



AXIAN LIBRARY



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**OLD-SCHOOL
ESSENTIALS**

AXIAN LIBRARY

A Collection of Zines for Old-School Essentials by
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FOREWORD

Axian Library is a collection of five zines: Wondrous Weavings Warped and Weird, Mysteriously Missing and Merrily Met, Notable Novices and Notorious Newcomers, Pious Prayers and Powerful Prodigies, and Deadly Dragons Dire and Daunting.

The first three were published as “Pay What You Want” electronic zines, and their reception by the Old-School Essentials community was so positive I decided to expand the series and the single zines, and make them available as a collection, and this is how the idea of the Axian Library was born.

The Axian Library was crowdfunded in February 2022 on Kickstarter by more than 600 backers, which still blows my mind, and proves how amazing the Old-School Essentials community is, trusting a new creator with a bizarre project collecting content that was, for the most part, already available and basically for free.

I can’t thank enough the backers who supported this project, and I hope the end result will be up to their expectations... as more is to come!

Giuseppe Rotondo

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WONDROUS WEAVINGS WARPED AND WEIRD

An Alternate Arcane Magic System with Magical Mishaps
for Old-School Essentials by Giuseppe ROTONDO



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INTRODUCTION

The following rules modify the rules of arcane magic in Old-School Essentials. They are heavily inspired by how magic works in the stories by Jack Vance and Fritz Leiber, as well as by the relevant rules in the BECMI set of the classic fantasy role-playing game. More than a little inspiration comes from fairy tales and folklore too.

These rules apply to both the magic-user and elf class, which are referred to as arcane spell casters or simply casters. The referee may of course decide to extend some or all of the following rules to other classes.

The overall result of these rules is that arcane casters are somewhat more versatile and powerful at the beginning, and a bit less almighty at upper levels. The larger impact on the game, however, is the introduction of Magical Mishaps, which gives spell casters the option to increase efficiency and power if they accept a certain degree of risk.

The obvious disclaimer: This document takes you and your group into the land of house rules. Two things you should keep in mind: first, make sure everyone at the table agrees to use these rules before playing; second, use, alter, ignore some or all of these rules as you see fit, but... see the first advice again and make sure everyone at the table agrees before playing.

SPELL CASTING

Arcane spell casters have the ability to prepare and cast magical spells. A spell consists of a weaved pattern made of raw magical energy that, once prepared and given shape through mystic words and gestures, manifests itself as a living entity inside a character's mind. When the spell is cast, the entity is released from the character's mind and into the physical world, manifesting itself as described in the spell's effect. Arcane casters possess spell books containing the formulae used for preparing arcane spells. They often carry such books with them, or hide them in secret, safe places to protect them from harm and enemy casters.

Preparing Spells: The number of spells arcane casters may prepare and hold in their mind is **equal to the character's level, plus their language modifier** from Intelligence (with a minimum of one in case of a negative modifier).

No Duplicate Spells: A caster may only keep in their mind **the same spell once**. Reversed spells count as different spells.

Access to Spell Levels: Spell level represents the complexity of each magic formula. Preparing higher level spells requires a greater understanding of magic. First level casters may only prepare 1st level spells; subsequent spell levels become accessible every two character levels (i.e. 3rd level magic-users may prepare 2nd level spells, 5th level magic-users may prepare 3rd level spells and so on). This is **the same** as the standard Old-School Essentials rules for the magic-user and elf class.

Any Spell Level: A caster may prepare spells **regardless of the spell level**, up to their maximum number of spells and up to the spell level they understand and have access to. A fifth level magic-user, for example, may prepare five third level spells, or five second level spells, or five first level spells, or any other combination of those.

SPELL BOOKS

Arcane spell casters record the spells that they know in a spell book.

Number of spells: A character's spell book may contain **any number of spells**, regardless of the character or spell level.

BEGINNING SPELLS

Arcane spell casters begin play with as many spells in their spell book as they are able to prepare, which means **1 + language modifier** from Intelligence (with a minimum of 1), plus the Read Magic spell. The referee may choose these spells, determine them randomly, or allow the player to select them.

ADDING SPELLS

Arcane spell casters increase the selection of spells they can prepare by adding a new spell in their spell book. This is possible in **four** ways:

- * **Mentoring:** The character may consult an arcane guild or mentor to learn new spells. This process takes about **a week** of game time. The spells a character learns in this way are determined by the referee, who may decide to let the **player** choose. The mentor or guild usually requires a payment of 500gp per level of the spell (even though, as with any other transaction, different agreements can be made). The referee determines which spells the mentor or guild are willing to teach.
- * **Other Spell Books:** The character may **copy** any and all the spells contained in another character's spell book, once they have deciphered it with a Read Magic spell. This process requires **one week per level** of the spell for each spell, and **costs** 100gp per level of the spell (alchemical inks, candles and so on).
- * **Scrolls:** Same as spell books, but the copied spell disappears from the scroll as if it had been cast.
- * **Research:** It is also possible to add spells to a spell book by means of Magical Research, as per standard rules.

OPTIONAL RULE: RITUAL CASTING



Arcane casters in the comfort of their abode don't need to prepare spells and keep them stored inside their minds: they simply take all the time they need to cast the desired spell straight from their book. This process requires several minutes or even hours, and is usually not well suited for adventures, but situations may arise when a specific spell becomes necessary.

Ritual Time: The arcane spell caster casts a spell they haven't prepared, straight from their book, which must be at hand. This requires a number of Turns equal to twice the spell level.

Interrupted Ritual: If the ritual is interrupted, the whole process is wasted and they must start again.

OPTIONAL RULES:

MAGICAL MISHAP

These optional rules allow arcane spell casters to break the rules described above, at a cost!

Magical Mishap: Whenever any of the below conditions happens, the player must roll 1d20. If the result is **higher** than the level of the spell, no mishap happens and the spell is cast normally. If the result is **equal or lower** than the level of the spell, the referee rolls on the **Magical Mishap table** to determine the consequences. The spell is released from the caster's mind but has no other effect besides the ones listed on the table.

Disrupted Ritual: If a Ritual Casting is interrupted (for example by a wandering monster), the ritual is wasted and a **Magical Mishap** may also happen, as outlined above.

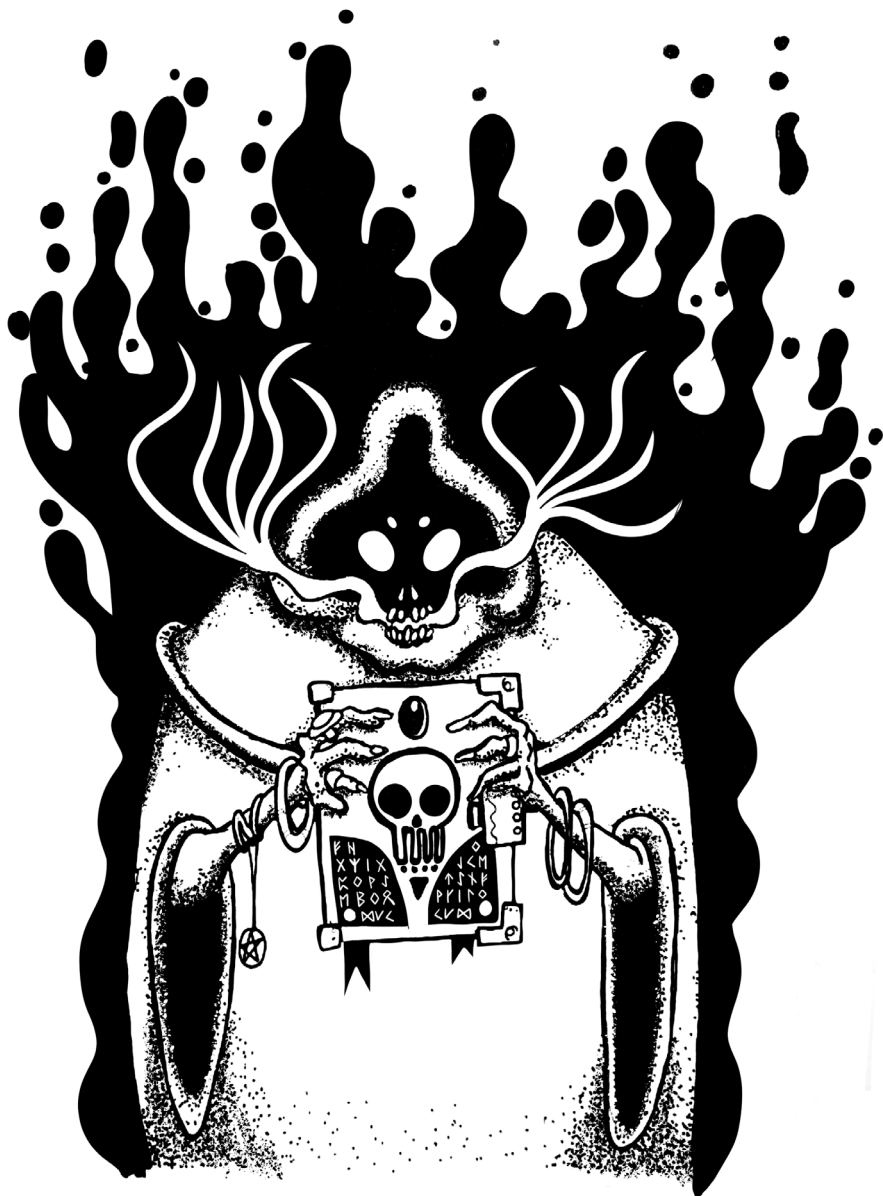
Disrupted Spell: If a regular casting is disrupted as a consequence of the standard disruption rules, a **Magical Mishap** may happen, as outlined above.

Duplicate Spells: An arcane spell caster *may* attempt to prepare the same spell more than once. Attempting to hold duplicate forms of the same spell-entity inside one's mind is dangerous, and the duplicate spells may mutate their form while inside the caster mind, resulting in a possible **Magical Mishap**, as outlined above. The player rolls when each duplicate spell is cast.

Higher Level Spells: An arcane spell caster *may* attempt to prepare spells from a higher spell level than they could normally prepare (assuming they have such spells in their spell book). Attempting to hold the complex form of a barely comprehensible spell-entity inside one's mind is dangerous, and the spell may mutate its form while inside the caster's mind, resulting in a possible **Magical Mishap**, as outlined above. The player rolls when the spell is cast.

Magical Research: A caster attempting **Magical Research** (as per standard Old-School Essentials rules) may decide to reduce the standard 15% chance of failure to 7%, but in case of failure an immediate roll on the **Magical Mishap Table** is added to the standard consequences.

Scrolls (Optional): The referee may decide to allow the use of arcane spell scrolls to all classes. If the class is not normally allowed to use arcane spell scrolls, however, attempting to use one may result in a possible **Magical Mishap**, as outlined above, but with three times the chances (i.e. a fighter attempting to activate a sleep scroll has a 3-in-20 chance of causing a Mishap).



W W W W

MAGICAL MISHAP TABLE

M M M M

D100

Roll 1d100 to determine the effect.

Duration: Effects that explicitly refer to a spell, item or creature ability in Old-School Essentials have the same duration. All other effects are permanent, unless otherwise explicitly stated, and may at the Referee’s discretion be reversed with a Remove Curse spell or equivalent effect.

Targets: Some effects apply to the target of the intended spell. If a spell does not target creatures, the effects of the Magical Mishap are applied to the caster.

Mutations and Charisma: Effects that *severely* alter a character’s appearance may, at the Referee’s discretion, cause a penalty to their Charisma.

The spell creates (1d10 per spell level) items. Roll 1d10:

D10	
1	Floating candles (lit)
2	Wooden buckets
3	Butterflies
4	Frogs
5	Wardrobes full of elegant clothes
6	Gems (worth 100gp each)
7	Bats
8	Bubbling cauldrons
9	Skulls
10	Keys

- 1 The caster’s shadow permanently becomes a Shadow (as per the creature) under their control.
- 2 The target becomes 2d10 years younger.
- 3 The target is teleported to the last place where they slept.
- 4 The target’s left hand becomes a fully functional Spitting Cobra head.
- 5 The caster’s legs become a giant slug’s tail. Movement is halved. They can’t ride a horse, but can now crawl on vertical surfaces and leave a trail of slime.
- 6

The target transforms into another being, as per the Polymorph Self spell, but ignoring the Hit Dice limitations. Roll 1d20:

D20	Polymorph in...
1	Bat
2	Ogre
3	Frog
4	Hydra
5	Stone Giant
6	Mule
7	Giant Toad
8	Warp Beast
9	Gargoyle
10	Hellhound
11	Mouse
12	Wild Horse
13	Rock Python
14	Boar
15	Elephant
16	Caecilia
17	Unicorn
18	Basilisk
19	Harpy
20	Red Dragon

- 8 The target becomes 2d10 years older.
- 9 The spell summons a Wandering Monster.
- 10 The target grows a pair of horns on their forehead (d4 damage).
The spell is cast normally, but another random spell from the caster's mind is cast along with it. The caster may decide the target of the second spell.
- 11 The spell transforms all prepared spells inside the caster's mind into their reversed version, if applicable.
- 12 The spell creates a duplicate of every other spell prepared inside the caster's mind.

WWWW
MMMM
NNNN
PPPP
DDDD

The target's skin changes color. Roll 1d8:

D8

14	1	Purple
	2	Light blue
	3	Deep green
	4	Bright yellow
	5	Crimson
	6	Jet black
	7	Pearl white
	8	All the above, in stripes

15 The caster's beard or hair becomes prehensile (no more than one item or manipulation at a time).

16 The target's head becomes invisible except for the skull.

17 The spell creates a pocket-sized duplicate of the caster ($\frac{1}{2}$ HD, no equipment) under the caster's control. This duplicate can prepare and cast one extra spell for the caster.

The target develops an extra, fully functional eye. Roll 1d4:

D4

18	1	On their forehead
	2	On the palm of their right hand
	3	On the back of their head
	4	On their chest

19 The targets suffer the same effects of a Potion of Diminution.

20 The targets suffer the same effects of a Potion of Gaseous Form.

21 The caster's eyes become telescopic and can be protruded up to 10' in any direction.

22 The spell freezes time for 1d3+1 rounds. The caster is the only creature who isn't affected.

23 The target's eyes become glowing red and they gain Infravision to 60' (or lose Infravision if they had it).

24 A circular pit (10' large, 1d12 x 10' deep) opens in front of the target.

The target develops a tail. Roll 1d6:

D6

- | | | |
|-----------|----------|--------------------------|
| | 1 | A pig tail |
| | 2 | A horse tail |
| 25 | 3 | A Killer Bee stinger |
| | 4 | A rattlesnake tail |
| | 5 | A prehensile monkey tail |
| | 6 | A giant scorpion tail |
-
- | | |
|-----------|--|
| 26 | The caster mutates and must reroll their Strength and Dexterity scores. |
| 27 | The spell activates an Anti-Magic Shell spell on the target, which cannot be dismissed. |
| 28 | A complete banquet table with delicious food for 10 people appears in front of the target. Double chance of Wandering Monsters who may be attracted by the scent. |
| 29 | The caster fails to release the spell at this time, but it remains prepared inside their mind. |
| 30 | The caster and target swap positions. Reroll if there is no target. |
| 31 | The caster suffers a magic hiccup (treat as a curse). All their spells have a 1-in-20 chance of becoming a Magical Mishap. |
| 32 | The target shifts forward in time: they disappear and reappear after 1d4+1 rounds. |
| 33 | The spell activates, but drains the caster's essence. They lose one level as per the Energy Drain ability of a Wight. If the caster dies, they simply crumble to dust. |
| 34 | The caster becomes bald. If already bald, they grow a lion's mane. |
| 35 | The caster's legs become equine. Movement is doubled. |
| 36 | Five Magic Missiles appear around the caster, who may activate them at any time. Until they do, they cannot cast other spells. |
| 37 | Glowing nodules, the same as a Fire Beetle's, grow on the caster's palms. |

The caster (with all their equipment) transforms into a magic item. They can still talk and are aware of the item's properties and use, but cannot cast spells nor activate the item's effects on their own. After 1 turn and at every subsequent turn, they must roll a save versus spell to revert the transformation. Roll a d10.

D10

38

- | | |
|----|--|
| 1 | Horn of Blasting |
| 2 | Drums of Panic |
| 3 | Broom of Flying |
| 4 | Bag of Holding
(Anything inside the bag when the caster reverts the transformation vanishes from existence) |
| 5 | Sword +1, Flaming |
| 6 | Sword +3 |
| 7 | Flying Carpet |
| 8 | Girdle of Giant Strength |
| 9 | Mirror of Life Trapping |
| 10 | Ring of Telekinesis |

39

Tentacles grow in place of the caster's beard. The caster can make 1 attack with the tentacles. A hit by the tentacles causes paralysis for 2d4 turns (save versus paralysis).

40

The caster's right hand now has the same effect of a Rust Monster's feeler, and the caster can now eat rusted metal.

41

The caster's left hand now has the same effect of a Wight's Energy Drain ability, but a creature that is slain by this effect crumbles to dust instead of becoming a Wight.

42

The target suffers the same effects of a Tarantella's bite (save versus poison to avoid).

43

The caster's tongue becomes the same as a Giant Toad's.

44

The caster's Intelligence is increased by 1d4 (up to 18).

45

The caster's Intelligence is decreased by 1d4 (down to 3).

46

All of the gold carried by the caster becomes copper.

47

All of the copper carried by the caster becomes platinum.

48

All prepared spells disappear from the caster's mind.

49

The caster and target swap all the prepared spells within their mind (if any), and are able to cast them. Reroll if there is no target.

- 50 The spell summons a white rabbit in the caster's hands.
- 51 All food in a 30' radius around the caster rots.
- 52 The spell summons 2d6 Skeletons 10' away from the caster, armed with hand weapons (1d6). They obey the caster for 2d6 rounds, then disappear.
- 53 The spell summons 2d6 Skeletons 10' away from the caster, armed with hand weapons (1d6). They attempt to kill the caster for 2d6 rounds, then disappear.
- 54 The caster (with all their equipment) becomes a Lesser Fire Elemental for 2d6 rounds or until its Hit Points are depleted. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Elemental. Lost hit points don't carry over when the transformation is over.
- 55 The caster (with all their equipment) becomes a Lesser Earth Elemental for 2d6 rounds or until its hit points are depleted. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Elemental. Lost hit points don't carry over when the transformation is over.
- 56 The caster (with all their equipment) becomes a Lesser Air Elemental for 2d6 rounds or until its hit points are depleted. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Elemental. Lost hit points don't carry over when the transformation is over.
- 57 The caster (with all their equipment) becomes a Lesser Water Elemental for 2d6 rounds or until its hit points are depleted. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Elemental. Lost hit points don't carry over when the transformation is over.
- 58 The spell damages the caster's mind. The number of spells they can prepare is reduced by 1.
- 59 The spell appears to work, but it actually only creates a magic illusion mimicking the expected effects. If the intended spell actually was an illusion, it becomes real.
- 60 The spell manifests itself as a sentient entity: a spherical, luminescent, quadridimensional rune. Its HDs are equal to the spell level. Roll for Reaction towards the caster. It can cast itself with contact range, but in doing so it ceases to exist.
- 61 The caster is blinded for 1d4+1 rounds as the spell's weaving blurs their vision.

62

The caster is blinded for 1d4+1 turns as the spell's weaving blurs their vision. After that, the caster may ignore the specific cause the resulted in this effect (i.e. if the Mishap was caused by a duplicate spell, the caster can now prepare that same spell twice without risking a Mishap; if the Mishap was caused by a higher level spell, the caster can now prepare that same spell as if it had a spell level they can prepare without risking a Mishap).

63

The caster releases the spell's raw energy in the form of a breath attack (a cone, 30' long, 1' wide at the mouth, 30' wide at the far end). All caught in the area suffer arcane damage equal to 1d6 per spell level of the intended spell (save versus breath for half). The caster may target the breath in the direction they prefer.

64

The target of the spell is miniaturized and trapped inside a corked glass bottle. While inside the bottle the target is immortal and impervious to all effects, but completely unable to act in any way. Opening or breaking the bottle releases the target, which returns to their normal size.

65

The spell activates normally, but its duration is altered by a time paradox. Temporary effects become permanent (and treated as a curse), while permanent effects and consequences are reverted after 1d6 rounds. This includes cancelling damage inflicted by magic missiles, fire balls, and similar spells, which "rewind".

66

The spell fails, but all other prepared spells inside the caster's mind become duplicates of the attempted spell (and are thus subject to further possible Mishaps).

67

The spell activates as a Feeblemind spell targeted on the caster, but they can attempt the save versus spell (at a -4 penalty) every round to end the effect.

68

The caster suffers a curse of undeath: when they die, they will rise immediately as a Wight. The caster is immediately aware of such fate through a vision.

69

The caster (with all their equipment) becomes a Living Statue for 2d6 rounds or until its hit points are depleted. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Living Statue that matches their alignment (Lawful: Crystal; Neutral: Iron; Chaotic: Rock). Lost hit points don't carry over when the transformation is over.

70 The caster (with all their equipment) becomes a Killer Bee until it dies or a Remove Curse is cast upon them. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Killer Bee. Lost hit points don't carry over when the transformation is over.

71 A newborn baby appears in the caster's hands. The baby has the same appearance and characteristics of the caster, and grows (physically, intellectually and emotionally) by one year per month, until becoming an adult.

72 The spell creates a duplicate of the caster's body (without equipment). The caster's mind is not duplicated, but it controls both bodies. If one body dies, the other must save versus death or die as well.

73 The spell activates as a Contact Higher Planes spell, except the caster may ask only one question, and the chance for insanity, and its duration, are halved. The plane contacted is the 12th.

74 The spell disintegrates whatever the target is holding in their hands. If their hands are empty, their clothes are disintegrated instead.

75 The spell is cast in its reversed version. Reroll if not applicable.

76 The spell creates a duplicate of whatever the target is holding in their hands. If their hands are empty, their clothes are disintegrated instead.

77 The spell creates a duplicate of the target with identical characteristics, level, items, etc, with opposite alignment. If the target is neutral, so is the duplicate, but it never agrees with the original.

78 The spell burns a scar on the caster's mind: they can never again prepare this spell.

The target's body matter becomes the same as a type of slime. Shape is maintained. They acquire all relevant special abilities. Roll 1d4.

D4	
79	1 Ochre Jelly
	2 Gray Ooze
	3 Green Slime
	4 Black Pudding

80 The spell becomes a permanent image inside the caster's mind. They can prepare the spell without a spell book, and it doesn't count for the limit of spells they can prepare.

81 The spell expands the caster's mind. The number of spells they can prepare is increased by 1.

82 All the prepared spells leave the caster's mind and become magic tattoos on their skin. These work exactly like scrolls, so they disappear when cast.

The caster's alignment is immediately determined by rolling 1d6 on the following table, and a new roll is required everyday when they wake up (treat as curse).

83	D6	
	1-2	Lawful
	3-4	Neutral
	5-6	Chaotic

84 The spell produces a terrifying roar. The caster and all creatures up to 100' away suffer the same effects of the Drums of Panic.

85 The caster's shadow permanently becomes a Shadow (as per the creature) and parts from its owner, whispering that it'll return to kill them. The Shadow returns at night after 2d6 days. If defeated, the caster gains their normal shadow back.

86 The caster's eyes now project a beam of light that illuminates up to 15' away.

87 All locking devices within 30' of the caster are opened. This includes door locks, chests, secret doors, and also belts, buckles, knots, pins and buttons.

The caster believes they are another type of being, and behave accordingly, for 1d4 rounds. Roll 1d6:

88	D6	
	1	A hen
	2	A giant octopus
	3	The last friendly NPC they've met
	4	A brave, mighty warrior
	5	A Golden Dragon
	6	A divine entity, immortal and almighty

- 89 All ropes within 30' of the caster become snakes, with the same statistics as the Conjured Snakes created by the Sticks to Snakes cleric spell.
- 90 Everything and everyone within 30' of the caster becomes tidy and squeaky-clean.
- 91 A twisted tree magically grows in front of the caster.
- 92 The caster's bag or backpack becomes a Bag of Devouring.
- 93 The spell activates normally but drains 1d6 charges from each wand, staff, and similar items the caster is carrying (if any).
- 94 The spell's energy is discharged into the wands, staves, and similar items the caster is carrying. Each item gains 1d6 charges.
- 95 The caster's body is cleansed of all disease, poison, curse, and any alteration derived from this table, and they must reroll their total hit points.
- 96 Lighting arcs from the caster to nearby creatures. The caster and everyone within 30' suffer 1d6 damage.
- 97 The spell entity appears in the physical world, trapped inside a bottle. Opening or breaking the bottle releases the spell and casts it with contact range.
- 98 The spell sends a mental image of the caster into every existing mind. Every sentient being in the universe now knows the caster's name (followed by "the Great") and appearance and will recognize them immediately. Even the fiercest enemy will now consider at least one round of parley when meeting such a famous person.
- 99 The caster's hair (and facial hair, if any) immediately grows 10' long. Trimming or braiding everything requires 3 turns, assuming the right tools are available.
- 100 The caster's skin becomes pale, and their aura becomes tainted with a death mark. All undead perceive them as one of their own. Mindless undead will completely ignore them.

ALTERNATE MAGICAL MISHAP TABLE

Use this table as an alternative to the original table, or randomly determine which table to use.

D100

Roll 1d100 to determine the effect.

Duration: Effects that explicitly refer to a spell, item or creature ability in Old-School Essentials have the same duration. All other effects are permanent, unless otherwise explicitly stated, and may at the Referee's discretion be reversed with a Remove Curse spell or equivalent effect.

Targets: Some effects apply to the target of the intended spell. If a spell does not target creatures, the effects of the Magical Mishap are applied to the caster.

Mutations and Charisma: Effects that *severely* alter a character's appearance may, at the Referee's discretion, cause a penalty to their Charisma.

- 1 The target transforms into a number of little frogs equal to their current hit points, for 1d6 rounds. The target's consciousness controls all the frogs at once, and may speak (and cast spells) through one frog per round. At the end of the effect, the target's hit points are equal to the number of surviving frogs. Frogs have the same statistics as normal rats, except they inflict no damage (and no poison).

- 2 All creatures within 100' of the target (included) take on the illusory appearance of the caster, for 1d6 rounds.

The floor 100' around the caster becomes covered with.... Roll 1d6:

D6	
1	500,000 copper pieces
2	Cream
3	Pillows
4	Scrolls with a portrait of the target
5	Oil
6	Garlic

4 The caster (with all their equipment) becomes a lesser Djinni for 2d6 rounds or until its Hit Points are depleted. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Djinni. Lost Hit Points don't carry over when the transformation ends.

5 The caster (with all their equipment) becomes a lesser Efreeti for 2d6 rounds or until its Hit Points are depleted. While transformed, the caster is unable to cast spells, but acquires all the characteristics and abilities of the Efreeti. Lost Hit Points don't carry over when the transformation ends.

6 The target becomes made of 5,000 tiny diamonds for 1d6 rounds. If killed before the effect ends, the diamonds become permanent and are worth 20 gp each.

7 The caster becomes immaterial and cannot affect, nor be affected by, the physical world. They can move through walls, and interact with other immaterial beings such as ghosts and spirits, and can attack them as if their attacks were magic weapons. The effect lasts until the character makes a save vs spell (one attempt per turn).

8 Supernatural darkness gathers around the caster. Anyone seeing them must save versus paralysis or be paralysed with terror. Paralysis is broken if the caster goes out of sight, or when the darkness dissipates after 1d6 rounds.

9 A red cap appears on the caster's head and other heads within 100' (this includes statues, paintings, and so on). Any headgear previously worn disappears, and reappears in place of the red caps after 1d6 rounds.

10 All the humanoids within 100' of the caster (included) become ethereal together with their equipment, except for their bones. For 1d6 rounds they can act as skeletons, with the same game statistics and abilities, except they are not considered undead. Any hit points lost as skeletons are carried over when the effect ends and the bones are reabsorbed within their de-etherealized bodies. Boneless creatures are unaffected.

11 All items held by a hand within 100' of the target (included) become flowers. The original items reappear in place of the flowers after 1d6 rounds.

12 The target is wrapped in iron chains fastened with four padlocks, and is unable to move and act.

- 13 The spell appears inscribed on a scroll wrapped around the target's head (or the caster's If the target has no head, or there is no target). The target is blinded until they spend one round to unwrap the scroll.
- 14 The spell fails. Roll another mishap, which appears inscribed on a scroll like a spell.
- 15 All gold within 30' of the caster becomes excellent cheese. Value becomes 1/1000. Magic items may save vs spell to resist the effect.
- 16 All food within 30' of the caster becomes gold. Value becomes x 1000.
- 17 All wood within 30' of the caster becomes iron. Magic items may save vs spell to resist the effect.
- 18 All iron within 30' of the caster becomes wood. Magic items may save vs spell to resist the effect.
- 19 The spell refuses to leave the caster's mind. It remains prepared inside their mind until successfully cast, and future attempts at casting it only have 1-in-6 chance of succeeding.
- 20 All headgear (hats, helmets, caps, and so on) within 30' of the target becomes twenty times bigger.
- 21 The spell creates a magic item. Use the random magic item tables in *Old-School Essentials*.
- 22 A spell vortex cleanses spells within 100' of the caster, with the same effects of a dispel magic spell.
- 23 A spell vortex drains the enchantment from all magic items within 100' of the caster. Each item may save vs spell to resist the effect using the owner's save, or 15 for items not being used, worn or carried by anyone.
- 24 A spell vortex pulls all magic items within 100' of the caster to the caster's feet. Each item may save vs spell to resist the effect using the owner's save, or 15 for items not being used, worn or carried by anyone.
- 25 The spell creates 1d6 arcane cheese pieces around the caster (see Arcane Wonders, page 32).
- 26 All ears within 10' of the target become long, hairy asinine ears.
- 27 The spell casts a hold portal spell on all open and/or unlocked doors within 100' of the caster, and a knock spell on all locked, stuck or barred doors, gates and chests within the same range.

- 28 Plants grow as per the growth of plants spell around the target in a 30' radius. If the affected area has no vegetation, a nice lawn grows.
- 29 A transmute rock to mud spell is cast around the target in a 30' radius.
- 30 The spell activates the high wind effect of the control weather spell, even if indoors, centered on spot the caster is at the time of the mishap. The effect lasts for 1d6 turns.
- 31 The spell activates the high winds effect of the control weather spell, even if indoors, centered on spot the caster is at the time of the mishap. The effect lasts for 1d6 turns.
- 32 The spell activates the fog effect of the control weather spell, even if indoors, centered on the spot the caster is at the time of the mishap. The effect lasts for 1d6 turns.
- 33 The spell activates the rain effect of the control weather spell, even if indoors, centered on spot the caster is at the time of the mishap. The effect lasts for 1d6 turns.
- 34 The spell activates the tornado effect of the control weather spell, even if indoors, centered on spot the target is at the time of the mishap. The effect lasts for 1d6 turns. The tornado moves 2d6' per turn in a random direction (roll a d12 and read it as a clock, with 12 as north).
- 35 All creatures within 120' of the target flee for 2 turns unless they save versus spells.
- 36 All trapped objects or areas within 20' of the caster glow permanently with a magical blue light. If no traps are in the area, roll again.
- 37 All secret or hidden doors within 20' of the caster open. Roll again if no secret or hidden doors are in the area.
- 38 The thoughts, feelings and intentions of every sentient creature within 100' of the target appear above their heads for 1d6 turns, written in large glowing letters. They are written in the creatures' language, or in Common if the creature type has no specific language.
- 39 The alignment of every creature within 100' of the target appears as a glowing aura around them, as well as the alignment of objects, if applicable, for 1d6 turns.
- 40 All animals and non-verbal creatures within 100' of the target become capable of speech and can communicate in Common for 1d6 turns. Roll again if no animal is in the area.

- 41 All noses (and equivalent) within 20' of the target (included) become carrots. If the carrot is removed, the original nose grows back.
- 42 All ears (and equivalent) within 20' of the target (included) become garlic bulbs. If they are removed, the original ears grow back.
- 43 All creatures within 30' of the target (included) suffer the same effects of a Tarantella's bite (save versus poison to avoid), as a cheerful, lively music fills the air.
- 44 The target suffers the effects of a divine curse (see page 92). A remove curse spell can cancel the effect.
- 45 All non-magic melee weapons within 100' of the target become succulent roasted gigots, with the same size of the original item.
- 46 All the caster's prepared spells leave their mind and transfer their energy into the nearest non-magic sword, turning it into a sentient sword. The sword's INT is equal to 6 + the number of spells drained from the caster's mind (up to 12).
- 47 All non-magic arrows within 100' of the target become arrows +1, +2 vs spell users for 24 hours.
- 48 All footwear within 10' of the target are magically glued to the ground for 24 hours.
- 49 All creatures of comparable size within 100' of the target become illusory copies of the target.
- 50 All creatures within 10' of the caster suffer the same effects of a charme spell (if applicable), for 6 turns.
- 51 A web spell is cast on the target, with a radius of 30'.
- 52 All creatures in sight of the caster (included) become invisible as per the invisibility spell, while invisible creatures and objects become visible.
- 53 The caster vomits 2d6 gems. Their value is equal to spell level x 200gp each.
- 54 A mirror image spell is cast on the target.
- 55 The caster and all creatures within 100' float 3' up into the air for 1d6 turns as per the levitate spell, except they can't mentally direct vertical movement.
- 56 The caster's INT and STR scores are swapped for 1d6 days.
- 57 The caster's INT and CON scores are swapped for 1d6 days.

58 The caster's INT and DEX scores are swapped for 1d6 days.

59 All metal weapons and shields within 50' of the caster are pulled into a magic vortex, forming an anthropomorphic iron living statue which obeys the caster's orders. After 2d4 rounds, or if killed, the statue crumbles in a pile of all the weapons that made it (intact).

60 The caster (with all their equipment) becomes 2d4 shadows for 2d4 rounds or until all of their Hit Points are depleted. The shadows are unable to cast the caster's spells. Lost Hit Points don't carry over when the transformation is over.

61 The spell summons 2d6 rock baboons 1d6' from the target. Roll for random reaction.

62 The spell summons 1d4 warp beasts 1d6' from the target. Roll for random reaction.

63 The spell summons 2d6 robber flies 1d6' from the target. Roll for random reaction.

64 The spell summons 5d6 sprites 1d6' from the target. Roll for random reaction, +2 if the caster is neutral.

65 The spell summons 1d8 shriekers in a 10' radius circle around the target.

66 The spell summons 1d100 bats on the target. Roll for random reaction; roll for morale every round.

67 The spell summons 1d6 blink dogs 1d6' from the target. Roll for random reaction, +2 if the caster is lawful.

68 The spell summons 2d6+20 goats 1d6' from the target (herd animal, small; 1 HD). Roll 1d4 every round. 1: flee immediately. 2-4: stampede in a random direction.

69 The spell summons a unicorn 1d6' from the target. Roll for random reaction, +2 if the caster is lawful, -2 if chaotic.

70 The spell creates a thoul 1d6' from the caster. Roll 1d6, +1 if the caster is chaotic, -1 if lawful. 1-3: the thoul immediately attacks the caster. 4-6: the thoul recognizes the caster as its creator and master and will obey them.

71 The spell creates a chair for every creature standing within 50' of the caster (included), who find themselves seated, while creatures that were sitting fall prone. Creatures unable to sit are unaffected.

72 A high pitched whistle causes all creatures capable of hearing within 50' of the target to lose the round (save vs paralysis to resist).

- 73 Stone statues appear next to every creature within 50' of the target, duplicating their aspect.
- 74 The target's eyes become rubies (still able to see).
- 75 The spell creates 1d3+1 goblins who firmly believe the caster is the deity of all creation. They act as retainers with loyalty 11 and do not count for the maximum number of retainers.
- 76 A burning flash blinds all creatures with eyes within 100' for 1 round (save vs spell to resist).
- 77 Five continual lights (as per the spell) appear in a 10' radius around the target.
- 78 The target's teeth grow uncontrollably. They gain a bite attack (1d3 damage) or, if they already had it, the damage die is increased by one die type.
- 79 The target's teeth fall off. If they had a bite attack, it is lost now. All spells cast by the target have a chance of causing a mishap for 24 hours.
- 80 The caster exudes a nauseating stench only they can't perceive: -1 to reaction rolls; humans and demihumans must save versus poison or suffer -2 to hit in melee.
- 81 The caster's eyes become mirrors. They are now immune to all gaze effects and abilities.
- 82 The caster exudes a pleasing lavender fragrance: +1 to reaction rolls.
- 83 The caster, with all their equipment, becomes a pillar of flames for 1d4+1 rounds. They gain a melee attack dealing 1d10 damage or, in alternative, can shoot a fiery bolt for 1d8 damage up to 30'.
- 84 The spell creates a hellhound who acts as a retainer for the caster with loyalty 11, and does not count for the maximum number of retainers.
- 85 The caster is shrunk to the size of a halfling, and gains a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).
- 86 The spell creates 1d4+1 killer bees telepathically linked to the caster and obeying their mental commands.
- 87 The spell summons 2d4 invisible pixies 1d6' from the target. Roll for random reaction, +2 if the caster is neutral.

88 A 1' long, spiralling horn grows on the target's forehead. It has a continual light spell on it, which the target can switch on and off.

89 The spell summons a tyrannosaurus rex 2d6' from the target. Roll for random reaction.

90 All creatures capable of speech within 10' of the target reveal their best kept secret.

91 The caster vomits a stream of 1d4 x 5,000 copper pieces, equivalent to a breath attack (a cone, 30' long, 1' wide at the mouth, 30' wide at the far end). All caught in the area suffer 1d8 damage (save versus breath for half). The caster may target the breath in the direction they prefer.

92 A tombstone appears next to the caster and to each of their allies, with their names on it. They suffer -2 to all their saves while in sight of their tombstone.

93 A decorated stone fountain appears next to the target, with brilliant water spouting. A character drinking from the fountain heals all wounds, poison and disease, and has all curses removed. The fountain has a 2-in-6 chance of disappearing after use.

94 A decorated stone fountain appears next to the target, with brilliant water spouting. A character drinking from the fountain rerolls their ability scores. The fountain has a 2-in-6 chance of disappearing after use.

95 A decorated stone fountain appears next to the target, with very good wine spouting. It has no special property.

96 The spell creates a magic mouth on the nearest wall. It can identify magic item properties by tasting them, but wants to be fed fresh fruit for its services.

97 An earthquake shakes the ground in a 1d6 mile radius. Unstable buildings and structures (including dungeon sections) have a 3-in-6 chance of collapsing; mechanical room traps hidden in walls, floors etc. have a 3-in-6 chance of getting damaged and stop working.

98 A black disk covers the sun for 2d6 days. For the duration, chaotic monsters gain +1 attack rolls and saves.

99 The spell fails spectacularly, producing three mishaps. Roll again three times.

100 The spell works as expected, but also produces a mishap. Resolve the spell first, then roll a mishap.

ARCANE WONDERS

D20

1d20 magic items for your campaign.

Alchemical Combiner

This platinum mixer is designed to experiment with potions.

- 1 Pouring and shaking together two potions creates a new random potion. Every use has 1-in-20 chance of melting the combiner.

Arcane Chees

Arcane cheese is not real cheese. It is a yellowish froth of arcane origin condensed into a remotely edible substance.

- 2 A character eating arcane cheese must make a CON check. If failed, their CON decreases by 1. They must also make an INT check. If failed, their INT increases by 1 (maximum 18). One serving also counts as enough food for one day.

Astrological Anvil

This runic anvil halves the time required to create magic armour and weapons, and allows arcane casters of any level to create such items.

- 3

Guardian Hat

This brown pointed hat has a face on it, which can see, hear, and speak, and is intelligent enough to be set as a watch during rest and sleep.

- 4

Izulu Quill

A lightning bolt spell written on a scroll with this quill causes +1d6 damage. It can be sacrificed in the creation of a lightning bolt wand, halving the time and costs.

- 5

Draxas' Better Glove

This purple glove has a mouth on the palm. When worn, it comments on rings worn on it, identifying and describing the properties of magic and cursed rings, and giving a rough estimate of precious rings. A cursed ring worn with the glove on the hand can be removed freely.

- 6

Mirror Wand

This wand may stop and rebound a wand effect directed at the user. If the user successfully saves vs the wand effect, they are completely unaffected and must immediately target that same effect at another creature.

- 7

Learning Wand

8

This arcane wand can suck in arcane spells from scrolls. The spell is removed from the scroll and becomes stored inside the wand. It can store up to 13 spells. An arcane caster can activate the wand to release any one of the spells stored inside. Duplicate spells stored inside the wand have a chance of causing a Magical Mishaps with the same rules as arcane casters preparing duplicate spells.

Phoenix Quill

9

A fire ball spell written on a scroll with this quill causes +1d6 damage. It can be sacrificed in the creation of a fire ball wand, halving the time and costs.

Purple Hat of Power

10

This felt pointed hat has a very large brim. It allows an arcane caster to prepare an extra spell. The spell is actually stored inside the hat, so the magic-user must be wearing it in order to cast that spell.

Ruling Ring

11

The wearer of this ring is aware of any magic ring within 50'. the wearer can concentrate and nullify the effects of one ring within range.

Sapient Cauldron

12

This large, speaking cauldron halves the time required to create potions, and allows arcane casters of any level to create potions. It also recognizes the effects of any potion it tastes, and can instruct any character to create a number of gourmet recipes.

Signifying Glass

13

This multi-layered magnifying glass is permanently under the effects of the read magic and read languages spells. Using it causes a mild dizziness, which imposes a -1 to attack rolls for 24 hours.

Simurg Quill

14

Using this enchanted quill to create an arcane spell scroll halves the required time, and allows arcane casters of any level to create scrolls.

Spectacles of Ultravision

15

The wearer of these multi-colored eyeglasses is permanently under the effects of the detect magic and detect invisible spells. Wearing the spectacles causes mild dizziness, which imposes a -1 to attack rolls for 24 hours.

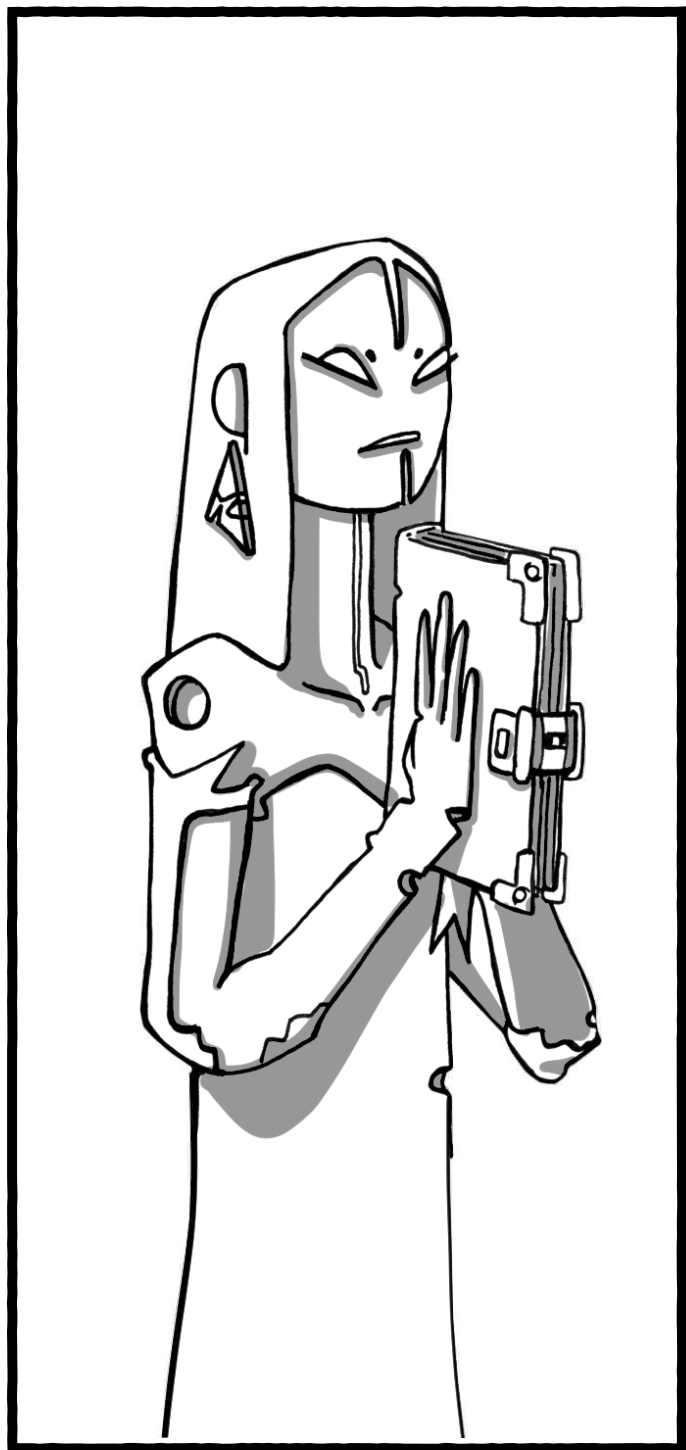
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Spell Trap

16

This apple-sized mechanical brass device has a chance to entrap spells being cast. When an arcane caster within 20' casts a spell, they must save vs spell. If they fail, the spell is sucked inside the trap and has no effect. Everytime the spell trap sucks a spell in, it has a chance of exploding, equal to the number of spells it has trapped so far, on a d100. An exploding spell trap has the same effect of a fire ball spell, inflicting 1d6 damage per number of trapped spells, up to 10d6.

Spellbreaking Scissors

17

A character can use these wooden scissors to break a spell while it is being cast. The caster must be within hearing distance and in sight. If the character using the scissors has won initiative over the caster, the spell is automatically disrupted and creates a Magical Mishap. If the caster has won initiative, they can make a save vs spell to ignore the scissors' effect. A character using the scissors cannot move or do other actions during the round. Every time the scissors are used they have a chance of breaking, equal to the disrupted spell level on a d100.

Spellseal Ink

18

This ink can be used by an arcane caster to tattoo one magic seal on a character. The character becomes permanently immune to one spell, which must be known by the arcane caster. Receiving the tattoo causes the permanent loss of 1hp.

Starry Hat of Guidance

19

This blue felt pointed hat is decorated with golden stars. An arcane caster wearing it during magical research for new spells halves the chance of failure and time required.

Wand of Disturbance

20

This wand has the power to disturb spell casting. The user must declare the intention to use it before initiative, and must target a spell caster within 300'. The targeted character's spells cast during the round become Magical Mishaps (save vs spell).

**MYSTERIOUSLY
MISSING
AND
MERRILY**



MYSTERIOUSLY MISSING AND MERRILY MET

Optional Story Tables for Old-School Essentials
by Giuseppe Rotondo



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THANKS to
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INTRODUCTION



The following tables and rules require **Old-School Essentials**, and are generally compatible with any other Original, BX or BECMI clone of the classic fantasy role-playing game.

These tables provide an instant, retroactive story to explain why a character disappeared and was not around during the last session, when a player could not participate in the game.

These tables aim at providing interesting events to inject more story into the campaign. Sometimes the results are simple and bear little or no consequence; sometimes a result may produce a significant change in the character's story.

The referee is expected to agree with the players on using these tables in their games.

This is important because these tables often "steal" the power of decision from the players, determining specific courses of action for their characters, and these may have positive or negative outcomes.

INSTRUCTIONS

WWWWW

MMMMM

NNNNN

PPPPP

DDDDD

Use these tables when a player misses one or more sessions. The assumption is that the rest of the party continue playing, even though one of their comrades has somehow disappeared. There is no trace of them, no clue. As soon as the player joins the game again, it's time to answer the obvious question: *Where have you been?* The player rolls on the appropriate table, determined by the referee, who checks the table and informs them of the reason why their character disappeared and what they have been up to.

If a player misses more than one session, the referee may require a roll for each missed session, using the appropriate tables required to catch up with the party.

Truth or Lies: The tables tell what really happened. The player may always decide to tell a slightly or completely different story to the party, so the referee and the player should work it out aside from the other players.

Take Your Time but Make it Quick: The referee and the player should take five minutes to work out the result, fleshing out the details where necessary, but not longer than that.

No Dying: No result may cause the character's death. If a result drops the character's hit points to 0 or lower, they are returned to 1.

LAST SEEN IN TOWN

D20

1

Old creditors pursued the character, who owes them 1d100 gp per character level. The player may decide to finally pay their debt, or face the consequences (which may involve the local criminal underworld, at the referee's discretion).

2

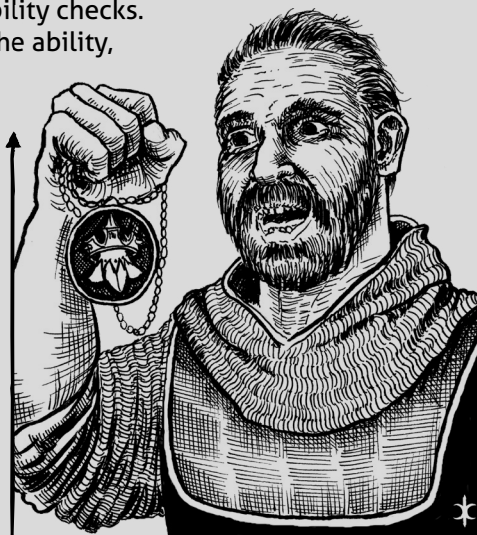
The character was sick and needed to rest. The player must make Constitution check. If the check fails, the character suffers 1d3 damage but gains 1 point of Constitution.

3

A random item from the character's inventory was stolen, and they tried to get it back.

The character retrieved it if they now succeed in three ability checks.

The player can choose the ability, but each roll must be a different ability.



4

The character fruitlessly courted a romantic interest, and they've spent 1d100 gp per character level in gifts, dinners, entertaining and fancy clothes. At least now they have some elegant clothes! The player must make a Charisma check. If the check fails, the character spent 1d100 gp more, but gains 1 point of Charisma.

5

The character joined a secret religious ritual. They are healed of all damage and cleansed of all disease, poison and curse (including cursed items).

6

The character took care of a sick stray dog or cat, who is now well and happy to follow them.

- 7 The character was in jail as a consequence of a "misunderstanding" with the local authorities. Everything is settled now, but the guards will keep an eye on the character from now on, unless the character bribes them with 1d100 gp per character level.
- 8 The character was offered a dangerous task. If they accepted, the player must make an ability check with an ability of their choice. If the check succeeds, the character has earned 1d100 platinum pieces per level. If the check fails, the character suffers 1d3 damage per character level.
- 9 The character drank a "miraculous" concoction bought from a peddler. They've now recovered from the dizziness, and the player must reroll a random ability score with 4d6 (maximum result 18). At the referee's discretion, this effect can be canceled with some kind of treatment (e.g. a dissolve magic or remove curse spell).
- 10 A mighty wizard from another plane summoned the character to take part in a glorious quest! They don't remember much, except the flying ships and the treasures they could not carry over to this plane. Also, any alcoholic beverage the character had is now gone, along with 4d10 gold pieces (if they had them).
- 11 The character has met the love of their life... and the two are about to marry! The character has spent 1/3 of their riches to buy a house in town, and is ready to spend as much for the celebration. Congratulations! If the character is already married, this result is the beginning of a secret affair instead.
- 12 The character had a great hand, so they bet they would have cleaned the whole tavern if they had lost. Which they did. The tavern is now pristine! Several people in town now call the character "The Cleanser".
- 13 The character accidentally bumped their head somewhere. For a few days they lost their memory and lived like a beggar, until a bunch of street rascals "healed" them with a volley of stones. They've also earned 3d6 copper pieces.
- 14 The character met an old sage who taught them about his life experiences. Increase the character's Intelligence by 1 (maximum 18).
- 15 The character spent their time researching old books or talking to the right people. The referee must reveal to the player a clue, rumor or other useful information.

16

The character has undergone a mystical crisis and has spent all this time praying. The player may change the character's alignment, or increase their Wisdom by 1 point.

17

The character met a traveler from another land, and has learned the basics of their language.



18

The character came across an old debtor. The player may make a Charisma or Strength check. If the check succeeds, the character gets 2d100 gp back. If the check fails, the chosen ability increases by 1 point.

19

The character took care of an easy job, and has earned 1d100 gp per character level.

The character made friends with an important, powerful NPC who had them as their guest at their abode. Roll 1d6 for more details about the NPC:

D6

20

- 1 Ruling class
- 2 Merchant
- 3 Criminal underworld
- 4 Clergy
- 5 Adventurer
- 6 Magical

ALTERNATE LAST SEEN IN TOWN TABLE

Use this table as an alternative to the original table, or randomly determine which table to use.

D20

The character spent their time researching old books, and found a treasure map. The character has found a treasure map! Roll 1d12 for the treasure map hoard type; roll on the Dungeon Encounters table (dungeon level 6) to determine the monster(s) guarding the treasure; and roll 1d6 to determine the information on the map:

D6

1	1	Location is very clear, little information on the treasure, no mention of monsters.
	2	Location is not very clear, detailed information on the treasure, no mention of monsters.
	3	Location is very clear, little information on the treasure, detailed information on monsters.
	4	Location is not very clear, detailed information on the treasure, detailed information on monsters.
	5	Location is clear, detailed information on the treasure, no mention of monsters
	6	Location is not very clear, little information on the treasure, detailed information on monsters.

2 While gambling, the character won a small sailing ship. She's harbored at the nearest port, and the docking is paid for one more month. Moreover, the character probably (and legitimately) now wants to be called "Captain".

3 The character joined a local religious ritual. They are healed of all damage and have received 1d4 vials of holy water.

4 The character joined a local religious ritual and received a blessing: for one full lunar month, no snake will attack them.

5 The character fell into a manhole and discovered an ancient network of tunnels that runs below the city and also leads outside the city walls.

6 The character felt the need to take some dancing classes, and has become quite good at it.

7 The character felt the need to have a suit of custom-made, top quality clothes, and spent 100gp per level on them.

8

The character spent some time talking to some well-to-do traders and merchants and was invited to a secret meeting that will take place in 2d6 days in a basement under a warehouse, where conspirators will plot to overthrow the local ruler(s).

Driven by their sixth sense, the character spent a few days observing and investigating, and discovered that a dangerous monster (or group) has recently set their lair in or under the town. Roll 1d6.

D6

9

- | | |
|---|--------------|
| 1 | Vampire |
| 2 | Doppelgänger |
| 3 | Werewolf |
| 4 | Wererat |
| 5 | Weretiger |
| 6 | Medusa |

10

The acolytes of a secret chaotic cult have tried to convert the character, and have invited them to their secret ritual that will take place in 2d6 days in a catacomb under the city cemetery.

11

The character got a large, impressive tattoo, and paid 100gp per level for it.

12

The character made friends with a local sage, who is now willing to offer her services at half the regular price (1000gp per month, or 250gp per week).

13

The character stumbled upon a "mystery potion flash sale" held in a forlorn emporium. Among many empty or indecipherable vials, they found 1d3+1 random potions for sale at 200gp each.

14

While browsing the bric-a-brac of a cluttered emporium, the character inadvertently read a cursed scroll which has caused complete hair loss.

15

While browsing the bric-a-brac of a dusty emporium, the character inadvertently read a cursed scroll, which causes them to finish each sentence they pronounce with a raspberry.

16

The character felt the need to relax and take care of themselves. For the current session, their maximum hp is increased by 1 per hit die.

17 The character spent some time trying to dissuade a teenager from accompanying them into their adventures, but failed. The character acquires a level 0 (normal human) retainer with +1 Loyalty, who only requires upkeep and no wage nor share of treasure.

18 The character met a distant relative and decided to keep their current adventuring career a secret, so they pretended to have a regular job and a busy everyday life.

19 The character had a quarrel with an old man, and bad luck now follows them: -1 to all saves for the current session.

20 The character had a prolonged fever. The player must make a CON check. If the check fails, CON decreases by 1. While in bed they received a vision, based on a rumor or random room for the current adventure.

LAST SEEN IN A DUNGEON

D20

1 The character fell into a deep pit or pit trap, and they had to climb back up to freedom. The player must make a Dexterity check. If the check fails, their Dexterity increases by 1 but they suffer 3d6+3 damage. If check succeeds, they climb back up unscathed.

2 The character was ambushed and taken prisoner by a group of monsters of the same type as the party last encountered! They took all the gold and treasure the character had with them and then set them free.

3 The character fell into a deep pit or pit trap. Before they rejoin the party, they might have to face a Wandering Monster (standard chances for the dungeon they were in).

4 The character touched a tiny, brilliant rune on the wall, and was teleported to the last bed they had slept upon!

5 The character fell into a pit or pit trap, and they had to use all their strength to break free. The player must make a Strength check. If they fail, their Strength increases by 1 but they suffer 1d3+1 damage. If they succeed, they suffer 1 damage.

6 A mighty wizard from another plane summoned the character to take part in a glorious quest! They don't remember much, except the burning lava wastes and the treasures they could not carry over to this plane. Also, any alcoholic beverage they had with them is now gone.

www
MMMM
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PPPP
DDDD

The character tasted something that looked like cheese, and they've only regained consciousness now. Luckily, nothing ate them while they were unconscious. The player must make a Wisdom check. If they fail, their Wisdom increases by 1.

7



8

The character found a potion and carelessly drank it. They passed out and have only recovered now. The player must reroll a random ability score with 4d6 (maximum result 18). At the referee's discretion, this effect can be canceled with some kind of treatment (e.g. a dissolve magic or remove curse spell).

9

An extremely short-sighted carcass crawler mistook the character for one of its offspring. It paralyzed them and took them to its lair, where it lovingly fed them with garbage. The character must save versus paralysis or lose 1 point of Dexterity. From now on they are immune to paralysis caused by carcass crawlers, and they add +2 to all saves versus paralysis from any other source.

10

The character saw an eerie apparition behind a corner, and was magically lured to follow it. It was the ghost of an adventurer who died here! The spirit has warned them through a vision about a great threat in the dungeon.

12

The character remained behind to decipher a graffiti, which revealed a clue about the dungeon (at the referee's discretion).

13

The character was kidnapped by a group of sprites, who taught them the language of mice!

14

The character pushed a brick or rock, the wall rotated and they found a secret passage to a hidden treasure: 1d100 platinum pieces and 50% chance of a random magic item! Then they spent hours and hours trying to open the secret passage again.

The character found a coin stuck between two stones, and remained behind to recover it.

The player must make a Strength check.

If they fail, the character's Strength increases by 1.

If they succeed, the character gains 1 gp!

15



16

The character found a coin stuck between two stones and remained behind to recover it. The player makes a Strength check. If the check fails, their Strength increases by 1. If the check succeeds, they discover it was not a coin after all, but a random magic ring!

17

The player must make up another story, because what has happened must remain a secret. The character touched a small rune, and is now imprisoned inside it, while their evil twin came out. The player now plays the evil twin (which has the same game statistics), until the twin is slain or discovered. The actual character still receives the experience the player would gain, plus a 10% bonus for each sentient creature it manages to kill (please note it doesn't have to be the other players' characters, as they are probably more useful as allies... until they find out). When the evil twin dies or is detected, the original character is released from the magic rune prison, but must roll 2 times on this table and 1 time on the **Last Seen in the Wilderness** table.

18

The character followed a Will-o-the-Wisp which led them out of the dungeon (through a different way than the they came in, if available).

19

The character heard a soft moaning and followed it to a lost adventurer (a level 1 Fighter), the sole survivor of a party that entered the dungeon shortly after or before the players. The rest of their group is either dead or has fled the dungeon, so the lone warrior wants to follow the player's character.

20

As above, except the lost adventurer actually is a Doppelgänger.

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The character heard a soft moaning and followed it to a young creature that wandered the dungeon and got lost. The character fed it out of compassion and now the creature follows them loyally. Roll a d10 to determine the creature type. It only has 1 HD and consequent THACO and saves. The creature grows to adult size and maximum HD by 1 HD per month.

20

D10	
1	Draco (1d4 damage)
2	Owl Bear (1d3 damage)
3	Warp Beast (1d3 damage)
4	Blink Dog (1d3 damage)
5	Goblin (already adult)
6	Giant Weasel (1d3 damage)
7	Stirge (already adult)
8	Giant Bat (already adult)
9	Cave Bear (1d3 damage)
10	Gnome (already adult)

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DDD



LAST SEEN IN THE WILDERNESS

D20

- 1 The character remained behind to contemplate the landscape. The player must make a Wisdom check. If the check fails, the character's Wisdom increases by 1.
- 2 The character got lost but managed to spy another group of adventurers, who seem to have the same objective as the group!
- 3 The character stepped on a mysterious brown substance. After cleaning their boots, they found themselves alone. roll again.
- 4 The character found a coin stuck between two stones and remained behind to recover it. The player must make a Strength check. If the check fails, the character's Strength increases by 1. If the check succeeds, the character gains 1 gp!
- 5 A wizard from another plane summoned the character to take part in a glorious quest! They don't remember much, except the emerald suns and the treasures they could not carry over to this plane. Also, any alcoholic beverage they had with them is now gone.
- 6 The character fell asleep. A farmer or wayfarer woke them up, treated them to a nice breakfast and also gifted them a cheese wheel.
- 7 The character was kidnapped by a group of sprites! They imprisoned them in the dark, and set them free only after they agreed to yield one of their items (randomly determined)!
- 8 The character was kidnapped by a group of sprites! They invited them to a feast and treated them to a magical concoction. The player must reroll a random ability score with 4d6 (maximum 18). At the referee's discretion, this effect can be canceled with some kind of treatment (e.g. a dissolve magic or remove curse spell).
- 9 The character fell into a ditch or down a precipice, and bumped their head, suffering 1d3 damage.
- 10 The character pursued a hare for hours and hours, driven by a primordial instinct. The player must make a Dexterity check. If the check fails, the character's Dexterity increases by 1. If the check succeeds, the character caught it and here they are, with dinner for two.

11 The character bumped their head against a branch. The player must make a save versus death or lose 1 point of Intelligence. A squirrel has grown fond of the character and follows them.

12 That silly nursery rhyme scrambled on a piece of scroll actually was a powerful spell! The character was with the party all the time, inside someone's backpack, because they've been shrunk to the size of an apple. Same effects of a Potion of Diminution, but the duration is permanent, unless a Dispel Magic or Remove Curse spell is cast on them.

13 The character wandered alone following their curiosity and inspiration. The player gains one useful clue, rumor or information about the area.

14 The character got lost and met a hermit, who treated them to a herbal tea of visions. The referee must reveal to the player a clue of something that *might* be in their future.

15 The character saw something shining in a glade: a sword stuck into a rock! The player must make a Strength check: if the check fails, their Strength increases by 1; if the check succeeds, they got the sword: roll a d100. 1-50: it's just an old, rusted sword; 51-99: it is a random magic sword; 100: it is a random sentient sword.

16 The character got lost and stumbled upon an isolated group of sentient creatures that live in this area (farmers, or more exotic creatures including those found in the random encounter tables for this region or terrain type). The character has made friends with them and can't wait to introduce them to the rest of the group.

17 The character got lost and met a caravan of merchants. They can buy any items they want from the Adventuring Gear section.

18 The character got lost and met a caravan of travellers from another land or culture. They've learned the basics of their language and also received standard rations for 7 days as a gift.

19 The character got lost, so they followed a set of tracks that they believed were their friends'. They've located a lair of monsters instead (use the random encounter tables for this region or terrain type).

20 The character got lost and stumbled upon a mysterious wanderer. Make a standard Reaction roll (apply the NPC reaction modifier due to Charisma). The wanderer actually is a Golden Dragon in human form. Whatever the Reaction result, this encounter does not become a combat, but the dragon might keep an eye on the character's adventures.



NOTABLE NOVICES AND NOTORIOUS NEWCOMERS

Optional Story Tables for Old-School Essentials
by Giuseppe Rotondo



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THANKS to
George Patterson



INTRODUCTION

The following tables and rules require **Old-School Essentials**, and are generally compatible with any other Original, BX or BECMI clone of the classic fantasy role-playing game.

These tables provide an instant, retroactive story to explain why a character has joined the party, even mid-session, and what their adventuring career has been, if they are level 2 or higher.

These tables aim at providing interesting connections and events to inject more story into the campaign. Sometimes the results are simple and bear little or no consequence; sometimes a result may produce a significant change in the character's story.

The referee is expected to agree with the players on using these tables in their games.

This is important because these tables often "steal" the power of decision from the players, determining specific courses of action for their characters, and these may have positive or negative outcomes.

INSTRUCTIONS

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Use the **Who Are You?** table whenever a player creates a new character and they want an interesting backstory or connection with the rest of the party. This is especially useful when a replacement character is needed during a session, so a quick excuse for a new party member can be a boon.

Use the **What's Your Story?** table whenever a player creates a level 2 (or higher) character and they want some details of their past adventures. Again, this is meant to flesh out replacement characters a bit, especially if created during a session.

Use the **Looted Items** table after the **What's Your Story** table to give some random loot to a freshly created level 2 (or higher) character.

Take Your Time but Make it Quick: The referee and the players should take five minutes to work out the result, fleshing out the details where necessary, but not longer than that.

Further Use: Of course the referee may also find these tables useful to flesh out the details for their NPCs.

WHO ARE YOU? TABLE

D20

Uncomfortable Results: Some players may feel uncomfortable with some of the results with regards to the role-playing implications for their characters' relations and connections. The referee should allow them to roll again.

- 1 The new character is the hitherto unknown stepbrother or stepsister of another party member! Adventure runs in the family blood, it seems. The two of them are so happy of having met, they both receive +5% experience points as long as both are alive. The bonus only applies for sessions both characters participate in.
- 2 The new character grew up in the same village, city district or community as another party member, and spent their childhood playing together.
- 3 The new character has a crush on another party member and is eager to show their worth and bravery.
- 4 Another party member has a crush on the new character, and is eager to show their worth and bravery.
- 5 The new character cultivates, together with another party member, a not-so-adventurous hobby, such as crochet, soap-making, painting, or poetry.
- 6 The new character has heard of the group's legendary exploits, and won't leave them alone until they are considered part of the company.
- 7 The parents, spouse, or siblings of another party member have had the new character swear an oath to watch over them and make sure they are safe while adventuring. The new character receives +10% experience points as long as that party member is alive. The bonus only applies for sessions both characters participate in.
- 8 The parents, spouse, or siblings of the new character have had another party member swear an oath to watch over them and make sure they are safe while adventuring. That party member receives +10% experience points as long as the new character is alive. The bonus only applies for sessions both characters participate in.

9 After one glass too many, the new character bet that they could be as much of an adventurer as anyone else. If they survive their first adventure, another party member owes the new character 1d100 gp.

10 The new character has read some ancient tomes and scrolls, and has identified another party member as "the chosen one" of an obscure prophecy involving a dragon and a great danger to the realm. The new character receives +10% experience points as long as that party member is alive. The bonus only applies for sessions both characters participate in.

11 Another party member has identified the new character as "the chosen one" they've been dreaming of, a person destined to great things. That party member receives +10% experience points as long as the new character is alive. The bonus only applies for sessions both characters participate in.

12 Because of a "misunderstanding", years ago the new character spent some time in jail together with another party member. They both have the same tattoo as a memento of that period!

13 The new character is the hitherto unknown twin sibling of another party member! Adventure runs in the family blood, it seems. The two of them are so happy of having met, they both receive +10% experience points as long as both are alive. The bonus only applies for sessions both characters participate in. The new character's ability scores are increased or lowered by 1 point in order to become closer to their twin's scores.

14 The new character comes from the distant future! Time travel has swept most of their memory, but they still remember a 30 feet high, golden statue of the party members.

15 The new character has a clue or map to a treasure that is hidden in the same place the group is currently exploring or is heading to.

16 The new character is the sole survivor of an unlucky group of adventurers, who have been slain by the monsters in a nearby lair or dungeon. Eager for revenge, the new character receives ten times the experience points from those murderous monsters.

17 The new character is simply irresistible and all party members welcome them unconditionally! The new character's Charisma score changes to 18.

18

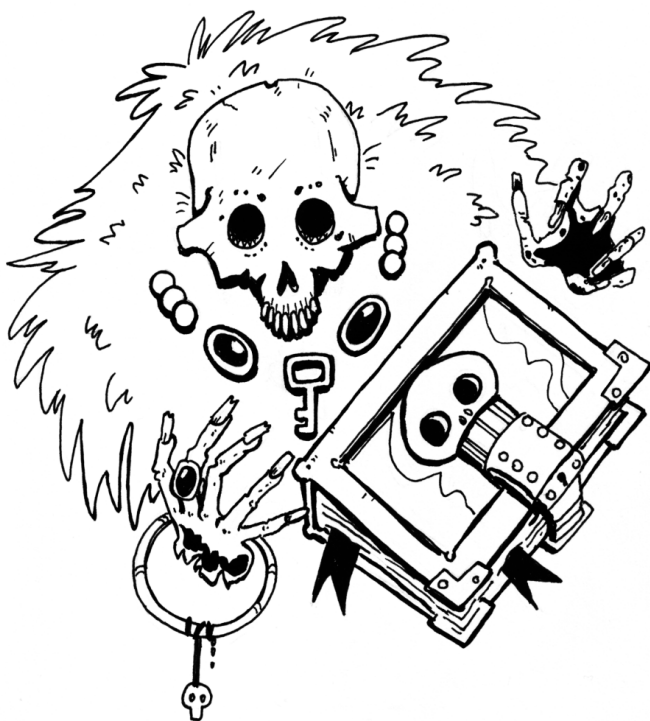
Despite being an adventurer, the new character sounds like the most sensible, sound-minded person you could find in a tavern! The new character's Intelligence, Wisdom and Charisma scores change to 15, if they were lower.

19

The new character is a welcome addition to the party because everyone knows they bring good luck! The new character and all other party members gain +1 to all their saves, as long as the new character is alive. The bonus only applies for sessions the new character participates in.

20

The new character is a welcome addition to the party because they are one of the most promising and gifted members of their class! Their prime requisite changes to 18. If their class has more than one prime requisite, the player chooses which ability changes to 18.



ALTERNATE WHO ARE YOU? - TABLE

D20

- 1 The new character is a dragon! ...who has been cursed to become a puny mortal, and will only regain its original form by collecting the same amount of treasure they had before the curse (randomly determine the overall value of treasure type H). They speak the Draconic language and know everything about dragon physiology, culture, and habits. When the character collects enough treasure, they can choose to regain their original form (and become a dragon controlled by the referee), or keep their current form, and forever renounce dragonhood.
- 2 The new character has discovered the Weakness of the nearest dragon (see Deadly Dragons Dire & Daunting).
- 3 The new character's grandmother contracted lycanthropy while pregnant, and as a consequence they are immune to all forms of lycanthropy.
- 4 The new character's great-great-grandfather was a doppelgänger! They can adopt the form of any human-like creature (7' tall or less) observed for 1 turn. They are unaffected by sleep and charm spells.
- 5 The new character accidentally ate a basilisk egg and is immune to all forms of petrification. Their DEX decreases by 1 (minimum 3).
- 6 The new character has a loyal pet mountain lion.
- 7 The new character wants to convert everyone to their religion, especially the group.
- 8 The new character used to work as a snake handler and has become immune to snake poison.
- 9 The new character is a proficient musician and wants to join the group to write a series of epic ballads about adventuring.
- 10 The new character had an early brush up with magic and suffered a Magical Mishap.
- 11 The new character is an excellent chef, can prepare decent food even with poor ingredients, and always goes adventuring with a cooking set (pan, saucepot, ladle, salt, etc).

- 12 The new character is a disinherited noble, who will still be a welcome guest in most courts 50% of the time. They own a signet ring proving their ancestry.
- 13 The new character escaped slavery after years of forced oaring on a galley. Their STR increases 3 (maximum 18), their CON decreases by 1 (minimum 3).
- 14 The new character wants to join the group to write a series of field guides about monsters. Reroll if illiterate.
- 15 The new character used to be a farmer and still owns a decent wagon with two draft horses.
- 16 The new character used to be a fisher and still owns a decent sailing boat.
- 17 The new character is known to be a sort of seer. Every time they enter a new dungeon, they receive a vision, based on a random rumor (if available) or on a random dungeon room.
- 18 The new character was born under a portentous star and has a bizarre scar on their forehead. If neutral, they add +1 to all saving throws. If lawful or chaotic, they add +1 to attack rolls against creatures of the opposite alignment.
- 19 The new character was the apprentice of an alchemist, and has a 1-in-6 chance of identifying potions and poisons by smell.
- 20 The new character is a welcome addition to the group because when they were a child they learned the language of mice!

WHAT'S YOUR STORY? TABLE

D20

Roll 1d20 once for each character level and add the level.

Example: for a 6th level character, roll six times: 1d20, +1, 1d20+2, 1d20+3, 1d20+4, 1d20+5, and 1d20+6.

1 The character did something not exactly heroic, and received a not exactly heroic nickname, such as "The Bungling", or "The Botcher". For the exact type of action, roll again, but assume the result was disastrous.

2 While gambling, the character won a small sailing ship. She's harbored at the nearest port, and the docking is paid for one more month. Moreover, the character probably (and legitimately) wants to be called "Captain".

3 The character foolishly drank an unidentified potion found in a dungeon. The player must reroll a random ability with 4d6 (max 18).

4 Inside a haunted manor the character found a magic weapon +1 (suitable for their class) but was ambushed by vicious living shadows who drained 1d4 STR from them.

5 The character cleared a large hive of killer bees. They have 2 waterskins full of magical honey (each heals 1d4 hit points), and 1d4 flasks of oil.

3 The character defeated a tribe of humanoids and slew their king, and is now equally feared and hated by those creatures. Whenever the character encounters humanoids of that type, they must make an immediate morale check. If the referee rolls higher than their morale score, the monsters surrender or attempt to flee. If the referee rolls equal or lower than their morale score, the monsters fight until killed, ignoring most circumstances. Roll 1d6 to determine the monster type.

D6

- | | |
|----------|-------------|
| 1 | Goblins |
| 2 | Hobgoblins |
| 3 | Lizardmen |
| 4 | Kobolds |
| 5 | Orcs |
| 6 | Troglodytes |

7 The character has fought lycantropes. They have a bag with 5 bunches of wolfsbane and 3 silver daggers (or a magic mace +1 if they are a cleric). Some of the lycanthropes are still at large and might be on their tracks!

8 While gambling, the character won a great war horse.

9 The character explored an abandoned alchemical laboratory and retrieved 1d4+1 random potions.

10 The character explored some catacombs and got a random magic item (which can be a cursed item).

11 The character explored a haunted library and found 1d4+1 random scrolls.

The character has faced some horrific mummies inside a lost catacomb. They got the mummy disease but also gained an enchanted item. Roll 1d6.

D6

- | | | |
|-----------|----------|--------------------------------------|
| 12 | 1 | Scarab of protection |
| | 2 | Amulet of protection against scrying |
| | 3 | Ring of protection |
| | 4 | Flying carpet |
| | 5 | Rope of climbing |
| | 6 | Ring of fire resistance |

13 The character helped a local temple and received 1d4 Potions of Healing and 1d4 vials of holy water.

14 The character helped a group of nixies and was rewarded with a ring of water walking.

15 The character has made friends with an important NPC or sentient creature in the wilderness, and they are now helpful allies. Use the Wilderness Encounters table in Old-School Essentials to determine the creature type.

16 The character has tricked, offended, or stolen from an important NPC or sentient creature in the wilderness, and they are now bitter enemies and might be on their tracks. Use the Wilderness Encounters table in Old-School Essentials to determine the creature type.

The character had a dispute with an important NPC in town, and they are now bitter enemies. Roll 1d6 for more details about the NPC:

	D6
17	1 Ruling class
	2 Merchant
	3 Criminal underworld
	4 Clergy
	5 Adventurer
	6 Magical

The character has made friends with an important NPC in town, and they are now helpful allies. Roll 1d6 for more details about the NPC:

	D6
18	1 Ruling class
	2 Merchant
	3 Criminal underworld
	4 Clergy
	5 Adventurer
	6 Magical

21 The character discovered an important secret, such as the plans, weakness or true power of a faction or NPC, or the exact location of a lost or secret place.

22 The character won a tournament or competition suitable to their class, and received a platinum medal (worth 500 gp), and a weapon +1 their class can use.

23 The character gained a loyal retainer of a random class, who is 1d4 levels lower (minimum level 1). Their loyalty is 10.

24 The character tried to hunt down a vampire. They have a bag with a mirror, 5 bulbs of garlic, 3 vials of holy water, 3 wooden stakes and a mallet. The vampire is still at large and might be on their tracks!

25 The character foolishly drank an unidentified potion found in a dungeon. The player must reroll a random ability with 4d6 (max 18).

The character has found a treasure map! Roll 1d12 for the treasure map hoard type; roll on the Dungeon Encounters table (dungeon level 6) to determine the monster(s) guarding the treasure; and roll 1d6 to determine the information on the map:

D6

20

- | | |
|---|--|
| 1 | Location is very clear, little information on the treasure, no mention of monsters |
| 2 | Location is not very clear, detailed information on the treasure, no mention of monsters |
| 3 | Location is very clear, little information on the treasure, detailed information on monsters |
| 4 | Location is not very clear, detailed information on the treasure, detailed information on monsters |
| 5 | Location is clear, detailed information on the treasure, no mention of monsters |
| 6 | Location is not very clear, little information on the treasure, detailed information on monsters |

The character was held captive by a tribe of humanoids or clan of demihumans for weeks, and has learned their language. Roll 1d12 to determine the type.

D12

26

- | | |
|----|-------------|
| 1 | Goblins |
| 2 | Hobgoblins |
| 3 | Lizardmen |
| 4 | Gnomes |
| 5 | Elves |
| 6 | Dwarves |
| 7 | Kobolds |
| 8 | Orcs |
| 9 | Troglodytes |
| 10 | Gnolls |
| 11 | Trolls |
| 12 | Giants |

27

The character has cleared and conquered a ruin in the wilderness, which can now be used as camp.

28 The character lost an eye to a particularly vicious monster or trap. Ignore and reroll if the character already has only one eye.

29 The character helped a wandering wizard and was rewarded with a rod of cancellation.

The character has gathered and verified rumors regarding the entrance to the lair of a dragon in the wilderness. Roll 1d6 to determine the type of dragon:

D6

30 **1** Black Dragon

2 Blue Dragon

3 Sea Dragon

4 Green Dragon

5 Red Dragon

6 White Dragon

31 The character has built a stronghold, temple, tower, or similar structure appropriate to their class.

32 If the character cannot use a sword, roll another result. While exploring an enchanted forest, the character found a sword stuck into a rock and pulled it out! Determine a random enchanted sword using the Swords table in Old-School Essentials. If the result is a cursed sword, the character is already under the curse.

33 The character did something so heroic, they've received a very heroic title, such as "The Saviour", or "The Invincible". For the exact type of action, roll again, and assume the result was a complete, outstanding success.

The character rescued an important noble who had been captured by cannibal trolls, and was offered to choose one of the following magic items as a reward:

- Shield +2
- 34** • Leather armor +2
- Staff of healing
- Ring of spell storing
- Displacer cloak

ALTERNATE WHAT'S YOUR STORY?

TABLE

D20	
Roll 1d20 once for each character level and add the level.	
Example: for a 6th level character, roll six times: 1d20, +1, 1d20+2, 1d20+3, 1d20+4, 1d20+5, and 1d20+6.	
1	The character saved a nearby hamlet by a terrible threat and was appointed as "Savior of the Flock", as testified by the nice, docile, clever mule they've received.
2	The character saved a nearby hamlet by a terrible threat and was appointed as "Savior of the Herd", as testified by a soft, nice sheepskin fur cloak.
3	The character saved a nearby village by a terrible threat and was appointed as "Savior of the People", as testified by a nice sun-shaped bronze brooch.
4	The character has incurred a heavy debt with the local criminal underworld: 1d4 x character level x1,000gp.
5	The character has been struck by a curse. Roll on the Divine Curses table (page 92).
The character lost their sibling due to... roll a d20:	
D20	
6	1-2 a terrible disease
	3-4 a futile accident
	5-14 a monster
	15-16 a petty criminal
	17-18 a curse or magical mishap
	19-20 a war
The character lost their lover due to... roll a d20:	
D20	
7	1-2 a terrible disease
	3-4 a futile accident
	5-14 a monster
	15-16 a petty criminal
	17-18 a curse or magical mishap
	19-20 a war

- 8** The character got married and bought a house in town. Congratulations!

The character made friends with a creature who gifted them with a signet that adds +3 to Reaction rolls of other similar creatures. Roll a d20:

D20

- 1-2** Dryad
- 3-5** Sprite
- 6-9** Gnome
- 10-12** Nixie
- 13-15** Pixie
- 16-19** Lizard man
- 20** Weretiger

- 10** The character got a child! Roll 1d6-1 for age. On a 6 on the die, keep rolling and adding the results.

- 11** The character saved a nearby city by a terrible threat and was appointed as "Savior of the City", as testified by a nice golden ring.

- 12** The character cleared several large hives of killer bees, and developed a complete immunity to their poison.

- 13** The character ate a cockatrice egg and became immune to petrification, but their DEX decreased by 1d6 (minimum 3).

- 14** The character was horribly disfigured by a green slime. Their CHA decreased by 1d3 (minimum 3).

- 15** The character survived a tarantella bite and developed a talent for music and dancing.

- 16** The character tampered with a mysterious device inside a wizard's tower and became unable to sleep. Natural healing is ten times slower; WIS is decreased by 1d4 (minimum 3); they are immune to sleep spells and effects.

- 17** The character helped a queen of the steppe nomads and received 4d6 riding horses.

- 18** The character stormed an abandoned fort and found an armour +3, of a type suitable for the class.

- 19** The character has discovered the weakness of the nearest dragon, and the exact location of their lair (see Deadly Dragons Dire & Daunting).

- 20** The character found a ring of wishes with 1 wish remaining.

21 The character helped a queen of the desert nomads and received 4d6 camels.

22 The character has a solid reputation and is welcomed by all courts, nobles, rulers of the same alignment.

The character found a cub of a creature and had it raised and trained as a mount. Roll a d8:

D8

- | | | |
|----|---|-------------------------------|
| 23 | 1 | Unicorn (reroll if chaotic) |
| | 2 | Pegasus (reroll if chaotic) |
| | 3 | Hippogriff |
| | 4 | Owlbear |
| | 5 | Tuatara |
| | 6 | Griffon |
| | 7 | Rhinoceros |
| | 8 | Small Roc (reroll if chaotic) |

The character found a cub of a creature and had it raised and trained as a mount. Roll a d8:

D8

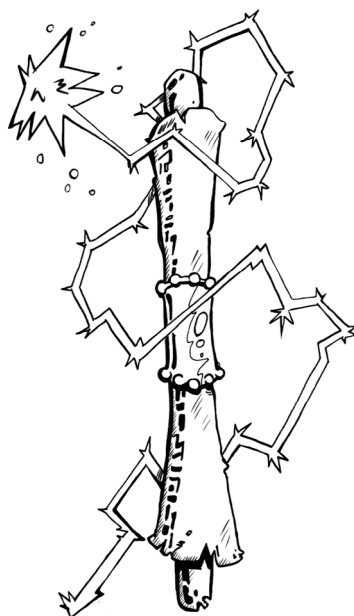
- | | | |
|----|---|-------------------------------|
| 24 | 1 | Sabertooth tiger |
| | 2 | Elephant |
| | 3 | Griffon |
| | 4 | Pterosaur |
| | 5 | Titanotherium |
| | 6 | Large Roc (reroll if chaotic) |
| | 7 | Triceratops |
| | 8 | Wyvern (reroll if lawful) |

25 The character helped a powerful wizard, and was rewarded with a random item from the Arcane Wonders table (page 32).

26 The character helped a powerful cleric, and was rewarded with a random item from the Divine Relics table (page 94).

27 The character successfully hunted a group of lycanthropes, but contracted a minor form of lycanthropy, only causing the appearance of physical characteristics reminiscent of the associated animal type. Randomly determine the type of lycanthrope for the animal type.

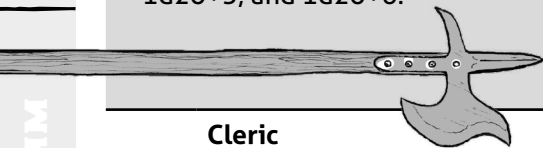
- 28 The character explored a lost temple, looted a random item from the Divine Relics table (page 94), but also contracted the mummy disease.
- 29 The character saved a nearby county by a terrible threat and was appointed as "Savior of the Realm", as testified by a nice golden collar.
- 30 The character defeated a snake demi-god in their temple, and snakes will never attack them.
- 31 The character owns a solid gold throne retrieved from a lost ruined city in the underworld.
- 32 The character helped a storm giant king and received a blessing that made them immune to lightning.
- 33 The character rescued a pixie prince and received a silver bell which can be used to magically summon a unicorn. The unicorn will help them for one day then disappear, along with the bell.



LOOTED ITEMS TABLE

D20

Roll 1d20 once for each character level and add the level and check the result for the appropriate class. Example: for a 6th level character, roll six times: 1d20+1, 1d20+2, 1d20+3, 1d20+4, 1d20+5, and 1d20+6.

	Cleric	Dwarf, Fighter, Halfling (Elf)
		
2-9	No luck!	No luck!
10	Shield +1	Shield +1
11	Mace +1	Axe +1
12	Shield +1	Shield +1
13	Sling +1	Sword +1
14	Scroll with 1 level 1 spell	Sword +1, +3 vs Undead
15	Potion of Healing	Sword +1, +3 vs Dragons
16	Potion of Healing	Potion of Healing
17	Plate Mail +1	Plate Mail +1
18	Scroll with 1 level 2 spell	Sword +1, Light
19	Scroll with 1 level 2 spell	Sword +1, Flaming
20	Scroll with 1 level 3 spell	3d10 Arrows +1
21	Staff of Healing	Spear +1
22	Mace +2	Axe +2
23	Scroll with 1 level 3 spell	Shield +2
24	Shield +2	Sword +2
25	Staff of Snakes	Spear +2

Unique Results: Each item can only be obtained once, except for potions and scrolls. If a character rolls two swords +1, for example, the second roll is wasted and they obtain no magic items for that level.

Elves: Elves can choose, before each roll, to use the Dwarf, Fighter, Halfling table, or the Magic User table.

Magic User (Elf)

No luck!

Potion of Healing

Dagger +1

Scroll with 1 level 1 spell

Scroll with 1 level 1 spell

Scroll with 1 level 2 spell

Potion of Healing

Potion of Healing

Potion of Healing

Scroll with 1 level 2 spell

Scroll with 1 level 3 spell

Scroll with 1 level 3 spell

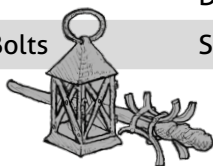
Wand of Cold

Staff of Power

Wand of Fire Balls

Wand of Fear

Wand of Lightning Bolts



Thief

No luck!

Leather Armor +1

Dagger +1

Sword +1

Potion of Diminution

Potion of Invisibility

Potion of Healing

Potion of Healing

Leather Armor +1

Potion of Diminution

Potion of Flying

Potion of Gaseous Form

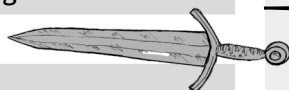
Potion of Flying

Potion of Healing

Potion of Healing

Dagger +2

Sword +2



26 Staff of Striking

Potion of Healing

27 Plate Mail +2

Plate Mail +2

28 Scroll with 1 level 4 spell

1d6 Arrows +2

29 Ring of Protection

Potion of Healing

30 Scroll with 1 level 5 spell

Potion of Healing

31 Scarab of Protection

Sword +2, Charm Person

Mace +3

Choose one:

32



- Sword +3

- War Hammer +3, Dwarven Thrower

33 Shield +3

Shield +3

34 Plate Mail +3

Plate Mail +3



W W W W

M M M M

N N N N

P P P P

D D D D

Staff of Striking

Dagger +2, +3 vs orcs, goblins, and kobolds

Dagger +2

Leather Armor +2

Ring of Fire Resistance

Ring of Invisibility

Ring of Protection

Ring of Protection

Ring of Spell Turning

Ring of Spell Turning

Bag of Devouring

Bag of Holding

Scroll with 1 level 4 spell

Scarab of Protection



Scroll with 1 level 5 spell

Rope of Climbing

Staff of Wizardry

Leather Armor +3





PIOUS PRAYERS AND POWERFUL PRODIGIES

Alternate Divine Magic Rules and Extra
Tables for Old-School Essentials by Giuseppe Rotondo



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THANKS to
George Patterson



INTRODUCTION

The following rules modify the rules of divine magic in **Old-School Essentials**. They are broadly inspired by how faith, prayers and miracles work in the ancient traditions of the Middle-East, as well as by European medieval culture (which are among the obvious sources of the original rules).

These rules are designed for the cleric class. The referee may of course decide to extend some or all of the following rules to other classes of divine casters.

The overall result of these rules is that clerics are more versatile and powerful at the beginning, and a bit less almighty at upper levels. The larger impact on the game, however, is the introduction of a degree of unpredictability, designed to represent the whimsical nature of the gods, who might not always agree with the decisions of their champions.

These rules also include a series of tables which are part of the rules but can also be used by the referee for a variety of other purposes: divine relics, divine curses and several quest tables.

The obvious disclaimer: This document takes you and your group into the land of house rules. Two things you should keep in mind: first, make sure everyone at the table agrees to use these rules before playing; second, use, alter, ignore some or all of these rules as you see fit, but... see the first advice again and make sure everyone at the table agrees before playing.

SPELL CASTING

Divine spell casters have the ability to petition the intervention of the gods through formalized **prayers** (i.e. the divine spells). A prayer consists of nothing more than a sequence of words, very much like their real world's counterpart. It is the faith of the cleric, together with the favor of the gods, that makes the prayer come true, manifesting itself as described in the divine spell's effect... if the gods listen.

No Preparation: Under these rules, the clerics don't need to prepare spells. They still need, however, to meditate and pray for one hour a day, after an uninterrupted night's sleep, to remove the effects of the **Divine Disapproval table**, if any (see below).

Access to Spell Levels: Spell level represents how bold each prayer is from the point of view of the deities. Higher level prayers require a stronger faith and a greater understanding of divinity. The cleric gains access to each spell level exactly as determined in the standard Old-School Essentials rules for the cleric class.

Higher Spell Level: A cleric may still attempt a prayer that is **one spell level higher** than they are allowed to, but the Prayer roll suffers an extra penalty (see below). This means a level 1 cleric may try a level 1 prayer; a level 3 cleric may attempt a level 2 prayer, and so on.

INVOKING PRAYERS

In order to cast a divine spell, the cleric must be able to speak, and the character must make a **Prayer roll**.

Prayer Roll: The player must roll a **save vs death**, adding the cleric's WIS modifier, and subtracting the spell level of the intended prayer. For this roll, A natural 1 on the die is always a failure, and a natural 20 on the die is always a success.

***Prayer Roll:**
 $d20 + WIS\ mod. - spell\ level \geq save\ vs\ death$*

Successful Prayer Roll: The gods listen to the prayer and grant their favor, as described in the spell effect.

Failed Prayer Roll: The prayer goes unlistened and the referee rolls on the **Divine Disapproval** table.

Higher Spell Level: A cleric may attempt a prayer that is one spell level higher than they are allowed to, but the penalty for the spell level is **doubled**.

During Combat: If in combat, the cleric must declare the intention to invoke a prayer at the beginning of the round, and can be interrupted if they lose initiative, as per standard rules.

Disrupted Spell: If a prayer is disrupted as a consequence of the standard disruption rules, there are no consequences except the spell is prevented, and the cleric can attempt the prayer again on the following round.

DIVINE DISAPPROVAL TABLE

D6

Roll 1d6 when the cleric fails a Prayer Roll.	
	Not granted, lost for the day, Divine Wrath! The prayer is not granted. The cleric is forbidden to ask that same prayer again until he meditates for one hour after an uninterrupted night's sleep, and the referee rolls immediately on the Divine Wrath table.
1	
	Granted, but lost all spells of same level The prayer is granted. The cleric is forbidden to ask any prayer of the same spell level again until he meditates for one hour after an uninterrupted night's sleep.
2	
	Not granted, lost for the day The prayer is not granted. The cleric is forbidden to ask that same prayer again until he meditates for one hour after an uninterrupted night's sleep.
3-4	
	Not granted but can retry The prayer is not granted at this time but the cleric can try again on the following round or at any other time.
5-6	

WWW

MMM

NNN

PPP

DDD

DIVINE WRATH TABLE

D20

Roll 1d20 and apply the effect to the cleric.
The effects of Divine Wrath cannot be dispelled or removed in any way.

- 1 Silenced (impossible to speak and cast) for 1d6 rounds.
- 2 Blinded (cannot attack) for 1d6 rounds.
- 3 Crippled (halved movement) for 1d6 rounds.
- 4 Main arm paralyzed and unusable for 1d6 rounds (drops anything in hand).
- 5 Blight spell on the cleric (only) for 1d6 rounds (no save allowed).
- 6 Bleeding from the eyes for 1d6 damage (cannot reduce cleric's hp below 1).
- 7 Plague of insects spell centered on the cleric, stays in place for 1d6 rounds.
- 8 Invisible spirits torment the cleric's body and soul: impossible to speak and cast, halved movement, -4 to attack rolls, for 1d6 rounds.

The cleric is paralyzed on their knees and cannot act in anyway for 1d6 rounds. While paralyzed, they receive divine visions and are impervious to all damage and harm.
- 9 At the end, the player rolls 1d20. If the result is higher than WIS, WIS increases by 1 (up to 18).
- 10 Silenced (impossible to speak and cast) for 1d6 turns.
- 11 Blinded (cannot attack) for 1d6 turns.
- 12 Crippled (halved movement) for 1d6 turns.
- 13 Main arm paralyzed and unusable for 1d6 turns (drops anything in hand).
- 14 Blight spell on the cleric (only) for 1d6 turns (no save allowed).
- 15 Bleeding from the eyes for 2d6 damage (cannot reduce cleric's hp below 1).
- 16 Plague of insects spell centered on the cleric, stays in place for 1d6 turns.
- 17 Invisible spirits torment the cleric's body and soul: impossible to speak and cast, halved movement, -4 to attack rolls, for 1d6 turns.

- 18 The cleric is paralyzed on their knees and cannot act in anyway for 1d6 turns. While paralyzed, they receive divine visions and are impervious to all damage and harm. At the end, the player rolls 1d20. If the result is higher than WIS, WIS increases by 1 (up to 18).
- 19-20 The cleric receives a quest (as per the spell) from the gods, detailed by the referee, who can use the included **Divine Quest** tables.



EXTRA OPTION: RITUAL CASTING

Divine casters in the comfort of their temple usually perform their prayers as rituals, in a more formalized way. Rituals last several minutes or even hours.

Ritual Time: The cleric may spend a number of turns up to the spell level to perform a proper ritual. Each turn spent reduces the penalty caused by the spell level, down to zero.

The ritual must be uninterrupted.

Higher Spell Level: If the cleric is attempting a prayer from a higher spell level than they are allowed to, they can spend a number of turns up to twice the spell level in order to reduce the penalty down to zero.

Interrupted Ritual: If an interruption occurs, the turns spent until that moment do not count for the reduction of the penalty.

EXTRA OPTION: MAGICAL RESEARCH AND DIVINE SCROLLS

Magical Research: A divine caster attempting Magical Research (as per standard Old-School Essentials rules) may decide to reduce the standard 15% chance of failure to 7%, but in case of failure an immediate roll on the **Divine Curses** is added to the standard consequences.

Scrolls: The referee may decide to allow the use of divine scrolls to all classes. If the class is not normally allowed to use divine scrolls, however, attempting to use one requires a **Prayer roll** as outlined above, and if the player fails the roll, the character immediately suffers the effects of **Divine Wrath**.

DIVINE QUESTS

Use the following tables to quickly generate the details of a quest the deities impose on a character. Use some or all the tables for inspiration.

All quests involve an **Objective** (table 1), and may include a **Destination** (table 2), an **Enemy** (table 3), and a **Relic** (see page 94).

If the character refuses to undertake the quest, they suffer a **Divine Curse** (see page 92).

DIVINE QUEST TABLE 1: OBJECTIVE

D20

Roll 1d20 to determine the type of quest.	
1-4	Consult a talking statue. Roll on the Destination and Enemy tables. The statue assigns the actual quest (to be rolled again).
4-8	Slay an enemy. Roll on the Destination and Enemy tables.
9-10	Reclaim a holy relic (same alignment). Roll on the Destination , Enemy , and Divine Relic tables.
11-12	Retrieve an unholy relic (opposite alignment) and destroy it. Roll on the Destination , Enemy , and Divine Relic tables. Destroying the relic may require a second Destination and may also involve another roll on the Enemy table.
13	Escort an NPC from one Destination to another. Also roll at least one Enemy .
14	Find a secluded hermit and stay with them for one month. Roll on the Destination and Enemy tables (enemies will try to harm the hermit). At the end of the month, make a CON check: if failed, CON decreases by 1 (down to 3); also make a WIS check: if failed, WIS increases by 1 (up to 18).
15	Mentor a level 1 cleric NPC of the same alignment until they reach level 3.

16

Mentor a level 1 cleric NPC of the same alignment until they fulfill *their* quest (to be rolled again, ignoring other 15 and 16 results).

17-19

Defend a settlement or NPC from an upcoming assault. Roll on the **Destination** and **Enemy** tables.

20

Roll and combine two results, or devise something based on the character's story, deity, and current situation.

DIVINE QUEST TABLE 2: DESTINATION

D20

Roll 1d20 twice to determine the destination of the quest.

1-2

A temple

...in a rocky desert

3-4

A shrine

...in a vast forest

5-6

A mausoleum

...on a distant island

7-8

A library

...in a distant city

9-10

A tower

...in a snowy waste

11-12

A castle

...in a horrid swamp

13-14

A dungeon

...on a mountain peak

15-16

A cavern

...near the sea

17-18

A chasm

...in a dark jungle

19-20

A lake

...in/under a large city

DIVINE QUEST TABLE 3: ENEMIES

Determine the enemies' alignment based on the cleric's, then use the appropriate the table.

Lawful Cleric:

Usually have chaotic or neutral enemies. Roll 1d20.

1-15 Chaotic enemy

16-19 Neutral enemy

20 Lawful enemy

Neutral Cleric:

May have enemies of all alignments. Roll 1d20.

1-8 Chaotic enemy

9-13 Neutral enemy

14-20 Lawful enemy

Chaotic Clerics:

Usually have lawful or neutral enemies. Roll 1d20.

1-12 Lawful enemy

13-18 Neutral enemy

19-20 Chaotic enemy

Roll the main enemy of the quest on the following tables, based on the cleric's level and their enemies' alignment as determined above.

Number of Enemies: See Old-School Essentials monster entry, and use the second value (in parentheses) of Number Appearing to determine how many monsters are present. If the second value is zero, use the first.

CHAOTIC ENEMIES

Cleric level 1-3

Roll 1d20.

- | | |
|----|----------------------|
| 1 | Acolyte |
| 2 | Bandit |
| 3 | Brigand |
| 4 | Hobgoblin |
| 5 | Medium |
| 6 | Orc |
| 7 | Skeleton |
| 8 | Trader |
| 9 | Veteran |
| 10 | Ghoul |
| 11 | Gnoll |
| 12 | Shadow |
| 13 | Troglodyte |
| 14 | Zombie |
| 15 | Bugbear |
| 16 | Harpy |
| 17 | Lycanthrope, wererat |
| 18 | Noble |
| 19 | Thoul |
| 20 | Wight |

Cleric level 4-6

Roll 1d12.

- | | |
|----|-----------------------|
| 1 | Gargoyle |
| 2 | Lycanthrope, werewolf |
| 3 | Medusa |
| 4 | Ogre |
| 5 | Wraith |
| 6 | Hellhound (5 HD) |
| 7 | Living statue, rock |
| 8 | Mummy |
| 9 | Manticore |
| 10 | Minotaur |
| 11 | Spectre |
| 12 | Troll |

Cleric level 7-9

Roll 1d10.	
1	Dragon, black
2	Hellhound (7 HD)
3	Vampire (7 HD)
4	Wyvern
5	Dragon, green
6	Giant, hill
7	Gorgon
8	Vampire (9 HD)
9	Chimera
10	Lycanthrope, devil swine

Cleric level 10 or more

Roll 1d8.	
1	Dragon, red
2	Efreeti (lesser)
3	Giant, frost
4	Giant, fire
5	Salamander, frost
6	Cyclops
7	Level 10 chaotic cleric, plus 2d20 acolytes (as per monster entry)
8	Level 10 chaotic fighter, plus 2d20 veterans (as per monster entry)



NEUTRAL ENEMIES

Cleric level 1-3

Roll 1d20.

- 1 Sprite
- 2 Acolyte
- 3 Berserker
- 4 Buccaneer
- 5 Gnome
- 6 Medium
- 7 Nixie
- 8 Nomad
- 9 Pixie
- 10 Stirge
- 11 Veteran
- 12 Crocodile
- 13 Dryad
- 14 Lizard man
- 15 Snake, pit viper
- 16 Carcass crawler
- 17 Cat, mountain lion
- 18 Hippogriff
- 19 Noble
- 20 Spider, giant black widow

Cleric level 4-6

Roll 1d20.

- 1 Centaur
- 2 Living statue, iron
- 3 Lycanthrope, wereboar
- 4 Rhagodessa
- 5 Scorpion, giant
- 6 Snake, giant rattler
- 7 Spider, giant tarantella
- 8 Wolf, dire
- 9 Cockatrice
- 10 Hydra (5 HD)
- 11 Lycanthrope, weretiger
- 12 Owl bear
- 13 Rust monster
- 14 Snake, rock python
- 15 Basilisk
- 16 Caecilia
- 17 Dragon, white
- 18 Lizard, giant tuatara
- 19 Lycanthrope, werebear
- 20 Warp beast

Cleric level 7-9

Roll 1d12.

- | | |
|----|---------------------------|
| 1 | Djinni (lesser) |
| 2 | Griffon |
| 3 | Hydra (8 HD) |
| 4 | Cat, sabre-toothed tiger |
| 5 | Elemental, air (lesser) |
| 6 | Elemental, earth (lesser) |
| 7 | Elemental, fire (lesser) |
| 8 | Elemental, water (lesser) |
| 9 | Golem, bone |
| 10 | Salamander, flame |
| 11 | Dragon, blue |
| 12 | Giant, stone |

Cleric level 10 or more

Roll 1d12.

- | | |
|----|---------------------------------|
| 1 | Black pudding |
| 2 | Hydra (12 HD) |
| 3 | Elemental, air (intermediate) |
| 4 | Elemental, earth (intermediate) |
| 5 | Elemental, fire (intermediate) |
| 6 | Elemental, water (intermediate) |
| 7 | Giant, cloud |
| 8 | Purple worm |
| 9 | Elemental, air (greater) |
| 10 | Elemental, earth (greater) |
| 11 | Elemental, fire (greater) |
| 12 | Elemental, water (greater) |

LAWFUL ENEMIES

Cleric level 1-3

Roll 1d12.

- 1 Halfling
- 2 Acolyte
- 3 Dervish
- 4 Dwarf
- 5 Gnome
- 6 Medium
- 7 Nomad
- 8 Veteran
- 9 Neanderthal
- 10 Pegasus
- 11 Living statue, crystal
- 12 Noble

Cleric level 4-8

Roll 1D6.

- 1 Blink dog
- 2 Unicorn
- 3 Roc, small
- 4 Treant
- 5 Level 7 lawful cleric,
plus 1d20 acolytes
(as per monster
entry)
- 6 Level 7 lawful fighter,
plus 1d20 veterans (as
per monster entry)

Cleric level 9 or more

Roll 1d6.

- | | |
|---|--|
| 1 | Dragon, gold |
| 2 | Roc, large |
| 3 | Giant, storm |
| 4 | Level 10 lawful cleric,
plus 2d20 acolytes
(as per monster
entry) |
| 5 | Level 10 lawful fighter,
plus 2d20 veterans (as
per monster entry) |
| 6 | Level 10 lawful cleric,
plus 1 level 10 lawful
fighter |



DIVINE CURSES

D20

Divine curses can only be removed with a remove curse spell by a cleric a higher level than the cursed character (or level 14).

- 1 Hands tremble (-4 to attack rolls).
- 2 Crippled, movement halved.
- 3 STR halved (minimum 3).
- 4 INT halved (minimum 3).
- 5 DEX halved (minimum 3).
- 6 CON halved (minimum 3).
- 7 Painful sores: 20% of the character's total hp don't heal in any way.
- 8 Bad luck, -2 to all saves.
- 9 A permanent blight spell on the character.
- 10 The character cannot lie and must always tell the truth (but isn't forced to tell all the truth).
- 11 Vision is obfuscated past 40'.
- 12 Daylight imposes -4 to all attack rolls.
- 13 Nightmares disturb the character's sleep: healing from rest is halved.
- 14 The character can no longer read (includes scrolls).
- 15 The character's spoken words become an unintelligible gibberish (can still use prayers, but standard communication is impossible).
- 16 No magic item works for the character. Cursed items are not affected!
- 17 All retainers, followers, hirelings, specialists, etc, turn their back on the character.
- 18 All shields and armor fall off from the character, who cannot use them.
- 19 The character's words are only understood by creatures of the same alignment.
- 20 Roll and combine two results, or devise something based on the character's story, deity, alignment, and current situation.



DIVINE RELICS

Magic Items of Law, Neutrality and Chaos. Choose one alignment (or roll a d6), then roll 1d10.

Lawful Relics (1-2)

D10	
1	The Gate of Eternity. Holy symbol. +1 to turn undead rolls.
2	Hammer of Judgment. War hammer +2, +4 vs chaotic creatures.
3	Shield of Faith. Indestructible crystal shield +2. The wearer is immune to gaze powers. Command word activates and deactivates continual light spell on the shield.
4	Breviary of the Law. Small book. Halves the time required to prepare divine spells (OSE standard rules) or, each turn spent preparing a ritual prayer counts as two.
5	Bronze Bell of the Angels. Large item (requires a combined strength of 25 to be carried). All lawful clerics who hear the bell chime heal twice the hp with their healing spells until the following dawn.
6	Battle Vest of the Holy. Plate mail +2, +2 to saves versus spells.
7	Crown of the Crusader. Lawful retainers gain +1 to all saves, attack and damage rolls, and +2 to Loyalty.
8	Vestment of the Hierophant. Tunic (may be worn on top of armor). +1 to AC, +1 to all saves.
9	Crowned Mace of the Heavens. mace +1, +3 if wielded by lawful characters. When fighting undead creatures, a heavenly choir is heard, and all undead within 30' of the mace suffer -1 to attack rolls, damage, and saves.
10	Miter of Holiness. The wearer may reroll a failed save.

Neutral Relics (3-4)

D10

- 1 **Prayer Beads of the Stars.** Halves the time required to prepare divine spells (OSE standard rules) or, each turn spent preparing a ritual prayer counts as two.
- 2 **Headdress of Feathers and Claws.** The cleric may consider the cure serious wounds, cure disease, and neutralize poison spells as level one spells.
- 3 **Bronze Staff of Prayer Wheels.** Staff +2, counts as a holy symbol.
- 4 **Jade of the First Mother.** Holy symbol. Doubles natural healing rate; healing spells restore +2 hp.
- 5 **Spiresteel.** Chainmail +2, +4 to saves versus poison. Snakes never attack the wearer.
- 6 **Shield of the Defender.** Shield +2. Neutral retainers gain +1 to all saves and +1 to loyalty.
- 7 **Blank Mask of Twilight.** The wearer gains infravision to 60', and has immediate knowledge of the alignment of every character, monster, object, or location within 10'.
- 8 **Staff of the Seer.** Staff +1. The cleric may consider the find traps, locate object and commune spells as level one spells.
- 9 **The Equalizer.** Large war hammer +2 (1d8 damage, blunt, slow, two-handed).
- 10 **Silver Tiara of Leaves.** The wearer may reroll a failed save.



Chaotic Relics (5-6)

D10

- 1 **Chaos Star.** Mace +2, +4 vs lawful creatures.
- 2 **Breviary of Chaos,** halves the time required to prepare divine spells (OSE standard rules) or, each turn spent preparing a ritual prayer counts as two. Chaotic clerics only.
- 3 **Brazier of the Black Flame.** Large item (requires a combined strength of 25 to be carried). Enemies inside a chaotic temple hosting the brazier suffer -2 to saves against spells cast by the temple's clerics.
- 4 **Bulwark of Eternities.** Plate mail +2. +1 to all saves.
- 5 **Face of the Faceless,** holy symbol. The cleric's enemies suffer -2 to saves against the cleric's spells/prayers.
- 6 **Helm of the Horned Destroyer.** Chaotic retainers gain +1 to all saves, attack and damage rolls, and +1 to loyalty.
- 7 **Shield of Terror.** Shield +1. Opponents that fail an attack roll against the wearer must flee for 2 turns unless they save versus spells, if they have less HD than the wearer.
- 8 **Mark of the Chosen,** holy symbol. +1 to all saves.
- 9 **Iron Staff of the Abyss.** Staff +2. Struck opponents must save vs spell or drop everything they are holding in their hands.
- 10 **Flail of Shifting Destinies,** flail +2. +2 to AC.

DEADLY DRAGONS



DIRE AND DAUNTING

DEADLY DRAGONS DIRE AND DAUNTING

for Old-School Essentials
by Giuseppe Rotondo



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THANKS to
George Patterson



INTRODUCTION

The following tables and rules require **Old-School Essentials**, and are generally compatible with any other Original, BX or BECMI clone of the classic fantasy role-playing game. These tables provide extra details to better flesh out dragons and make them unique.

Deadly Dragons Dire and Daunting is inspired by the dragons of folklore, fairy tales, classic literature, and modern fantasy. In particular, these rules assume dragons usually are solitary, individualistic beings. This assumption is in contrast with the standard monster description presented in *Old-School Essentials*, as the Number Appearing listed for dragons is 1d4 (1d4). Such value means that under standard rules dragons may be encountered as wandering monsters in groups of 1 to 4, and that a dragon lair in the wilderness hosts 1d4 x5 individuals. *Deadly Dragons Dire and Daunting* assumes each dragon lives alone, too proud and narcissistic to share their abode (and hoard!) with others of its kind. This assumption allows for each dragon to be a unique individual, and the centerpiece of a whole adventure.

INSTRUCTIONS

You can use the following tables in several ways.

Use All the Tables: Use the following tables to create a unique dragon from scratch, determining all the details about the creature itself and its treasure, lair, friends, enemies, and even an adventure hook. The final result is an interesting “dragon situation” the referee can drop into their sandbox or campaign setting.

Use Some of the Tables: The referee may use some of the tables according to their needs. The referee may, for example, already have decided to have a young red dragon inside their dungeon, or an ancient green dragon ruling over a forest. The referee is, of course, free to use only the tables they need to further flesh out their dragon encounters as they see fit and to ignore some of the tables, and to reroll or even hand-pick some of the results to best suit their adventures and campaign world.

PART 1: THE DRAGON

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DRAGON TYPE

Use this table if you want to randomly determine the dragon basic type.

D8

Roll 1d8, or 1d12 if you use the *Old-School Essentials* Advanced Rules.

- 1 Black Dragon
- 2 Blue Dragon
- 3 Gold Dragon
- 4 Green Dragon
- 5 Red Dragon
- 6 Sea Dragon
- 7 White Dragon
- 8 Reroll or choose
- 9 Bronze Dragon
- 10 Copper Dragon
- 11 Silver Dragon
- 12 Reroll or choose

The dragon's age may affect its HD and treasure.

2D6

Roll 2d6 to determine the dragon's age.

Hit Dice Adjustment: Apply to the standard Hit Dice listed in the monster entry. Any adjustment to the dragon's HD may require adjustments to its THACO, saves, and XP award (see Monster Saving Throws table, Monster THACO by Hit Dice table, and XP Awards for Defeated Monsters table in *Old-School Essentials*).

Treasure Value Adjustment: The listed adjustment applies to the treasure value as listed in the Treasure Table 1 (see page 117).

Rules Adherence: Results from 3 to 11 are faithful to the dragon age rules in *Old-School Essentials*. If you want rule adherence, ignore and reroll results 2 and 12.

- | | |
|-----|---|
| 2 | Fledgling: -4 HD, -90% treasure value. |
| 3 | Very young: -3 HD, -75% treasure value. |
| 4 | Young: -2 HD, -50% treasure value. |
| 5 | Young adult: -1 HD, -25% treasure value. |
| 6-8 | Adult: no HD adjustment. |
| 9 | Old: +1 HD, +25% treasure value. |
| 10 | Very old: +2 HD, +50% treasure value. |
| 11 | Ancient: +3 HD, +100% treasure value. |
| 12 | Primeval: +4 HD, +200% treasure value. |

PHYSICAL FEATURES

D20

Roll 1d20 to determine the dragon's physical features. These features alter the appearance and functionality of each dragon. You may use them to make each dragon unique, or to create different lineages of dragons with similar traits.

- 1 The dragon's skin changes color like a chameleon's. Surprise on a 1-4, due to camouflage.
- 2 The dragon's head is crowned by a mane similar to a lion's.
- 3 The dragon's wings are feathered. Flying movement increased by 20%.
- 4 The dragon's head is crowned by a set of antlers similar to a deer's. It gains an additional ramming attack, dealing the same damage as its claws.
- 5 The dragon's head is crowned by a set of long, sharp horns. It gains an additional gore attack, dealing the same damage as its bite.
- 6 The dragon has no wings and is limited to terrestrial movement.
- 7 The dragon has no wings and is limited to terrestrial movement. It also has 1d4 extra pairs of legs and its movement is increased by 20% per extra pair.
- 8 The dragon is a winged serpent without legs. It has no claw attacks.
- 9 The dragon has no wings and no legs and is a long, nimble, serpentine dragon. It is limited to terrestrial movement and has no claw attacks, but can crush enemies in its spires. When a bite attack is successful, the dragon wraps around the victim and begins to squeeze, immediately inflicting damage equal to its bite automatically and on each subsequent round.
- 10 The dragon's belly is very large. Gains +6 hp; all movement is reduced by 50%, and it may find it impossible to move through narrow passages.
- 11 The dragon has a spiked tail which it can use to attack, dealing the same damage as its bite.

12 The dragon's claws are sharp, strong and larger than usual. They deal +2 damage.

13 The dragon's fangs are sharper and larger than usual. Its bite deals +2 damage.

14 The dragon's maw is larger than usual, and capable of swallowing a human-sized victim. An attack roll of 19 or 20 with its bite attack indicates a victim is swallowed. Inside the dragon's belly: suffer damage equal to its claw per round (until the dragon dies); may attack with sharp weapons at -4 to hit; body digested in 6 turns after death. If the dragon uses its breath attack, the swallowed victim is expelled.

15 The dragon has a long, prehensile tongue. Attack up to 30' away. On a hit, prey (up to human size) is dragged to the mouth and automatically hit with the bite attack.

16 The dragon's scaly skin is twice as hard and makes the dragon slow. AC is improved by 3 points. It always loses initiative.

17 The dragon has a strong, lashing tail. It gains an additional tail attack which causes no damage, but knocks the opponent down: cannot attack that round.

18 The dragon has 1d3 extra pairs of wings. Its flying movement is increased by 20% per extra pair.

19 The dragon has two heads. It can make two bite attacks instead of one.

20 Roll twice, ignore and reroll contradicting results.

BREATH WEAPON

D20

Roll a 1d20 to determine one special feature for the dragon's breath weapon.

- table border="0">
- | | |
| --- | --- |
| **1** | The dragon's breath is partially compromised by a disease and every attempt has a 50% chance of failure. If a breath attack fails, it is not considered used for that day. |
- | | |
| --- | --- |
| **2-3** | The dragon's breath is weak and only deals half the regular damage. |
- | | |
| --- | --- |
| **4-6** | The dragon can only use its breath attack up to two times per day. |
- | | |
| --- | --- |
| **7-14** | No special feature. |
- | | |
| --- | --- |
| **15-17** | The dragon can use its breath attack up to four times per day. |
- | | |
| --- | --- |
| **18-19** | The dragon has mastered its breath attack and can choose its shape (cloud, cone, or line) at every use. |
- | | |
| --- | --- |
| **20** | The dragon's breath is strong and deals +1d6 damage. |



WEAKNESS

Dragons do all they can to keep their weakness secret, but some of their allies might know about it. Discovering a dragon's weakness may prove extremely useful to defeat it.

D20

Roll 1d20.

- | | | | | | | | | | | | | | | | | | | | | | |
|------------|---|----------|-------|----------|-------|----------|---|----------|--------------------------------------|----------|----------------|----------|---------|----------|--------------|----------|------------------------------|----------|--------------------|-----------|---|
| 1-3 | No weakness besides its greed and pride. | | | | | | | | | | | | | | | | | | | | |
| 4 | <p>Its scales are worn or weak: -3 AC.</p> <p>Something scares, irritates or disgusts the dragon, who must make a Morale check if confronted with it. Roll 1d10:</p> <table border="0" style="margin-left: 20px;"> <tr><td>1</td><td>Songs</td></tr> <tr><td>2</td><td>Music</td></tr> <tr><td>3</td><td>Poetry, or even just speaking in rhymes</td></tr> <tr><td>4</td><td>Questions about its unknown ancestry</td></tr> <tr><td>5</td><td>Silver weapons</td></tr> <tr><td>6</td><td>Disease</td></tr> <tr><td>7</td><td>Holy symbols</td></tr> <tr><td>8</td><td>Human and demihuman children</td></tr> <tr><td>9</td><td>Incorporeal undead</td></tr> <tr><td>10</td><td>Giant insects (ants, bees, spiders, beetles, and similar)</td></tr> </table> | 1 | Songs | 2 | Music | 3 | Poetry, or even just speaking in rhymes | 4 | Questions about its unknown ancestry | 5 | Silver weapons | 6 | Disease | 7 | Holy symbols | 8 | Human and demihuman children | 9 | Incorporeal undead | 10 | Giant insects (ants, bees, spiders, beetles, and similar) |
| 1 | Songs | | | | | | | | | | | | | | | | | | | | |
| 2 | Music | | | | | | | | | | | | | | | | | | | | |
| 3 | Poetry, or even just speaking in rhymes | | | | | | | | | | | | | | | | | | | | |
| 4 | Questions about its unknown ancestry | | | | | | | | | | | | | | | | | | | | |
| 5 | Silver weapons | | | | | | | | | | | | | | | | | | | | |
| 6 | Disease | | | | | | | | | | | | | | | | | | | | |
| 7 | Holy symbols | | | | | | | | | | | | | | | | | | | | |
| 8 | Human and demihuman children | | | | | | | | | | | | | | | | | | | | |
| 9 | Incorporeal undead | | | | | | | | | | | | | | | | | | | | |
| 10 | Giant insects (ants, bees, spiders, beetles, and similar) | | | | | | | | | | | | | | | | | | | | |
| 5-6 | | | | | | | | | | | | | | | | | | | | | |
| 7 | One melee attack is compromised (lost a claw, rotten teeth) and cannot be used. | | | | | | | | | | | | | | | | | | | | |
| 8-9 | It has a lingering, painful wound. Hitting the wound (-2 to hit) inflicts +2 damage and causes a Morale check. | | | | | | | | | | | | | | | | | | | | |
| 10 | It is terrified by hits to the head. Hitting the head (-2 to hit) causes a Morale check. | | | | | | | | | | | | | | | | | | | | |

The dragon has been prophesied to meet its demise by a specific attack, which will inflict 4d6 damage (the attack must hit). Roll 1d8:

11

- 1 a silver blade
- 2 a thrown rock
- 3 a torch
- 4 a shield bash
- 5 a lance charge
- 6 a staff
- 7 a hammer
- 8 a crossbow bolt
- 9 Incorporeal undead
- 10 Giant insects (ants, bees, spiders, beetles, and similar)

It is allergic to a substance. If the substance gets within melee range, the dragon sneezes incessantly (-4 to all melee attack rolls, impossible to use breath weapon and spells). Roll 1d10:

12-13

- 1 Beeswax
- 2 Tallow
- 3 Flour
- 4 Strawberries
- 5 Wine
- 6 Hens feathers
- 7 Roses
- 8 Garlic
- 9 Pixies
- 10 Corporeal undead

The dragon once was a human or demihuman, who became a dragon as the consequence of a curse, which has also erased their memory. A remove curse spell will restore the original being. Roll 1d8:

- | | | |
|----|---|--|
| 14 | 1 | Was a peasant (normal human), cursed for their foolhardy |
| | 2 | Was a level 9 fighter, cursed for their cruelty |
| | 3 | Was a level 9 dwarf, cursed for their stubbornness |
| | 4 | Was a level 9 magic user, cursed for their curiosity |
| | 5 | Was a level 9 elf, cursed for their ambition |
| | 6 | Was a level 8 halfling, cursed for their gluttony |
| | 7 | Was a level 9 cleric, cursed for their pride |
| | 8 | Was a level 9 thief, cursed for their greed |

15 The dragon thinks it is highly vulnerable to one type of element or energy (usually the opposite element of its breath). While this is not true, any damage from such an element causes a Morale check.

16 One element or energy causes double damage to the dragon (usually the opposite element of its breath).

17 It sleeps a lot. The chance of being asleep increases by 20.

Fascinated by a particular race or ancestry: +2 to reaction. Roll 1d20:

- | | | |
|-------|-------|-----------|
| 18-19 | 1-3 | Humans |
| | 4-7 | Halflings |
| | 8-11 | Dwarves |
| | 12-20 | Elves |

20 Roll twice!

INTELLIGENCE, LANGUAGE AND MAGIC

Alternate Rule: In the standard Old-School Essentials rules, various dragon types have different chances of being capable of speech and using magic. This table determines in a single roll how intelligent the dragon is, if it is able to speak, and if it can cast any spells.

Golden Dragons: In the standard Old-School Essentials rules, golden dragons are always capable of speech. Add +3 to the result on the table.

2D6

Roll 2d6 and add the dragon's HD to the result.	
9 or less	Feral (INT 2). The dragon cannot speak and behaves like a predatory beast. Reroll for Lawful dragons.
10-11	Very low intellect (INT 4), very easily tricked but also prone to rage. Speaks Draconic. No spells.
12-13	Low intellect (INT 7), quite easily tricked. Speaks Draconic and Common. No spells.
14-15	Intelligent (INT 9). Speaks Draconic, Common, and 1 more language. No spells.
16-17	Intelligent (INT 10). Speaks Draconic, Common, and 1 more language. Spells: 3 × 1st level.
18-19	Intelligent (INT 11). Speaks Draconic, Common, and 1 more language. Spells: 3 × 1st level, 3 × 2nd level.
20-21	Intelligent (INT 12). Speaks Draconic, Common, and 1 more language. Spells: 3 × 1st level, 3 × 2nd level, 3 × 3rd level.
22-23	Very intelligent (INT 14). Speaks Draconic, Common, and 2 more languages. Spells: 4 × 1st level, 4 × 2nd level, 2 × 3rd level.
24-25	Very intelligent (INT 16). Speaks Draconic, Common, and 3 more languages. Spells: 4 × 1st level, 4 × 2nd level, 4 × 3rd level.
26 or more	Super intelligent (INT 18 or more). Speaks Draconic, Common, and 4 more languages. Spells: 5 × 1st level, 4 × 2nd level, 4 × 3rd level, 1 × 4th level.

MOTIVATIONS AND DESIRES

Basic Motivations: Most dragons are generally motivated by their alignment, their legendary pride and greed, and their will to survive.

Further Motivations and Desires: Each individual dragon may have further motivations and desires. Motivations are more of a general attitude; desires can be temporary and change often.

MOTIVATION

D20

Roll 1d20.

- 1 Fear (-1 to attack rolls; AC improved by 1)
- 2 Wrath (+1 to attack rolls; AC reduced by 1)
- 3 Revenge
- 4 Duty
- 5 Envy
- 6 Ambition
- 7 Boredom
- 8 Loneliness
- 9 Paranoia (Halved chance of sleeping; -1 to attack rolls)
- 10 Compassion (as a way of proving its superiority)
- 11 Narcissism
- 12 Gluttony
- 13 Sloth
- 14 Lust
- 15 Insanity
- 16 Curiosity
- 17 Love
- 18 Spleen
- 19 Stoicism
- 20 Roll twice!

DESIRES

D20

Roll 1d20.

- 1 Wants (more) gems of a specific type
- 2 Covets (more) platinum
- 3 Desires (more) magic items
- 4 Lusts for jewels it can wear
- 5 Collects potions
- 6 Wants scrolls and spellbooks
- 7 Desires endless knowledge
- 8 Craves fame
- 9 Desires quality entertainment
- 10 Wants to find a mate
- 11 Desires (more) slaves, worshippers, or allies
- 12 Craves for rare, exotic, gourmet food, including rare monsters
- 13 Desires (more) art objects
- 14 Wants to be portrayed by painters, sculptors
- 15 Wants to rule a land
- 16 Longs for magic rings
- 17 Wants another dragon dead. Add a dragon enemy.
- 18 Looks for a worthy opponent
- 19 Wants to play riddles
- 20 Roll twice!

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DRAGON NAMES

D20

Roll 1d20 and combine two or more syllables to create a dragon name.

1	Kal
2	Ym
3	Xag
4	Zor
5	Kat
6	Kor
7	Darg
8	Rerth
9	Zyd
10	Myr
11	Fyr
12	Nak
13	Har
14	Hax
15	Ran
16	Tyr
17	Xent
18	Wor
19	Gart
20	Zak

Kar	Rar
Um	Am
Xeg	Xyg
Zar	Zer
Kit	Kot
Kyr	Kur
Derg	Dorg
Ryrth	Rorth
Zad	Zod
Mar	Mor
Far	For
Nek	Nyk
Hor	Hyr
Hyx	Hex
Ron	Ryn
Tor	Tar
Xant	Xort
Wyr	Wer
Gyrt	Gort
Zyk	Zok

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PART 2: TREASURE

TREASURE TABLE 1: VALUE

Alternate Tables: All dragons in *Old-School Essentials* have treasure type H, with average value 60,000gp. This and the following tables aim at generating a dragon's hoard more quickly, while maintaining randomness, and also at making it interesting.

2D6

Roll 2d6 to establish the overall value of the dragon's hoard. Apply modifiers resulting from the dragon's age, if any (see **Age** table at page 103).

2	Nothing! The dragon's hoard has been stolen and it is obviously mad about it.
3	5,000gp
4	10,000gp
5	25,000gp
6	40,000gp
7	60,000gp
8	70,000gp
9	80,000gp
10	90,000gp
11	100,000gp
12	110,000gp

TREASURE TABLE 2:

COMPOSITION

D20

Roll 1d20 to establish the general composition of the dragon's hoard. For more varied results, divide the total value in two or more portions and make a roll for each.

1 Mostly silver and copper coins

2-3 Mostly silver and electrum coins

4-7 Mostly electrum and gold coins

8-11 Mostly gold and platinum coins

12 About half the value in coins (roll a d10 on this table to determine type of coins), and half in gems with an average value of 500gp

13 Mostly gems, with an average value of 500gp

14 Mostly jewels, with an average value of 1,000gp

15 About half the value in coins (roll a d10 on this table to determine type of coins), and half in unusual precious items: fine porcelain or glassware (easily broken); rare spice (ruined by water); cloth, tapestry, paintings, ancient books and scrolls of great artistic or historical value (all highly flammable). Each item is worth 1,000gp.

16 About half the value in coins (roll a d10 on this table to determine type of coins), and half in jewels with an average value of 1,000gp

17 About half the value in gems with an average value of 500gp, and half in jewels with an average value of 1,000gp

18 The value is divided in roughly equal parts between coins (roll a d10 on this table to determine type of coins), gems with an average value of 500gp, and jewels with an average value of 1,000gp

19 About 25% of the value of the treasure is in a single exceptional gem. Roll again on this table to establish the composition of the other 75%. Examples of exceptional gems: star crystal, moon pearl, ethereal diamond, astral amethyst, blood ruby, nether diamond.

About 50% of the value of the treasure is in a single exceptional jewel. Roll again on this table to establish the composition of the other 50%.

- 20** Exceptional jewels may be made of platinum or even rarer, more precious metals, and may be studded with dozens of gems, or even exceptional gems (see above). They may also be dragon-sized!



TREASURE TABLE 3: MAGIC ITEMS



Alternate Table: All dragons in Old-School Essentials have treasure type H, which has a 15% chance to include 1d4 magic items plus 1 potion and 1 scroll.

This table determines in a single roll both if any magic item is present in the hoard, and the item type, making treasure generation easier and faster. The results are also more varied, and tied to the dragon's HD.

D20

Roll 1d20 and add the dragon's HD.

1-10	no magic items
11	1 magic item
12	1 scroll
13	1 potion
14	1 potion, plus 1 scroll
15	1 magic item, plus 1 scroll
16	1 magic item, plus 1 potion
17	1 magic item, plus 1 potion, plus 1 scroll
18	2 magic items, plus 1 scroll
19	2 magic items, plus 1 potion
20	2 magic items, plus 1 potion, plus 1 scroll
21	3 magic items, plus 1 scroll
22	3 magic items, plus 1 potion
23	3 magic items, plus 1 potion, plus 1 scroll
24	4 magic items, plus 1 scroll
25	4 magic items, plus 1 potion
26	4 magic items, plus 1 potion, plus 1 scroll
27	5 magic items, plus 1 potion, plus 1 scroll
28	5 magic items, plus 2 potion, plus 1 scroll
29	5 magic items, plus 1 potion, plus 2 scroll
30	5 magic items, plus 2 potion, plus 2 scroll
31	6 magic items, plus 2 potion, plus 2 scroll
32	6 magic items, plus 3 potion, plus 2 scroll
33	6 magic items, plus 2 potion, plus 3 scroll
34	6 magic items, plus 3 potion, plus 3 scroll
35	7 magic items, plus 3 potion, plus 3 scroll

TREASURE TABLE 4: ORIGIN

D20

Roll 1d20 to determine whence the dragon's hoard came from.

- | | |
|-------|---|
| 1 | It was an ancient dwarf king's treasure. Add 2d6 gems with an average value of 500gp. |
| 2 | It was an elven queen's treasure. Add 2d6 jewels with an average value of 1,000gp. |
| 3 | It was a giant king's treasure. Add 1 giant-sized jewel worth 5,000gp. |
| 4 | It is a collection of several princes' and princesses' ransoms. Add 1,000gp to the treasure. |
| 5-6 | It is the accumulation of tolls extorted to travelers crossing the area around the dragon's lair. |
| 7-8 | It is the accumulation of tributes of enslaved or defeated humanoid tribes. Roll an additional humanoid tribe on the Allies table. |
| 9 | It is the accumulation of donations from several cities that paid to be spared. Add 20,000gp to the treasure. |
| 10 | It is the treasure of a long lost civilization. |
| 11 | It is the heirloom of the dragon's ancestry. |
| 12 | It was the hoard of another, now dead dragon. Add a dragon skull! |
| 13-14 | It is the accumulation of riches taken from assaulted merchant caravans or ships. Add 2d6 items as listed in entry n. 15 of the Treasure Composition table. |
| 15-16 | It is the accumulation of donations and gifts from the dragon's allies. Add 2d6 items as listed in entry n. 15 of the Treasure Composition table. |
| 17-18 | It is the accumulation of spoils of dead would-be dragonslayers. Add two more rolls on Treasure Table 3: Magic Items (see page 120). |
| 19-20 | Roll twice! |

SPECIAL TREASURE:

DRAGON EGGS

Female dragons (50% of the dragon population) have 2d6-8 eggs in their lairs, if they are young adult or older. If the result is lower than 1, the dragon has no eggs.

Priority: A dragon's eggs are always their most important priority. Their alignment, treasure, and even survival, comes second.

When will the eggs hatch? The eggs must be brooded for 1d6 months (If the result is 6, roll again and add up the result, and continue until the result on the die is not 6).

How to brood dragon eggs? The eggs must be brooded in the same type of environment they were found in. Depending on the dragon type, this may require fire, ice, mud, gold, sand, and so on.

Chance of hatching: Each egg that isn't brooded by a dragon has a 50% chance of hatching. The referee may adjust the probability based on the brooding method and precautions.

Newborn Dragons: Newborn dragons have 1 HD, and greatly reduced movement and claw and bite damage (1d4). Each year, they grow by 1 HD for the first 3 years; then they grow by 1 HD every 10 years, until they reach the typical adult HD. Once adult, the dragon gains 1 HD every century.

Animal Trainer: A newborn dragon can be trained by an animal trainer specialist who is specialized in dragons. Their typical wage is 1,000gp per month.

Selling: Dragon eggs can be sold for 1d4 x 1,000gp each. Newborn dragons can be sold for 1,000gp per hp they have.

PART 3:

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ALLIES AND ENEMIES

These tables provide creatures that are friends, allies, slaves, or enemies of the dragon.

Alignment-Based: Allies and enemies are based on the dragon's alignment. Roll 1d6 on the table below to determine the alignment of the dragon's allies and enemies. Make one roll for its allies and another roll for its enemies. Once you've determined the allies' and enemies' alignment, roll on the appropriate Allies and Enemies table.

Consider the Environment: Ignore and reroll results that are incompatible with the environment of the dragon's lair or nearby region.

Alliance Relationship: "Allies" can be loyal friends, fair weather friends, mutual help without sympathy, or even subdued or enslaved victims which may become active enemies if the opportunity arises.

Allies Role: Allies may guard the dragon's lair, or dwell somewhere near it. If sentient, they may also act as ambassadors, lackeys, or "tax collectors".

Enemy Relationship: It can be an open enmity, or one side (the dragon or its enemies) might ignore that the other wants them dead!

Number of Allies/Enemies: See Old-School Essentials monster entry, and use the second value (in parentheses) of Number Appearing to determine how many monsters are present. If the second value is zero, use the first.

Chaotic Dragons:

Usually have chaotic or neutral allies; they usually have lawful enemies.

Allies

1-17 Chaotic allies

18-20 Neutral allies

Enemies

1-14 Lawful enemies

15-18 Neutral enemies

19-20 Chaotic enemies

Neutral Dragons:

Usually have neutral allies, but may have allies of any alignment; they may have enemies of any alignment.

Allies

1-5 Chaotic allies

6-15 Neutral allies

16-20 Lawful allies

Enemies

1-7 Chaotic enemies

8-13 Neutral enemies

14-20 Lawful enemies

Lawful Dragons:

Usually have lawful or neutral allies; they usually have chaotic enemies.

Allies

1-17 Lawful allies

18-20 Neutral allies

Enemies

1-16 Chaotic enemies

17-19 Neutral enemies

20 Lawful enemies

CHAOTIC ALLIES AND ENEMIES

D20

Roll 1d20.

1 No allies/enemies

3 Thouls

4 Trogodytes

5 Bugbears

6 Cyclops

7	Orcs
8	Frost Salamanders (or Gargoyles)
9	Gnolls
	Chaotic humans. Roll 1d8
	1 Acolytes
	2 Bandits
	3 Brigands
2	4 Mediums
	5 Nomads
	6 Nobles
	7 Pirates
	8 Veterans
10	Goblins
11	Harpies
12	Hellhounds
13	Hobgoblins
14	Kobolds
	Giants. Roll 1d6:
	1-2 Fire Giants
15	3-4 Frost Giants
	5-6 Hill Giants
	Lycanthropes. Roll 1d6:
	1-2 Werewolves
16	3-4 Devil Swines
	5-6 Wererats
17	Trolls, Ogres, or Minotaurs
18	Another Dragon!
19-20	Roll twice!

NEUTRAL ALLIES AND ENEMIES

D20

Roll 1d20.

1 No allies/enemies

Neutral humans. Roll 1d8

1 Acolytes

2 Bandits

3 Berserkers

2 4 Buccaneers

5 Mediums

6 Nomads

7 Nobles

8 Veterans

3 Apes, White

4 Bats (normal or giant)

5 Great Cats, Wolves, or Dire Wolves

6 Centaurs

7 Giant Crabs, or Warp Beasts

8 Dryads

9 Dwarves

10 Elves

Lizards, Giant. Roll 1d6:

1 Dracos

11 2,3 Geckos

4-5 Horned Chameleons

6 Tuataras

12 Lizardmen

Lycanthropes. Roll 1d6

1-2 Werebears

13 3-4 Wereboars

5-6 Weretigers

14 Flame Salamanders, or Mermen

Fairy people. Roll 1d6:

15	1-2	Nixies
	3-4	Pixies
	5-6	Sprites

16 Rock Baboons

Giants. Roll 1d6:

17	1-2	Cloud Giants
	3-6	Stone Giants

18 Another Dragon!

19- Roll twice!
20

LAWFUL ALLIES AND ENEMIES

D20

Roll 1d20.

1	No allies/enemies
2-3	Acolytes
4-5	Dervishes, or Unicorns
6-7	Mediums
8-9	Nomads
10-11	Nobles
12-13	Veterans
14	Treants, or Blink Dogs
15	Dwarves
16	Neanderthals
17	Storm Giants
18	Another Dragon!
19-20	Roll twice!

ADVENTURE HOOKS

D20

Roll 1d20. Ignore and reroll results that are not compatible with the dragon type, alignment, or other results from previous tables.

A famous magic item of great power is known to be in the dragon's hoard. Roll 1d20.

- | | | |
|---|-------|--|
| 1 | 1 | Elemental Summoning Device: Air |
| | 2 | Elemental Summoning Device: Earth |
| | 3 | Elemental Summoning Device: Fire |
| | 4 | Elemental Summoning Device: Water |
| | 5 | Efreeti Bottle |
| | 6 | Armour +3 |
| | 7 | Armour +3, Shield +3 |
| | 8 | Ring of Djinni Summoning |
| | 9 | Ring of Wishes 1-3 |
| | 10-11 | Staff of Wizardry |
| | 12-13 | Sword +3 |
| | 14 | War Hammer +3, Dwarven Thrower |
| | 15-16 | Spear +3 |
| | 17-18 | Mace +3 |
| | 19 | Sentient Sword |
| | 20 | Roll twice, or create a new magic item |

2 An item of great symbolic and political power, such as a famous crown, banner or scepter, is known to be in the dragon's hoard. It has enough symbolic power to unite or claim a kingdom (or to cause a war). Add the item, worth 2d6 x 5,000gp, to the dragon's hoard.

3-4 An item of great value is known to be in the dragon's hoard and someone is willing to pay to obtain it. Add an exceptional jewel, or other item, worth 1d4 x 5,000gp, to the dragon's hoard.

- 5 The dragon has settled in its current lair only recently and has been very busy trying to establish dominance. Authorities of nearby settlements (and/or leaders of sentient monsters) want it killed or driven away.
- 6 The dragon's enemies are willing to pay 2d6 x 1,000gp for experienced dragonslayers, who can keep all of the dragon's treasure for themselves.
- 7 The dragon's enemies are willing to pay 2d3 x 1,000gp for spies to locate the entrance to the dragon's lair.
- 8 The dragon's enemies are willing to pay 2d4 x 1,000gp to have it baited out of its lair for one hour.
- 9 Rumors report the dragon has eggs, and someone is willing to pay 1d4 x 1,000gp for each egg retrieved (the rumors may of course be false).
- 10 A local noble is willing to pay 2d6 x 1,000gp for a dragon head to decorate their halls.
- 11 A local noble is looking for "trusted helpers" to join his dragon slaying expedition, but actually wants them to defeat the dragon for him, while he waits outside the lair and subsequently takes all the glory and fame for himself.
- 12 Adventurers are required to negotiate an alliance or truce with the dragon.
- 13 The dragon sends its allies to find adventurers to get rid of its enemies.
- 14 The dragon sends its allies to find adventurers to satisfy its current desires (see Desires table page 113).
- 15 According to rumors the dragon has become decrepit, or is currently weak, or diseased. Add suitable Weakness (see table page 108). Several aspiring dragonslayers, especially of the opposite alignment, attempt to find the dragon's lair.
- 16 The dragon's enemies wants to hire spies to discover the dragon's weakness.
- 17-18 The dragon has kidnapped a noble or other political or religious leader, and heroes are required to free them.
- 19 The dragon has kidnapped a noble or other political or religious leader, and heroes are required to escort and deliver the requested ransom.

A sage needs a dragon component to prepare a special potion or magic item, and is willing to pay 5,000gp for it. Roll 1d20:

20

1	Tears
2	Blood
3	Tooth
4	Scale
5	Claw
6	Bone
7	Meat
8	Horn
9	Eye
10	Tongue
11	Heart
12	Bottled roar
13	Snore
14	Phlegm
15	Bottled laughter
16	Spit
17	Tail
18	Lash
19	Hair
20	Vomit

LAIR

Ideally, a dragon's lair should fulfill two functions: guard its treasure and eggs (if any) when the dragon is outside, and allow for safe rest or sleep.

Dragons can fly and cover long distances and ignore elevation and ground-level hazards; they are unharmed by the energy or element of their breath weapon. A good lair exploits both capabilities.

LAIR TYPE

D12

Roll 1d12, or roll 2d12 and ignore the higher result for a more "naturalistic" distribution of results. Reroll if the result is incompatible with the dragon type or environment. Buildings such as castles and temples are abandoned and might be in ruin.

- 1 Natural cavern
- 2 Abandoned mine
- 3 Natural chasm or pit
- 4 Mountain peak
- 5 Castle
- 6 Tower
- 7 Temple
- 8 Dwarven city
- 9 Underwater cave
- 10 Hollow volcano
- 11 Colossal tree
- 12 Deepest level of a dungeon

LAIR FEATURES

D8

The lairs of adult dragons should always be secluded and hard to reach (results n. 1 and 2).
Roll 1d8 to add features to the dragon's lair. Consider making more rolls for older dragons.

- 1 Secluded. Reasonably distant from settlements, roads, and other intelligent creatures' lairs. A dragon can fly at about 6 mph.
- 2 Hard to reach. The lair is in a rough, inhospitable, or dangerous terrain area, possibly inhabited by dangerous beasts or monsters, and/or is deep inside a dungeon.
- 3 Hidden. Vegetation, rock formations, snow, sand, a waterfall, an underwater entrance, a secret passage or magic illusion can make the entrance to the lair hard to locate or recognize.
- 4 Hard to enter. Entering the lair requires a difficult climb (up or down), walking a narrow path along a precipice, or swimming underwater for a long time.
- 5 Guarded. The dragon's allies or minions guard the place and can raise the alarm.
- 6 Trapped. Whether built by former inhabitants, or by the dragon's allies, traps can easily be eluded by the dragon by flying.
- 7 Dangerous. Environmental hazards associated with the element/energy of the dragon's breath weapon (lava pools, icy/boiling geisers, poisonous gasses, and so on), but also unstable architecture, narrow passages along precipices, difficult climb (up or down).
- 8 Magically warded. Entrance may require a secret word, sign, or object identifying the trespasser as one of the dragon's minions or allies.





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