

# NOTABLE NOVICES



DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**

**AND**

AXIAN

**SPICE**



# NOTORIOUS NEWCOMERS



# NOTABLE NOVICES AND NOTORIOUS NEWCOMERS



Optional Story Tables for Old-School Essentials  
by Giuseppe Rotondo

**Cover Art**  
Carlos Castillo,  
Denis McCarthy

**Images**  
Carlos Castillo,  
Denis McCarthy

**Layout**  
A.Sword.In.Da.Eye.  
Studio

**Slabbo font by**  
Mauro GATTI

**THANKS to**  
George Patterson

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



# INTRO DUCTION

# INSTRUC TIONS

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.

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.

# WHAT'S YOUR STORY?

## TABLE

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.

**2** 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.

**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

**4** 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".

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

**6** 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.

**7** 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.

**8** 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!

**9** While gambling, the character won a great war horse.

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

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

**12** 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	
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**

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

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

**16** 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.

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             |

**19** 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 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  | 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           |  |
| 20 | 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   |  |

**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 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

- |             |             |
|-------------|-------------|
| 1           | Goblins     |
| 2           | Hobgoblins  |
| 3           | Lizardmen   |
| <b>26</b> 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

- |             |              |
|-------------|--------------|
| <b>30</b> 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.

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!

**32** 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:

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

# LOOTED ITEMS TABLE



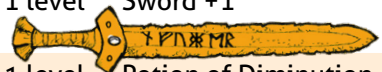
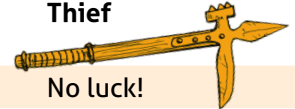
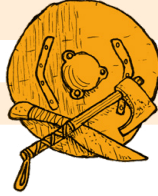
Roll 1d20 once for each character level and add the level and check the result for the appropriate class. Example: for a 6th level character, roll six times: 1d20+1, 1d20+2, 1d20+3, 1d20+4, 1d20+5, and 1d20+6.

**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.



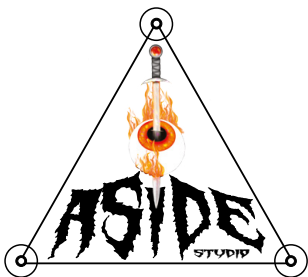
	Cleric	Dwarf, Fighter, Halfling (Elf)	Magic User (Elf)	Thief
2-9	No luck!	No luck!	No luck!	No luck!
10	Shield +1	Shield +1	Potion of Healing	Leather Armor +1
11	Mace +1	Axe +1	Dagger +1	Dagger +1
12	Shield +1	Shield +1	Scroll with 1 level 1 spell	Sword +1
13	Sling +1	Sword +1	Scroll with 1 level 1 spell	Potion of Diminution
14	Scroll with 1 level 1 spell	Sword +1, +3 vs Undead	Scroll with 1 level 2 spell	Potion of Invisibility
15	Potion of Healing	Sword +1, +3 vs Dragons	Potion of Healing	Potion of Healing
16	Potion of Healing	Potion of Healing	Potion of Healing	Potion of Healing
17	Plate Mail +1	Plate Mail +1	Potion of Healing	Leather Armor +1
18	Scroll with 1 level 2 spell	Sword +1, Light	Scroll with 1 level 2 spell	Potion of Diminution
19	Scroll with 1 level 2 spell	Sword +1, Flaming	Scroll with 1 level 3 spell	Potion of Flying
20	Scroll with 1 level 3 spell	3d10 Arrows +1	Scroll with 1 level 3 spell	Potion of Gaseous Form
21	Staff of Healing	Spear +1	Wand of Cold	Potion of Flying
22	Mace +2	Axe +2	Staff of Power	Potion of Healing
23	Scroll with 1 level 3 spell	Shield +2	Wand of Fire Balls	Potion of Healing
24	Shield +2	Sword +2	Wand of Fear	Dagger +2
25	Staff of Snakes	Spear +2	Wand of Lightning Bolts	Sword +2
26	Staff of Striking	Potion of Healing	Staff of Striking	Dagger +2, +3 vs orcs, goblins, and kobolds



27	Plate Mail +2	Plate Mail +2		Dagger +2	Leather Armor +2
28	Scroll with 1 level 4 spell	1d6 Arrows +2		Ring of Fire Resistance	Ring of Invisibility
29	Ring of Protection	Potion of Healing		Ring of Protection	Ring of Protection
30	Scroll with 1 level 5 spell	Potion of Healing		Ring of Spell Turning	Ring of Spell Turning
31	Scarab of Protection	Sword +2, Charm Person		Bag of Devouring	Bag of Holding 
	Mace +3	Choose one: • Sword +3 • War Hammer +3, Dwarven Thrower		Scroll with 1 level 4 spell	Scarab of Protection
32					
33	Shield +3	Shield +3		Scroll with 1 level 5 spell	Rope of Climbing
34	Plate Mail +3	Plate Mail +3		Staff of Wizardry	Leather Armor +3







**OPTIONAL  
STORY TABLES  
FOR OLD-SCHOOL ESSENTIALS**

