



**VOBLEAVIRA
HAVEN
COMPLEX**

THE VOBLEAVIRA HAVEN COMPLEX



FOR 1ST TO 3RD LEVEL CHARACTERS

WORDS BY VANCE ATKINS

([HTTPS://LEICESTERSRAMBLE.BLOGSPOT.COM](https://leicestersramble.blogspot.com))

COVER IMAGE AND ORIGINAL MAP BY MATT JACKSON

([HTTP://WWW.MSJX.ORG](http://www.msjax.org))

INTERIOR ART BY SEANA DAVIDSON & JOEL PRIDDY

General stats and critters, except where noted, compiled from [Old-School Essentials](#), by Gavin Norman.

WHAT'S GOING ON HERE?

The subterranean stronghold of Vobleavira Haven was the redoubt of Pere Kochi and his companion Hasculf Dufay out in the borderlands past the Ring Road.

Some would consider Dufay a mere burglar, and why a man of the cloth such as Kochi would take company with a cutpurse was not so obvious to those who did not know them. Kochi caught Dufay attempting to pickpocket him, but rather than turning him over to the City's authorities for one of their more unpleasant penalties for petty theft, Kochi took Dufay into his employ on his "ministrations" to the Wilderness. Initially, Kochi considered Dufay little more than a porter, but Kochi soon discovered Dufay's skills were beneficial in their explorations. Dufay, in exchange, tolerated Kochi's proselytizing with good humor and jibes. In time, they grew a mutual respect and recognition of one another's gifts and skills.

And could it really be considered burgling when the wealth was being redistributed from the forces of Chaos? After all, Pere Kochi's temple, the church of the Lebrante sect, appreciated the healthy tithes.

Seeking a forward base to continue their work versus the incursions of Chaos, Kochi and Dufay appropriated and expanded a compact underground network formerly held by a bugbear warlord and his minions, renaming it Vobleavira Haven after Pere Kochi's distant home town.

Each man put their personal touch on the complex: Kochi with places of meditation and study; Dufay with numerous boltholes, secret tunnels, and traps.

Then came the Ghorza horde, and Kochi and Dufay mustered their forces to join a nearby Duke's militia to push back what they believed to be yet another minor incursion. Little did they know that the Ghorza had brought a pair of chimera.

The forces were routed and Kochi, Dufay, and most of their

entourage, perished in the conflagration.

Without leadership, the remaining followers of Kochi and Dufay abandoned the tentative border situation in the now-contested lands. The horde, as was its nature, swept on, leaving Vobleavira Haven ripe for intrepid explorers to investigate and perhaps exploit...

Interior Notes:

The complex has been abandoned approximately two months. Hallways within the complex are approximately six to ten feet wide, eight to ten feet tall, and are of hewn stone. Rooms are approximately ten feet tall, with the exception of the Temple and Flooding Room (Rooms 8 and 21). Doors are typically stout iron-bound wood. Unless described as 'locked' there is a 25% chance a door is ajar, otherwise treat as stuck. Selected doors have peepholes and other features. Tunnels in the complex are typically five feet wide and five feet tall, requiring human-sized explorers to crouch. Hidden trapdoors are typically concealed beneath furniture or containers.

Rumors About the Caverns:

1. Kochi held a chained demon in his quarters (F)
2. Kochi lined his chamber with powerful sigils (T)
3. Dufay filled the place with traps (T)
4. The complex is riddled with secret passages (T)
5. The complex has been re-occupied by a necromancer (F)
6. Dufay hid the spoils of a royal heist in his chambers (F)
7. Access to deeper caverns may be found at the south end of the complex (F)
8. Kochi and Dufay survived and have secretly returned to the complex (F)
9. Kochi has a relic of great power secreted within the complex' temple (Partial T)
10. The dead guard the place (T)
11. Kochi left a curse against anyone looting the temple (F)
12. A room has been rigged to flood (T)

Random Encounter Table: (Re-roll any 'unique' encounter if that critter has already been encountered.)

1. Goblins (1d3+1)

2. Hobgoblin and
1d2+1 goblins

3. Carcass Crawler
(unique)

4. Skeletons (1d6)

5. Ghouls (1d2)

6. Ghost of Saint
Balkin (unique,
see Pages 15-16)

7. Snake (2HD, AC6/13): (1-4) Constrictor (atk: 1hp + 1d4
constriction/round); (5-6) Venomous (atk: 1d3hp + venom
(+2 save vs poison or die in 1d10 turns)

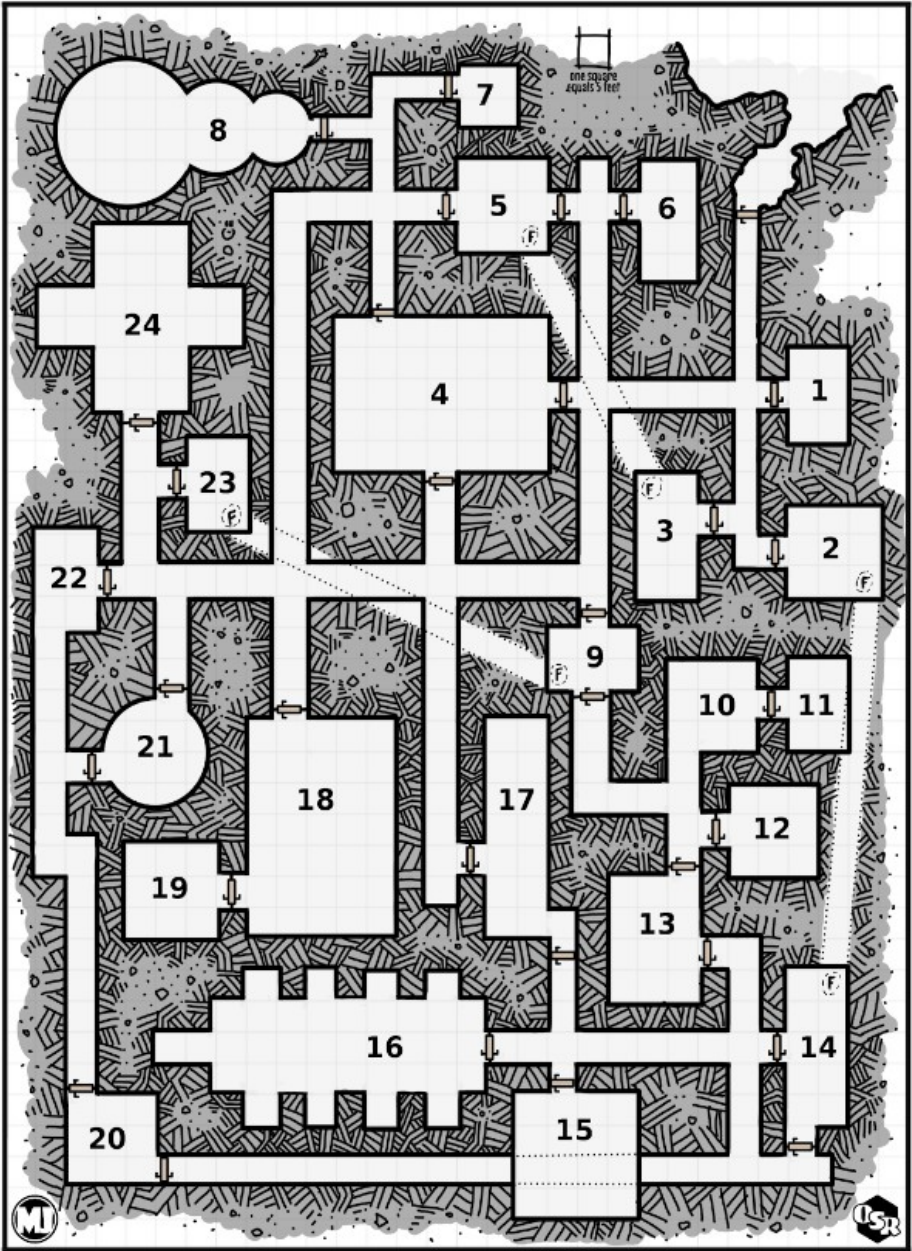
8. Crab Spider (2HD)

9. Stirges (1d3+1)

10. Chaotic party (unique) roll 1d4+3 for composition:

- a. Magic-User (3rd level, 9 hp, AC8/11,
unarmored/DEX, *dagger +1*, scroll w/ 1d2 random
spells)
- b. Fighter (3rd level, 13 hp, AC4/15, *chain mail +1*,
sword, shortbow, random potion)
- c. Man-at-arms (0 level, 6 hp, AC5/14 chain mail,
spear)
- d. Man-at-arms (0 level, 4 hp, AC7/12, leather, short
sword, crossbow)
- e. Cleric (1st level, 4 hp, AC6/13, leather, shield, mace,
scroll w/ 1 random 1st level spell)
- f. Thief (2nd level, 5 hp, AC6/13, leather/DEX, short
sword, sling)
- g. Man-at-arms (0 level, 3 hp, AC4/15, chain mail,
shield, 2 hand axes)





VOBLEAVIRA HAVEN DM MAP

KEY TO THE COMPLEX:

Entrance – The Complex entrance is found on the north side of a cliff band pocketed with shallow caves. An overgrown pathway leads to the entrance. The door has been broken open, but loosely pushed closed.

1. Guard Post - This room is secured with a door with a peephole/arrow slit.

Three goblins lurk here, picking in the trash while they are supposed to be keeping watch for compatriots who are scavenging further into the complex (Room 17). There is a 2 in 6 chance that one of them will be keeping watch at the peephole. Otherwise, they are squabbling over some garbage or betting on cockroach races. If captured and questioned, the goblins know the general layout of Rooms 2 through 6, but have no other useful information. They are not aware of the tunnels. The room has been stripped of most useful items, but for a broken bunk bed and some bent cook pots. The goblins have between them 10 gp, 86 sp, and 28 cp.

2. Barracks - The room contains only broken beds and tables. Hidden beneath a collapsed bed is a trapdoor to a tunnel leading to Room 14. The tunnel is one of several in the complex, designed by Dufay to quickly move forces for flanking in the event of an incursion, for storage, or as escape passages.

3. Storeroom – This room held an overflow of supplies for the complex. Barrels have been split and spilled, and sacks cut open, spilling and ruining their contents. Although the room has been partially looted and its shelves stripped, it still contains a collection of tools and mundane equipment, including:

1. Five whetstones
2. Eight bags of iron nails
3. Four bow saws
4. Three clay pitchers
5. Large chest, empty
6. Four barrels, empty
7. Six large sacks
8. Two sickles
9. Two crowbars
10. Two two-person tents

11. Six boxes with 20 candles
each

12. Four bags with ten iron
spikes each

The trapdoor to the tunnel leading to Room 5 is hidden beneath a spilled bag of beans. An overloaded shelf has been rigged to collapse on someone tampering with the trapdoor (1d6, dodge/save for half). The tunnel between Rooms 3 and 5 is lined with casks of dried and otherwise preserved stored foodstuffs for emergencies, making for difficult passage. Many are spoiled, water-damaged or rat-chewed, but two casks of good distilled spirits are still intact (25 gp each). Stuffed into a bag of moldy flour is a silver poniard with an agate hilt (50 gp).

4. Main Hall – Two long dark wood tables in a “T” arrangement dominate the room. The walls are lined with water-damaged tapestries and a few paintings displaying classic scenes of heroism (three in good condition, 50-75 gp each). Kochi's piety would not allow him to display presentations of the group's actions, but he did allow symbolic representations. Kochi allowed a modest display of captured trophies, and hanging on the walls are several banners and standards of Chaos forces defeated by the pair. Other than as curiosities, only one banner is of value (silk pennant trimmed with ermine (300 gp)).

5. Kitchen/Mess – The complex's kitchen is dusty, and like many other areas, has been picked of readily useful salvage. The oven contains several mummified rats. An empty apple barrel hides the trapdoor to the tunnel to Room 3. See Room 3 for tunnel details.

6. Pantry – The pantry and main store for the kitchen have been cleared out but for few spoiled remains on the shelves. A very green, very rancid side of pork hangs from a hook. A small, simple earthenware bowl sits on a shelf below the bacon. The bowl is filled with salt, burned incense, and a few copper pieces. It is a private shrine to a minor god of kitchens and larders, left by the former cook. If the shrine is disturbed or broken, a Polisus of the Larder* (See Page 17) will manifest from the rancid pork and random kitchen implements, enraged at the desecration.

7. Temple Aumbry - Behind a locked door is the storeroom for temple vestments. The room is protected by a gas trap (10 foot radius, save +2 or die) for anyone attempting to open the door without the proper key (located in Room 18), or failing a lock picking attempt.

Within the room are several ceremonial robes of the Lebrante sect, a vintage copy of the Lebrante Scriptures (worth a boon or favor from a priest of the church upon its return, otherwise 150-200 gp to a collector). There is a collection of six silver candlesticks (25 gp each), a pair of censers (50 gp), and a cedar box containing sacred incense (25 gp). Hidden in one of the robes is a silver and gold inlaid ebony tube. The tube is a small reliquary, holding a few locks of hair of Saint Balkin, the patron of the sect. The reliquary will allow a cleric to *turn undead* at +1 once per day.

8. Temple – Kochi's temple of Lebrante is built in the traditional “stacked circles” form of the religion, signifying the expansion of consciousness with enlightenment. The ceiling is domed and painted in fantastical nighttime scenes, including a comet-riding Saint Balkin.

1d2 imps have manifested here from the residuum of summoning energies and are desecrating the place (HD 2, AC 2/17, atk tail sting (1d4 + poison), Move 60' (20'), Special: Poison tail, polymorph (as rat, raven, or dog), regenerate 1 hp/round, immune to fire, hit only by silver or magic weapons).

The benches and pews have been toppled and broken, and the altar has been stripped of valuable metal and gems. Upon the floor near the alter is an ornate circle crafted of crushed gems and blood. An inspection of the form will reveal it to be a summoning circle.

9. Muster Point – The doors are equipped with arrow slits as a “hard point” for mustering and defense, if needed, as well as a direct path to Dufay's quarters via Room 23. Two goblin corpses lie next to an exploded trap door in the southwest corner.

In the tunnel between Rooms 9 and 23 is a crate containing 2d3

satchels filled with an acrid black powder. Another packet is secured to the tripwire in Room 23. The packets may be set off by a one-round fuse or a tripwire “sparker” (also in the crate). Each packet causes 2d6 hp damage for a five-foot radius (dodge/save for half) and/or can be used to crack open locked/stuck doors, etc. There is a 10% chance of failure while using the explosive (1: Explodes in hand, 2-4: trigger defective, 5-6: powder defective). If provided a packet, an alchemist may be able to recreate four charges for 250 gp.

10. Armory – The armory was mostly cleared out during the final campaign, with most remnant materiel scavenged soon after.

A crab spider clings to the ceiling, waiting to drop on prospective prey. What remains in the room is primarily broken and of little utility (e.g. broken sword, dented helmets, axe with missing handle). However, under a toppled equipment rack are one good steel shield, two spears, and a quiver with seven silver arrows.

11. Commander's Quarters – The door to the room is locked. Formerly the quarters of the complex's quartermaster, Esben Truelsen and guard commander, Captain Isaak Burnhelm. Like Kochi and Dufay, they never returned to the complex.

The interior is as well-ordered as it was the day the men rode out. The beds are dusty, but perfectly made. Two wardrobes hold clothing, both mundane and formal. Stitched in the hem of one cloak are ten small gems (chalcedony, 25 gp each). A tidy desk used by Truelsen holds a box of parchment and quills, as well as ledgers of the complex's supplies. On a stand is a suit of plate mail, and a high quality battle axe (non-magical, but +1 to-hit due to its excellent balance) is stuck into a wooden practice dummy standing between the beds. Under the pillow of Burnhelm's bed is a ribbon-tied bundle of love letters from Olivia Holygaze, a married noblewoman from a nearby duchy.

12. Barrack - The room's bunks have been overturned. Beneath one of the bunks is a small sack containing 50 feet of rope, a grappling hook, a bag of 20 marbles, and a bottle of cheap wine.

13. Sleeper Room – The south door is rigged with a bottle of sleep gas above the lintel. If the bottle is not carefully removed before opening the door, it will fall and break (10' radius, save or sleep for 1d6 turns). Broken glass at the north door indicates a similar device tripped by an earlier party.

Two bandits' corpses lie on the floor near the north door, victims of the trap and felled by some other raider or creature. The bodies have been hastily stripped of armor and most useful items; however, whoever looted them dropped a small bag containing a malachite ring (12 gp), silver holy symbol (25 gp), small brass and silver ceremonial bell (50 gp), and a potion of *cure light wounds*.

14. Funerary - The room holds a workbench and woodworking tools for crafting coffins for the crypt (Room 16), as well as a stack of cedar lumber. Two large sacks of natron for preservation of the dead lie by the door. The trapdoor here leads to the tunnel to Room 2. The hallway between Rooms 14 and 20 slopes beneath Room 15 before rising again.

15. Acolytes' Dormitory – The room has been overturned and looted by the goblinoids in Room 17. They left a rough crossbow trap (Ftr 1 equivalent to strike PC opening door, 1d6-1 hp dmg) as a nasty surprise for future scavengers. Beds are broken and mattresses slashed open. A fire built from liturgical books still smolders in the center of the room. A two-handed maul (2d4 dmg) is propped next to the door. Anything else of value has been either stolen or despoiled.

16. Crypt – The final resting place for several of Kochi and Dufay's allies and followers, the door is marked with a holy sigil of the Lebrante sect, and the words, “Brave souls rest within.”

The room is lined with coffins and skeletons in catacombs. As if the dead sensed the fate of the complex's occupants and the ghost's stirrings, they have become uneasy. Several will arise to accost anyone entering the room but will not pursue outside of the crypt. Arrayed in the room are six skeletons and three Skeletal Champions (as skeletons, except: 2HD, AC6/13, atk 1d8 dmg).

In accordance with the tenets of the Lebrante sect, there is little of value here beyond a scattering of silver coins (36 sp) used to cover the eyes of the dead. If removed from the crypt, the coins will tarnish to black and not be accepted by any shopkeeper.

17. Meeting Hall/Study – The room contains several benches and tables, and was used for Kochi's teaching and meetings among the complex's leaders and staff.

Two hobgoblins and four goblins are carrying their loot from raiding (43 gp, 154 sp, four silver candlesticks (12 gp each), three silver holy symbols (25 gp each), a belt decorated with moonstones (50 gp), a good mandolin (50 gp), an embroidered tapestry (60 gp), a brass scroll case with a scroll of *protection from evil*, and potions of *cure light wounds* and *resist fire*). They are retreating from the complex, having encountered the ghost. If parlayed with or otherwise questioned, the goblinoids will give a description of the ghost and its disturbing countenance, and that they were not willing to face it.

18. Pere Kochi's Quarters – The door has been broken open.

Investigating the room are a Chaotic priest (4th level, 13 hp, AC3/16, plate, *warhammer +1*; Spells: 1st level: *cause fear*, *protection from good*, 2nd level: *bless*; 58 gp, 29 sp, amber amulet (80 gp), ceremonial silver dagger (25 gp)), and three acolytes (1st level, 3, 4, 5 hp, AC 5/14, chain, mace, sling. They share 19 gp, 102 sp, and a jade amulet (50 gp)).

The priest will attempt to parlay or deceive the party, claiming to be seeking to purify the place of heresy, but will attack if threatened or given opportunity. The priest will preferably cast spells, leaving their acolytes to screen them during combat.

Although the room is as large as the Main Hall (Room 4), it is austere, holding only a simple bed, a desk, and several unadorned lanterns and sconces. Affixed to the bottom of the desk is the key to Room 7. The desk also contains Pere Kochi's personal letters and journals. Wrapped in a handkerchief within the pages is a *ring of protection +1*. Tucked into the back of a drawer are two scrolls

(*hold person, cure disease*), a pouch with 112 gp, and a large blue-green chrysocola (160 gp).

The correspondences provide insight into Kochi's character, as both a zealous crusader but also as an iconoclast, seeking context and primary sources for the words and teachings of Balkin.

The journals include several references to potential exploration areas and features, as well as general information on the types and disposition of Chaos forces known in the region. These journals would be of value to his church hierarchy, some of whom have been jostling for Kochi's beatification.

However, further into the journal, Kochi's entries become more scattered, as he mentions seeking methods to speak with Saint Balkin, himself, to learn his "true message," confirm religious precedents, and gain influence within the sect.

Kochi mentions discovering books of hidden knowledge in a Chaos trove and meditates on their use in speaking with the saint. The final entry in the journal reads, "*...difficulties in communication with the soul of Saint Balkin through these damnable books... The bones rattle, and little more. They seem only at peace when enclosed in their casket... will study more when I return...*"

The most notable feature of the room is seven large circles with a combination of divine and arcane sigils painted onto the floor. Close examination will show that the paints are composed of rare tints, with powdered gems or metals giving them luster. Divine or arcane characters may decipher the sigils and runes as affording certain protections and enhancements, while others are of more mysterious purpose. The runes of each circle flash once as a character steps into it. Each circle may be activated once per day:

1. "*Cure*" - Has the effect of cure light wounds (Roll restored hp with advantage) (Any class);
2. "*Protect*" - Grants +1 benefit to protection from spells, and doubles the duration of protection from evil spells for a period of 1d6 months (CI/MU/E only). Any chaotic being

stepping into the ring will take 2d6 hp damage;

3. *"Find"* - Doubles the range and duration of any detection or find spells for a period of 1d6 months (Cl/MU/E only);
4. *"Resist"* - A PC stepping into the sigil takes 1d6 hp cold damage or heat damage (50/50), but is granted resistance (+2 to saves or half damage) to that type of damage for a period of 1d6 months (Any class).
5. *"Familiar"* - Nothing appears to happen, but within one turn a necromantic familiar** manifests itself, granting its benefits to that character. Unfortunately, the presence of such a creature will grant a -1 to that character's reaction rolls (Any class).
6. *"Message"* - A disembodied voice (that of Saint Balkin) intones, "It is not because things are difficult that we dare not venture. It is because we dare not venture that they are difficult."*** No other effect (Any class).
7. *"Future"* - A incorporeal form manifests, asking "What is it you seek?" and provides one answer (equivalent to an augury spell) (Any class).

19. Pere Kochi's Library – Kochi's private library held well over twenty books at one time, a wealth of knowledge out on the fringes of the Wilderness.

One bookcase is intact, and contains seven books: Two on the life and teachings of Saint Balkin, a collection of religious poetry, a hymnal, a plant identification guide, and two forbidden studies of necromancy. The religious books and plant guide are worth 10-50 gp each to collectors. The manuals of necromancy would be worth 200-250 gp to a discreet buyer, although their possession may be considered a serious criminal offense by many secular and religious law-keepers.

Tucked behind the shelf is a box constructed of rare darkwood inset with scrolling fine gold wire. The wires form an elaborate sigil of St. Balkin. The box is unlocked and may be opened without

risk. The interior is padded and upholstered with dark blue velvet. The cloth appears dusted with ash and a few slivers of charred bone. This is the reliquary that formerly contained remains of St. Balkin. The box is worth 250 gp, but any non-believer bearing it will be *curse*d (-2 to all saving throws) if it is not returned to a temple of the Lebrante sect.

The second bookcase has been knocked over, its books scattered, torn and now worthless. Disturbing them will cause three nesting giant centipedes to attack.

20. Southwest Junction - The room is empty and unadorned, connecting the southern and western halls of the complex. The doors are reinforced and equipped with arrow slits. The hall between Rooms 14 and 20 slopes beneath Room 15.

21. Flooding Room - A dim green light shines from the domed ceiling, 15 feet above the characters' heads. It is a small glass gem, cast with a weak *continual light* spell (candle equivalent) as a curiosity or bait. The doors will close on intruders, causing the room to flood in two turns. In order to escape, a trapped party must turn both doorknobs counter-clockwise simultaneously. Someone outside the room may free a trapped party on a successful open doors check.

22. West Junction Room - The room is empty and unadorned. The door is reinforced and equipped with an arrow slit.

23. Dufay's Bolt-Hole – Other than a pair of neat beds and two chests with travel clothing and bedding, the room is empty. A trapdoor is visible in the southeast corner. The trapdoor is rigged to explode if a tripwire is not disconnected before opening (2d6 damage for a five-foot radius, dodge/save for half). See Room 9 for tunnel details.

The room was occupied by Dufay's personal guard. In the event of an emergency, Dufay could use the tunnel to quickly access the center of the complex at Room 9 while avoiding hallways.

24. Hasculf Dufay's Quarters – Behind a locked and trapped door

(poison needle in lock, +2 save or die) is Dufay's private room. In contrast to Kochi's lodgings, Dufay's are opulent and excessive for out here in the Wilderness.

The floor is covered in large, common rugs (bulky, nominal value). The north end of the room is dominated by a huge canopy bed surrounded by several framed paintings on the walls (six paintings, 50-75 gp each).

What appears to be a book of Saint Balkin's writings, a gift from Kochi, lies on the bed stand. Anyone examining the book will discover that the cover has been swapped onto a book of elven erotic poetry and etchings (worth 75-100 gp to a collector of such things). Fastened under the bed stand is a packet of love letters, also from Olivia Holygaze (See Room 11).

On the opposite side of the bed is a cabinet with three bottles of good wine (15 gp each), a pouch containing 149 gp, 101 sp and potions of *cure light wounds* and *neutralize poison*. A secret compartment in the cabinet contains a bespoke set of thieves tools (pick locks as one level higher).

A notebook behind the bottles contains Dufay's meticulous notes mapping the tunnels and traps in the complex (see player map handout, Page 23). The notebook also contains Dufay's terse journaling, including his growing concerns about Kochi's obsession with Saint Balkin, and Kochi's late night "*rattlings about*" in the temple.

Dufay maintained his martial skills, and alcoves in the east and west walls of the room contain targets and training dummies. Stuck into the targets are two hand axes (one is a *hand axe +1*) and three daggers.

Thus ends the adventure of Vobleavira Haven. Characters may choose to occupy the lair itself, creating a personal base for further explorations. Returning the reliquary and Pere Kochi's journals to the temple of Lebrante will gain the characters the church's thanks and a boon. And if someone chooses to study those tomes of necromancy, well...

NEW MONSTERS

GHOST OF SAINT BALKIN: A roiling mass of abrading bone and smoke topped by their burned skull, this accursed undead is the reanimated result of Kochi's attempts to revive and speak to the deceased saint.

Its chilling, pained vocalizations may be heard on a 1 in 6 during exploration. When encountered, the ghost will appear to be suffering or disoriented. Insane, it will unhesitatingly lash out.

Armour Class 4/15

Hit Dice 4+1 (20hp)

Attacks 2 × touch (1d4 + effect, save negates); Effects: 1) Drain 1 pt STR; 2) Cold touch (additional 1d6 dmg); 3) Drain 1 pt CON; 4) *slowed* (as spell, one turn)

THACO 15 [+4]

Movement 120' (40') flying

Saving Throws D10 W11 P12 B13 S14 (4)

Morale 12

Alignment Chaotic

XP 200

Appearing 1

Treasure Type None

The ghost takes half damage from normal weapons and normal damage from silver or magic. STR and CON damage will recover in one week per point lost.

Once 'killed,' the bones will lie rattling on the ground. If not placed in the reliquary, the ghost will begin to regenerate in one turn at a rate of one HD/turn.

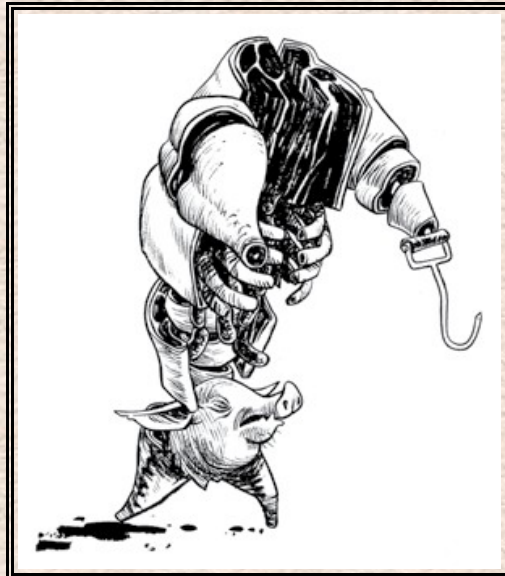
Author's notes: The ghost may either be a set-piece, or encountered as a wandering monster, depending on your party's explorations. In playtest, the ghost was heard multiple times by the characters, and sought out after retrieving the reliquary. I placed the ghost in the Crypt (Room 19), as they had located the room, but not yet explored it.



THE GHOST OF SAINT BALKIN

POLISUS OF THE LARDER*: Minion to those gods of the butcher or hearth, and those who prepare for lean times, the polisus serves as a guardian for those who have prepared well, and made the correct offerings. The polisus is typically encountered as a hog carcass (more rarely beef or goat). An animate nightmare of butcher's cuts, its limbs and body randomly re-joined, it arises, biting and swinging a stevedore's hook or cleaver to fend off those who would steal or despoil a well-stocked larder or cellar laid up for the winter.

Armour Class 7/12
Hit Dice 3+1 (14hp)
Attacks 2 (bite/hook): 1d4+1/1d4
THACO 16 [+3]
Movement 60' (20)
Saving Throws D10 W11 P12 B13 S14 (4)
Morale 9
Alignment Neutral
XP 65
Appearing 1d2
Treasure Type S



* Poliusus of the Larder from [Petty Gods: Revised & Expanded Edition](#), ed. by New Big Dragon Games, converted to OSE (The book is currently [not available](#), feel free to contact me for a shared copy.)

** Summon Necromantic Familiar from [Theorems and Thaumaturgy](#), by Gavin Norman:

“This spell works in basically the same way as the magic-user spell, with several differences. The same types of creatures may respond to the spell, but in the case of a necromancer they are often reanimated corpses – an undead cat or raven, for example. Necromancers casting this spell may also summon creatures such as an unusually large spider or centipede. The probability of a special familiar remains at 5%, but only an imp or quasit will respond to this spell.”

*** Saint Balkin quote from Seneca (ca. 4 BC – 65 AD)

Thanks to Travis, Andy, Ariana, Kole, and Gary, who bravely ventured into the complex at Dragonflight 2021. Much fun was had and the story in this adventure was much improved.



PRE-GENERATED CHARACTERS

Need some warm bodies or benchwarmers for the players? Let them roll for their preferred race/class, or just let them pick their favorite name from the list before revealing their ready-made hero!

General stats/gear spun up using <http://character.totalpartykill.ca/basic/B1-inspired names assisted by https://www.fantasynamgenerators.com>
Random magic items based on 5% chance per level.

CLERICS

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Basil of the House of Serenity										
2	12	13	9	15	12	13	10	2/17	Plate/shield	Mace
2. Lexa, Steward of Salvation										
3	11	13	9	15	8	9	10	5/14	Chain/shield	Warhammer +1
3. Simon the Angelic										
3	9	9	9	13	9	5	15	4/15	Chain/shield	Warhammer
4. The Prophetess Of Nula										
1	8	6	11	14	14	16	7	6/13	Leather	Staff +1
5. Radiant Tomas										
1	8	7	10	15	12	17	10	6/13	Leather/shield	Club
6. Monolithe Intemporel										
3	11	12	15	16	8	10	6	5/14	Chain/shield	Mace

DWARVES, FIGHTERS, AND HALFLINGS

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Dwoddoth Anvilgranite (Dwarf)										
1	8	13	10	10	10	13	17	3/16	Plate	Battle axe/ crossbow
2. Kara Grumblefoot (Dwarf)										
3	15	9	6	11	10	15	9	4/15	Chain/shield	<i>Short sword +1/ shortbow</i>
3. Gundrid Leadsunder (Dwarf)										
2	12	17	11	10	8	17	11	6/13	Chain	Spear/dagger
4. Gwenneth Saivarsdottir (Fighter)										
1	8	12	12	9	12	13	7	2/17	Plate/shield	Sword/crossbow
5. Walid of the Cold Wastes (Fighter)										
2	10	15	12	5	9	5	11	5/14	Chain	<i>Spear +1/ crossbow</i>
6. Jocelin Twoblood (Fighter)										
2	11	13	7	8	7	9	17	7/12	Leather/shield	Hand axe/silver dagger
7. "Bright Rage" (Fighter)										
3	16	16	8	7	12	7	13	3/16	Plate	Battle axe/ shortbow (6 arrows +1)
8. Elanor Brushgather (Halfling)										
1	6	14	7	11	10	11	15	4/15	Chain/shield	Mace/shortbow
9. Eldon Tosscombe (Halfling)										
3	12	13	11	11	13	10	8	1/18	Plate/shield	Short sword/3 javelins
10. Pinpernell Tealeaf (Halfling)										
2	9	9	10	12	15	9	12	5/14	Leather/shield	Short sword/ sling

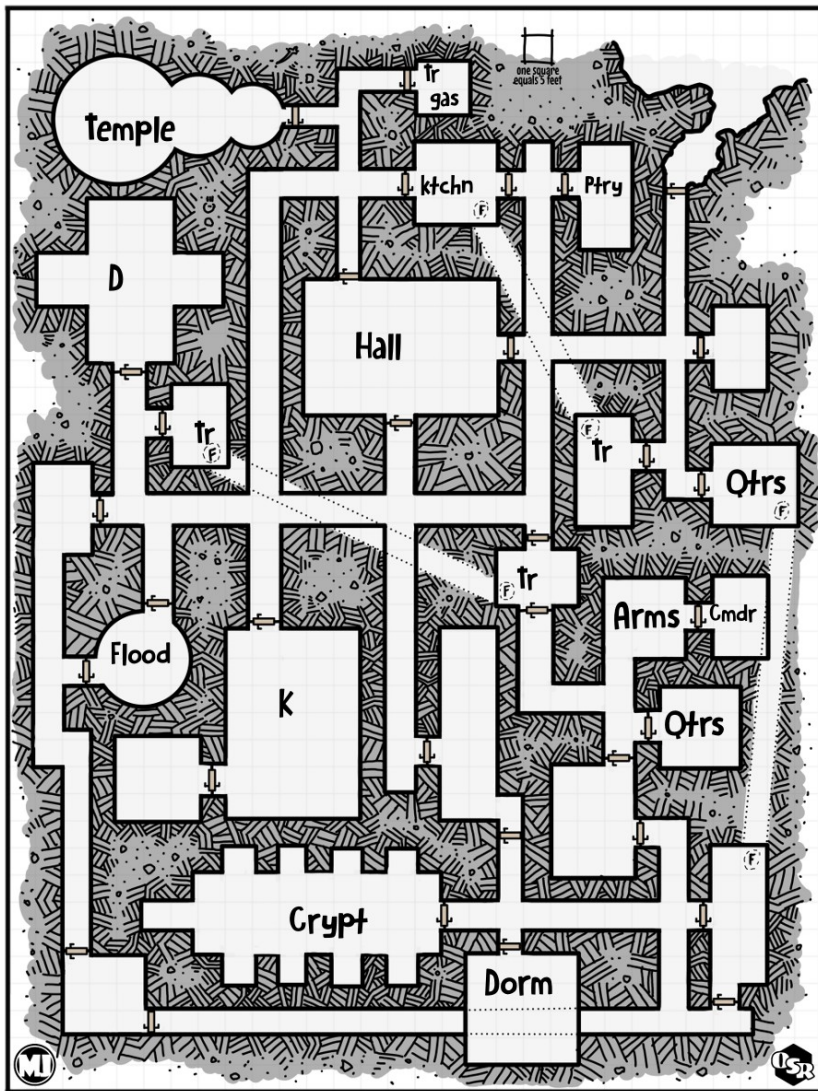
ELVES AND MAGIC USERS (ALL HAVE SCROLL WITH 1D2 RANDOM SPELLS)

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Lavender Mooneye (Elf)										
1	4	10	15	10	9	5	8	6/13	Leather/shield	Sword/sling
2. Ethereal Wind (Elf)										
3	14	15	12	12	12	13	10	3/16	Plate	Polearm/mace
3. Elmoira Birchbark (Elf)										
3	16	8	13	12	11	11	17	5/14	Chain	Sword/longbow (3 silver arrows)
4. Nesterin Norjeon (Elf)										
2	11	9	16	10	15	13	7	4/15	Chain	2 hand axes/ crossbow
5. Galan Bifaren (Elf)										
1	4	11	12	10	10	9	10	6/13	Leather/shield	Spear/4 javelins
6. Onerick Villanen (Magic User)										
3	8	9	14	10	13	14	11	8/11	Unarmored	<i>Dagger +1</i>
7. Ashan of the Lost School (Magic User)										
1	3	12	16	9	9	7	8	9/10	Unarmored	3 daggers
8. Theqor the Blue (Magic User)										
3	10	10	12	12	12	14	12	8/11	<i>Ring of Protection +1</i>	Dagger
9. "Doc" Owyn (Magic User)										
2	6	7	14	10	10	9	11	9/10	Unarmored	Silver dagger
10. Uzor Marasović (Magic User)										
1	4	11	14	14	8	11	13	10/9	Unarmored	Dagger

THIEVES

Level	HP	Str	Int	Wis	Dex	Con	Cha	AC	Armor	Weapon
1. Daring Simon										
3	7	6	12	10	13	10	13	5/14	Leather +1	Sword/sling
2. "Mad Dog" Petra										
2	8	13	4	9	15	14	13	6/13	Leather	Sword/shortbow
3. Tamsin the Devious										
2	7	10	6	8	13	12	14	6/13	Leather	Short sword/ crossbow
4. "Snake"										
1	4	14	12	10	17	12	15	5/14	Leather	Hand axe/3 daggers
5. Pierre Richtalon III										
2	5	9	9	10	17	8	11	5/14	Leather	Sword/silver dagger
6. "Four Fingers" Ridley										
3	10	11	10	5	16	14	14	5/14	Leather	Sword/shortbow (4 silver arrows)





HASCULF DUFAY'S MAP (ROOM 24)

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(<http://www.msjax.org/>). Goblins (pages 3 and 18) and ghost (page 16) compliments of Seana Davidson. Polius (page 17) by Joel Priddy

The subterranean stronghold of Vobleavira Haven was the redoubt of cleric Pere Kochi and his thief companion Hasculf Dufay. They perished in battle against Chaos forces, leaving their subterranean complex abandoned. A perfect locale for some intrepid explorers to investigate...



A homage to the classic B1 module for 1st to 3rd level characters using the Old School Essentials rule set.

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