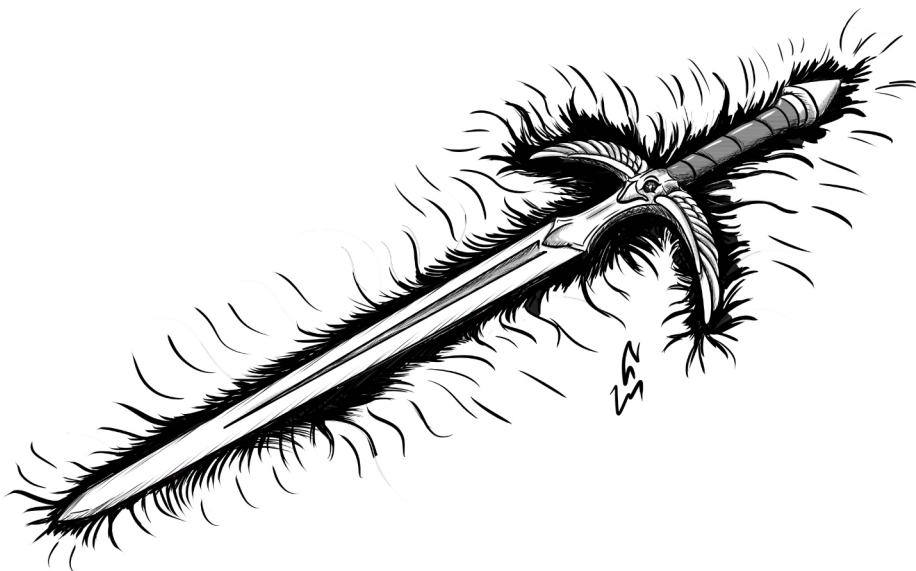
**Alignment:** Lawful

**Alignment Power:** When used to achieve the Vermin Bane's purposes all vermin and humanoid vermin hit with the sword must save vs. spells or be paralyzed.

**Vermin Bane:** +3 vs. vermin and humanoid vermin.

**Cure Disease:** Three times per week Vermin Bane can be used to Cure Disease as the cleric spell.

**Detect Vermin:** When vermin or humanoid vermin are within 120 feet, the words "*ABLUERIT DOMINUS SORDES TERRAE*" will appear on Vermin Bane's blade and the blade will glow a pail green.



# APPENDIX N: INSPIRATIONAL MEDIA

In the same manner that the co-creator of the original game once supplied a list of reading material that was inspirational to the creation of the game, under the heading “Appendix N,” so will the products of Appendix N Entertainment. This inspirational appendix will help to give our readers and players a glimpse into the creative process, possibly exposing them to something new that they might enjoy, and as with the original Appendix N, may help to give a better understanding of our games and adventures. Unlike the original Appendix N, ours features all manner of influential media.

## WRITING

**Robert Browning;** *The Pied Piper of Hamelin*

**Fritz Leiber;** *The Swords of Lankmar*

**Stephen Gilbert;** *Rat Man’s Notebooks/Willard; Ben*

**William Smith;** *A Dictionary of Greek and Roman Biography and Mythology*

## FILM

*Indiana Jones and the Last Crusade* (1989, Paramount Pictures)

*Willard* (1971, Bing Crosby Productions)

## MUSIC

**The Sword:** *Gods of the Earth*, 2008; *Warp Riders*, 2010

**Led Zeppelin:** *III*, 1970; *Houses of the Holy*, 1973

**Greta Van Fleet:** *Anthem Of The Peaceful Army*, 2018; *The Battle At Garden’s Gate*, 2021

**Mike Oldfield:** *Ommadawn*, 1975

**Brimstone Coven:** *Black Magic*, 2016

**Mastodon:** *Crack The Skye*, 2008

**Therion:** *Theli*, 1996

**Mega Colossus (as Colossus);** *And The Sepulcher Of The Mirror Warlocks*, 2012

**Glitter Wizard:** *Solar Hits*, 2011

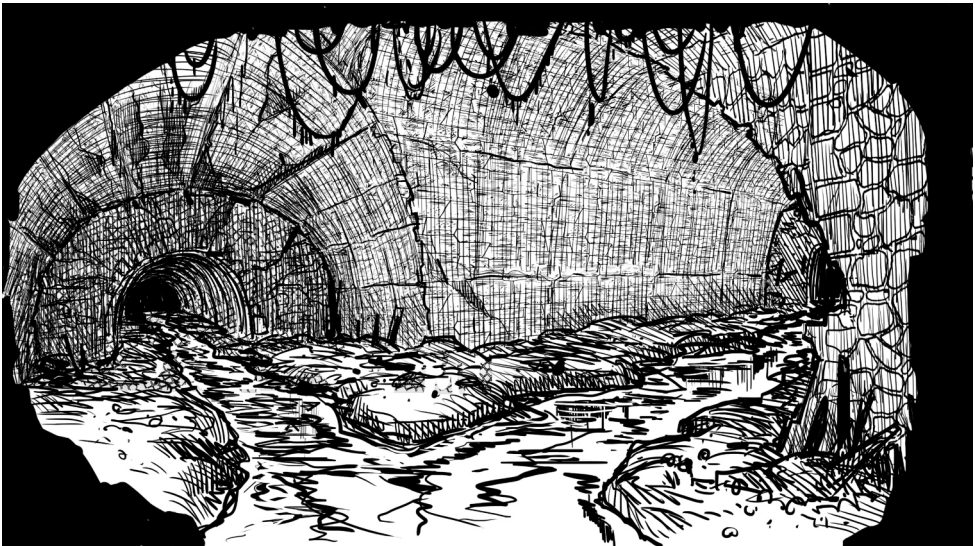
**Iagon:** *Tome Of The Crystal Wizard*, 2018

**Lex Mandrake:** *The Shifting City*, 2020

**Hole Dweller:** *Flies The Coop*, 2019, *Flies The Coop II*, 2020

**Guild of Lore:** *Storm Haven*, 2019

**The Herbalists:** *An Unexpected Forest Shrine*, 2018; *Swamp Of Drowned Masters*, 2019



# OPEN GAME LICENSE

This printing of “The Child Thieves” is done under version 1.0a of the Open Game License and the System Reference Document by permission from Wizards of the Coast, Inc. Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Appendix N Entertainment and Gateway To Adventure logos, identifying marks, and trade dress; all proper nouns, monster names, NPC names, geographic terms, capitalized terms, italicized terms, boldfaced terms, artwork, maps, symbols, depictions, and illustrations, except such elements that are derived from the System Reference Document or as designated on the title page of this document. Designation of Open Content: Subject to the Product Identity designation above, all NPC, creature, and trap statistics are designated as Open Game Content (OGC), as well as spell names, monster names, weapon statistics, and other elements that are derived from the System Reference Document. No art or illustration is Open Content.

Some of the portions of this book that are delineated OGC originate from the System Reference Document and are Copyright 2000 Wizards of the Coast, Inc. The remainder of the OGC portions of this book are hereby added to Open Game Content and, if so used, should bear the COPYRIGHT NOTICE “The Child Thieves,” Copyright 2021, Appendix N Entertainment; Author: R.J. Thompson. All artwork is copyright the original artist or distributor.

## 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 coadaptability 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 1.0a Copyright 2000,

Wizards of the Coast, Inc. System Reference Document Copyright 2000,

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

Carcass Crawler, from *Old-School Essentials Classic Fantasy: Monsters* © 2018 Gavin Norman. Author Gavin Norman

Crocodile, from *Old-School Essentials Classic Fantasy: Monsters* © 2018 Gavin Norman. Author Gavin Norman

Lycanthrope, from *Old-School Essentials Classic Fantasy: Monsters* © 2018 Gavin Norman. Author Gavin Norman

Wererat, from *Old-School Essentials Classic Fantasy: Monsters* © 2018 Gavin Norman. Author Gavin Norman

Otyugh, from *Old-School Essentials Advanced Fantasy: Referee's Tome* © 2020 Gavin Norman. Author Gavin Norman

Rat, from *Old-School Essentials Classic Fantasy: Monsters* © 2018 Gavin Norman. Author Gavin Norman

Rot Grub, from *Old-School Essentials Advanced Fantasy: Referee's Tome* © 2020 Gavin Norman. Author Gavin Norman

Giant Snapping Turtle, from *Old-School Essentials Advanced Fantasy: Referee's Tome* © 2020 Gavin Norman. Author Gavin Norman

Pipes of the Sewers, from *Old-School Essentials Advanced Fantasy: Referee's Tome* © 2020 Gavin Norman. Author Gavin Norman

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

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

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

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

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

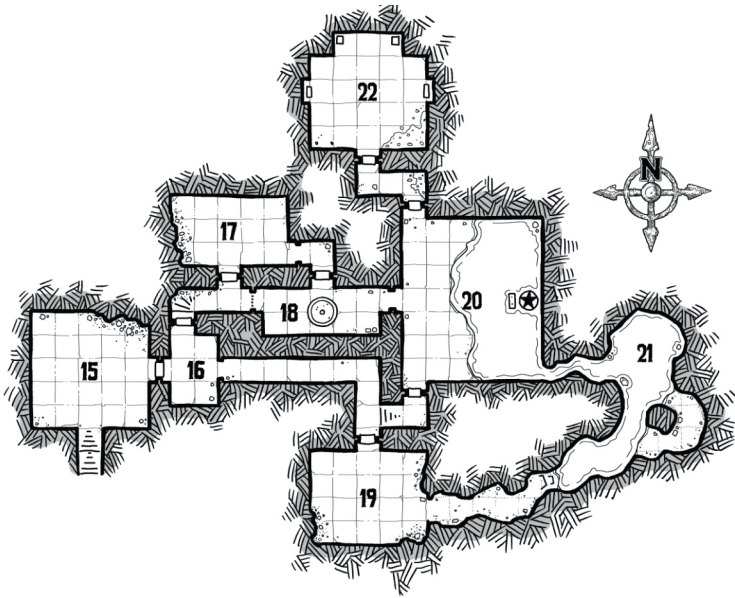
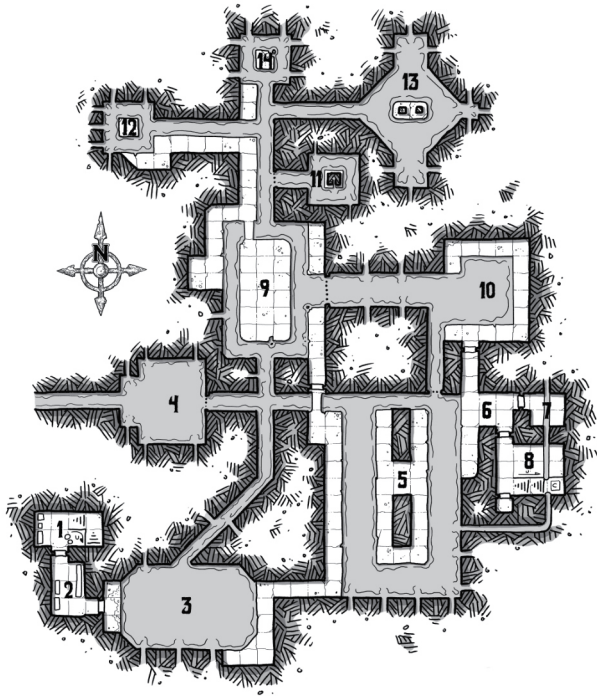
*Old-School Essentials Advanced Fantasy: Genre Rules* © 2018 Gavin Norman. Author Gavin Norman

*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.

*Old-School Essentials Advanced Fantasy: Player's Tome* © 2020 Gavin Norman. Author Gavin Norman

*Old-School Essentials Advanced Fantasy: Referee's Tome* © 2020 Gavin Norman. Author Gavin Norman

“Gateway To Adventure”, “GTA”, “The Child Thieves” and all other Appendix N Entertainment product names and their respective logos are trademarks of Appendix N Entertainment in the USA and other countries.



If you enjoyed this product, you can find more from us at [www.appendixnentertainment.com](http://www.appendixnentertainment.com)