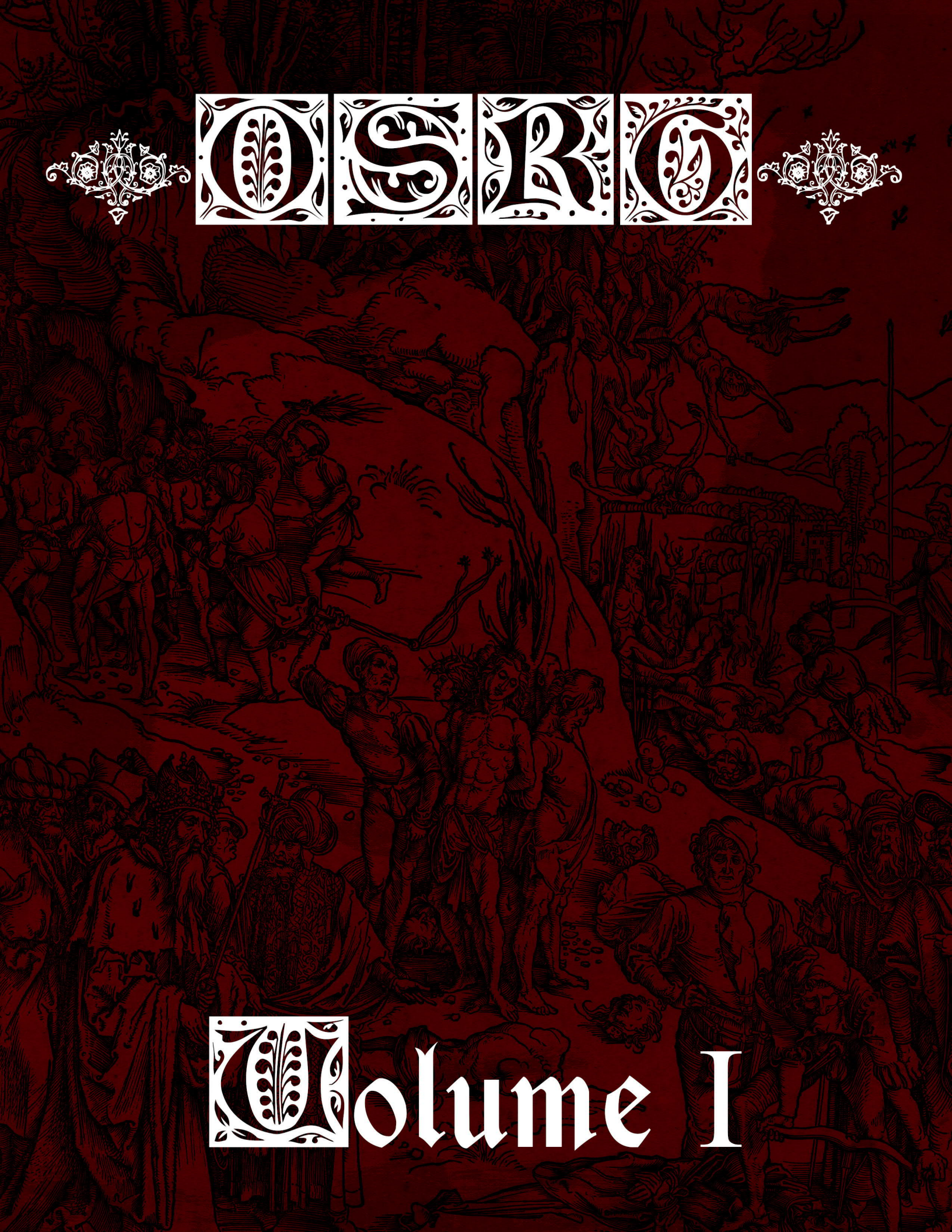




OSRQ



Volume I

/OSR/ ZINE

VOLUME 1

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This Zine is dedicated to everyone who has their head up their ass and thinks themselves the creative types (as clearly all of us are). We also dedicate this little title to the “zzz” one, that must not be named. Special thanks to a gay sailor from Indiana, for without his drunken provocations, this spiteful little publication would not exist.

Editor	Pastaman
Layout	Hobbes
Cover Artwork	Pour-Knowe Graffickz

THE BARBARIAN

by Pizzaready

REQUIREMENTS

STR 13
CON 12

Prime Requisite STR

Hit Dice 1d10

Saves as Fighter

Max Level 10th

RESTRICTIONS

May use any weapon. Can't use any armor except shields, to preserve your natural barbarian quickness and toughness (7 AC), scaling with each level. Attack bonus one level below a fighter of the same level.

STRENGTH OF CROM

Every level starting at Second level, the Barbarian gains 1/4th of an attack per level, or an extra attack every four rounds of combat.

GLORIOUS CONQUEST

Upon reaching 9th level, if the Barbarian conquers a castle or fort, he may establish a stronghold, bathed in the blood of his enemies.



Illustration of a Pict from John Cassell's *Illustrated History of England: From the earliest period to the reign of Edward the Fourth*, 1857

Experience	Level	Hit Dice (d10)	Attacks	Armor Class
0	1	1	1	7
2,065	2	2	1+1/4	6
4,125	3	3	1+1/2	5
8,251	4	4	1+3/4	4
16,501	5	5	2	3
33,000	6	6	2+1/4	2
65,500	7	7	2+1/2	1
76,508	8	8	2+3/4	0
86,178	9	9	3	-1
95,874	10	9+2	3+1/4	-2

THE HEYOKA

by Pizzaready

REQUIREMENTS

CHA 10

WIS 12

Prime Requisite CHA

Hit Dice 1d6

Saves as Thief

Max Level 8th

RESTRICTIONS

No Armor, Shields only

Club, dagger, Bow as only weapons

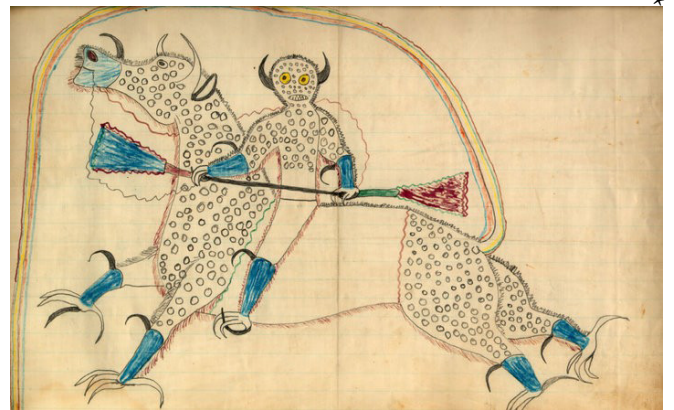
QUIRK

The Heyoka is a counter-cultural person, they have to act differently in one or many aspects to the rest of the party, they can pick this quirk at the beginning (such as hammering round things flat compulsively, wearing woman's clothes, etc) and they cannot invoke thunder beings if they do not keep up this quirk. The heyoka is a contrarian, jester, and satirist, who speaks, moves and reacts in an opposite fashion to the people around them. Only those having visions of the thunder beings of the west, the Wakinyan, and who are recognized as such by the community, can take on the ceremonial role of the heyoka.

MORALE BONUS

The jests of the Heyoka make him quite a pleasure to be around, all Morale checks and reaction rolls get a +1 bonus.

Experience	Level	Hit Dice (d6)	Invocations	Morale
0	1	1	1	+1
2,065	2	2	2	+2
4,125	3	3	3	+3
8,251	4	4	4	+4
16,501	5	5	5	+5
33,000	6	6	6	+6
66,550	7	6 + 2	7	+7
76,508	8	6 + 4	8	+8



THIEF SKILLS

The Heyoka are tricksters, so receive some bonus to thief skills. They can move silently, hide in shadows, and hear noise as a thief of the same level.

BESEECH THE THUNDER BEINGS

The Heyoka are able to call upon their patron deities to assist in their efforts, once per day per level, and once per combat with a 50% chance of success.

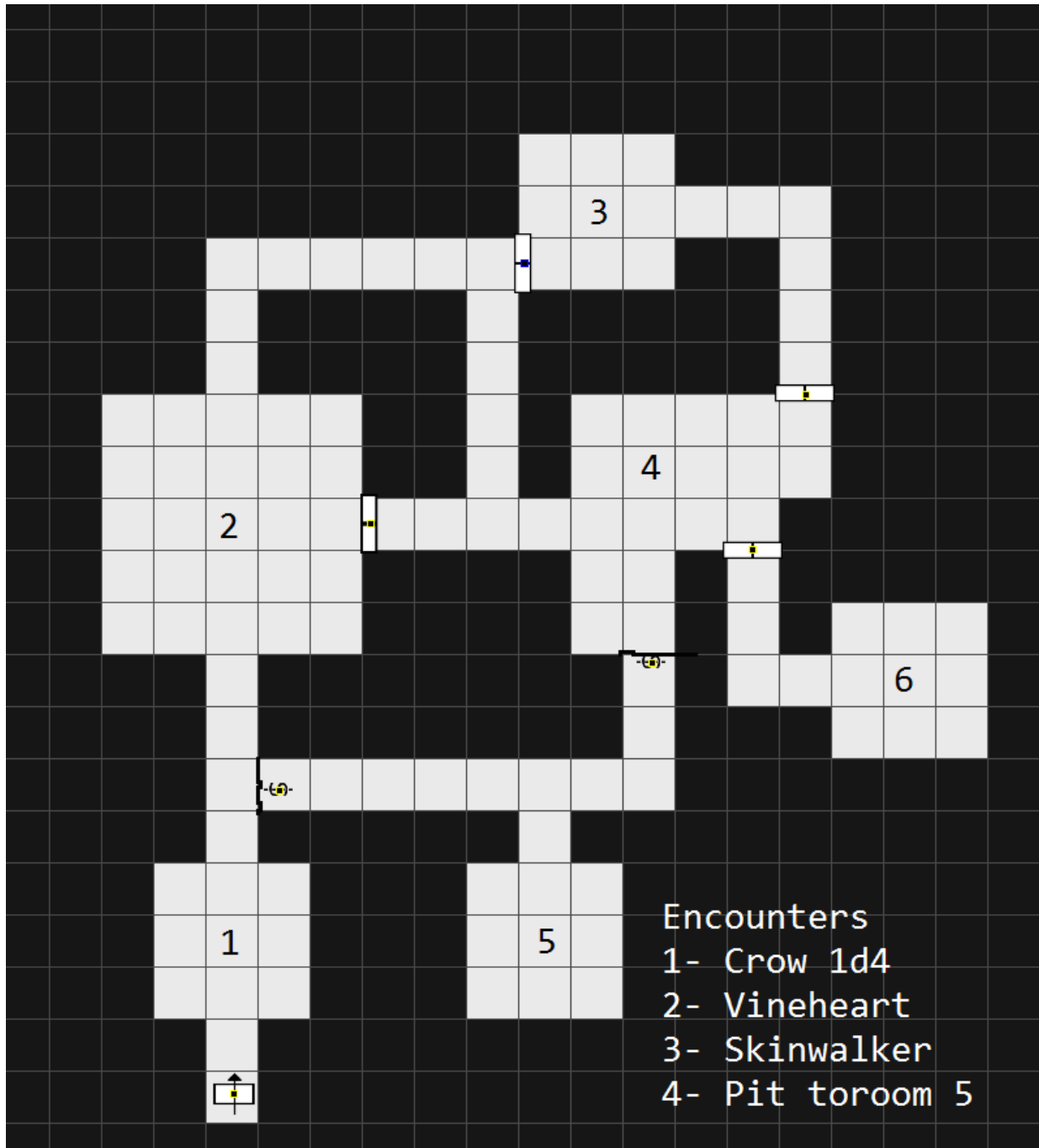
- 1d6 damage to wisdom, the Thunder spirits cloud your sight and give you haunting vision of your death. Lasts 1 day. Roll again on this table.
- The Skies fill with clouds and thunder, spooking wildlife and makes finding food easier.
- A bolt of lightning arcs from the hand of the caster, dealing 2d6 damage
- A bubbling mist flows from the ears and eyes of the caster, obscuring the area around the party, but they are able to see through the pool of darkness the enemy cannot.
- the voices of the thunder spirits speak to the opposing party, compelling man or beast to do the will of the caster.
- A spirit of thunder manifests, visible well to the Heyoka, but a blinding light to the rest. It will attack the caster's target or offer them wisdom. It attacks with a paddle spear that deals 2d10+5 damage, charging on the back of its spotted horse.

* 1880-1881 Ledger Drawing by Black Hawk, a Lakota medicine man

THE CAVES OF THOSE WHO SEEK LIGHT

A short adventure by Pizzaready

In the eastern fringes of the Black Hills, there is a cave which faces the Fall River, near the hot springs. It is one that is avoided, with good reason. Oral histories say that dark things grow in there and that those who enter never come back. What truly dwells inside is a mystery to all except the cultists and beasts that dwell here.



ROOMS

- 1 The mouth of the cave widens into a small room, with carved pictograms of the Lakota gods adorning them, mostly Anpao, the Dawn, the red light. Some text on these pictograms will reveal a ward that may have been used to keep something out, or in.
- 2 The cave here opens to a much wider area that looks somewhat lived in. There are four injured crow warriors in this room. They attack the party on sight. Once the battle is over, the party notices the slashes on their bodies and a thick overgrowth to the east.
- 3 The path to this room is well grown with thick green vines of no discernible origin. In this room there is a skinwalker, devouring what remains of a Crow scout. There are multiple corpses there, one of them has an enchanted necklace that offers a +1 to all backstabs.
- 4 The Skinwalker Cult – A group of three men, clad in animal skins (otherwise naked) who stand beside a skinwalker, who is in the middle of turning into a bestial form. They carry clubs.
- 5 The hoard of the wendigo/pit trap. On a 6 in 6 encounter roll, somebody falls through the soft cave floor and into the endigo pit at room 5. The skinwalkers of room 4 will hear the noise and move in for the attack. In this room are the remains of several of the Lakota and Crow in all states of decay. On one of the bodies is a chest plate made out of small circles of metal.
- 6 The Wendigo resides in this room, devouring the remains of two Crow scouts, scattered through the room are the skulls of children on spikes. There are degenerate pictograms on the wall, if attempted to be discerned, the viewer will be subject to a save vs magic, if they fail, they take 1d4 points of damage. An enchanted spear with the ability to detect all life within 15' is in the hands of one of the dead fighters.

THE VINEHEART

She was described at first as having no real shape or form; she had eyes of fire, and a fanged mouth that was shrouded in a smoky, cloudy mass. As time went on further, her form was exposed as being massive, with a long, scaly body with natural armor that was almost impenetrable. Her eyes burned with wrathful hunger, her claws like iron, and her voice raged like thunder rolling in the clouds.

Whoever looks upon her in full torchlight must save or be driven either blind or insane (GM's choice).

Her weakness is a seventh spot on her torso, behind which her heart lies within, which burned firey. To kill her, one must shoot an arrow or spear enchanted with magic at the spot.

RANDOM ENCOUNTERS

Roll 1d6 each turn of exploration, if a 6 is rolled, then roll 1d4 for the encounter.

- 1 1d4 Crow warriors
- 2 The Vineheart
- 3 A Skinwalker
- 4 A pit to room 5 opens up before the party

TWENTY ITEMS by Twocalf

Necfauxnomicon This skin bound book looks like the legendary book of the dead, with one exception, it was written poorly by a dyslexic necromancer. Most of the spells are bunk and activating any of them will cause the book to lock up. No matter what the spell cast from the book the result is the same, a single loyal zombie follower (2HD). If the zombie is ever destroyed the book unlocks.

Thief's Tankard A typical if scuffed and weathered metal tankard. Placing this tankard on a table with another beverage allows the user to take the beverage from another container on the same table.

Owlbear Costume An Owlbear costume.

Scarecrow Sack This burlap sack can be opened to release a screeching crow that forces a morale check for all nearby. To recharge this item the sack must be placed on someone's head while they are having a nightmare.

Simpletons Spellbook Written mostly in pictures and wax crayon this appears as gibberish for anyone with an INT higher than 8. However for those with INT 8 and below it is a powerful spell book with a single 1st level spell chosen at random. Provided the readers INT stays below 8 they can cast this spell like a first level magic user.

Ring of the Medusa This ring appears to be made of dozens of interwoven brass snakes. If the wearer is ever brought to death by loss of hp, they instead turn to stone and the ring shatters. For every month the affected spends in stone from, they heal 1hp. When brought back to max hp the stone sheds off like a snakeskin.

Chitin Helm This helm which appears to be made out of thick overlapping rows of chitin can be activated to encase the wearer in a form of chitin armor. This grants the armor bonus of full plate, even if the person wearing it is not proficient in the use of full plate. The armor molts after an exploration turn, after which the armor sloughs off in wet sheets and user is fleshy and vulnerable and cannot wear any clothes (or armor) for an hour. Once used this item cannot be reused until they consume a gallon of sugar water and wait for 24 hours for the shell to reharden.

Gloves of the Weaponmaster It is a pair of fine black leather gloves that have a circle cut out of the palms. These gloves contain a minor extradimensional space, with one palm being the entrance and the other the exit. A single weapon (and only a weapon, the space rejects all other objects) can be stored here and can be recalled instantaneously. Taking off the gloves while a weapon is stored will cause it to fall out.

Pocket Pool This pocket can be sewed onto any vestment. When ripped off and thrown down the pocket will spawn a 10ft by 10ft pool of water that is 10ft deep. When fully drained of water, it will revert back to pocket form. The water is also chlorinated and is not good for drinking (however is it chlorinated enough to fully kill an aquatic creature).

Six foot long 'smoking pipe' carved to look like a snake. Can hold up 100 cubic ft of smoke, released with a big puff.

Preserved Dinosaur Egg Will hatch in d4 weeks if kept warm.

Flask of Nightmare Fuel As lantern oil, but can befiled if placed on someone sleeping who is having a nightmare. There is a 1-in-6 chance that this will also pull out something from the nightmare.

A one-gallon cask of Hellfire Bitters A rare hot pepper infused brandy. It will flambé automatically with a blue flame when poured. If one gets drunk off of this liquor they are immune to the effects of fire until sober.

Bee Bead Necklace Necklace of 2d6 bees trapped in amber. Each bead can be thrown to summon a 1HD Giant Bee.

Pet Tornado A miniature tornado (1HD Air Elemental) that follows the PC and is about as smart as a dog. Grows at a rate of 1HD a year. Will act bad if not paid attention to.

The Hungry Lock this mundane looking lock will consume anything that is placed inside of its keyhole (including keys, lock picks, and fingers). It will unlock only when full and has a stomach comparable to that of a goat.

Noble Gas This spray can when triggered releases a green mist that makes anyone inside of it appear as if they are part of the local nobility. Comes with 10 charges and can be recharged by filling the canister with tears of the peasants.

Bag of Shit A 10lb sack of manure that refills every week.

The Hungry Coin A plain looking GP that looks like any other one but will devour other coins it comes in contact with. Whenever it eats 100gp worth of coins it vomits up a gem worth that much.

This vial of graphite gray ink is a powerful magnet that can hold up to 10lbs of metal if fully used. The ink is permanent and can be used to make tattoos.



Barcha di musici rapra Clauco dio Marino e Tritoni Balthasar Moncornet after Remigio Cantagallina. 17th c.

TAVERNS BEYOND HUBRIS

Wine, Women, and Song in the Lands of High Adventure

by Ellardin

Are your players thirsting for a slightly more detailed tavern? Did this need arise within the middle of a session and you are already short on ideas? You've heard of Hubris; you even have the book on your shelf. Sadly, you and your players don't have the time to wait around while you flesh out a tavern from whole cloth that has the appropriate level of character and flair.

Using the tavern generator that is provided in Mike Evans' Hubris, here are 5 taverns that can ease the stress on any GM to aid in providing a new or interesting experience. Alongside the fiction, there are also three drinks which can be made and served to the entire gaming group. These drinks are a specialty in some of the taverns provided, but have been written as to be useful both in and out of your game session.

THE SMOKELESS LAMP

CLIENTELE Predominately non-human, very few patrons in number.

CHEAPEST DRINK 2 Copper

MOST EXPENSIVE DRINK 1 Silver

OVERNIGHT ROOMS This establishment is only a bar, and does not have rooms available.

PATRON OF NOTE A High-priestess from a local temple comes to sing once a week, she is willing to talk on theological topics but is otherwise off-duty.

OTHER SERVICES The barkeep has a stock of insects and fishing bait he is willing to sell to those who haunt the tavern.

Nothing more than a peculiar hole in the wall, this tavern is interested in simply sustaining its small community. Never having more than two dozen patrons at once, the frequenters are all accustomed and on a friendly first name basis. Entering into the tavern, a person will be met with torches lining the walls, and along the support pillars near the bar itself.

A small elevated stage has been constructed on the far side of the bar area, where all of the patrons are encouraged to share folk songs and dance before the assembled crowds.

There is little wait staff, but such is not a necessity. The glasses, steins, mugs, plates and cutlery have been long ago enchanted to float around and serve the guests as they come.

When there are more than three patrons in the tavern, the torchlight will glow green and yellow; some believe, that the torchlight is to mimic the perfect shades of green and gold grass during the spring and summer.

Outside of the regular crowd, the bar is said by outsiders to be a "bad charm" as a woman once committed suicide over a miscarriage right outside the threshold of the establishment. The tavern is mostly for non-humans, signified by all the tables being sculptures of human beings in positions of prostration.



At the Tavern, Johann Michael Neder - 1833

KITCHEN'S SWEETENED POT

CLIENTELE Human with a very small, if any, demi-human presence.

CHEAPEST DRINK 5 Copper

MOST EXPENSIVE DRINK 1 Gold

OVERNIGHT ROOMS The tavern has a total of 7 rooms available for rent above the bar.

PATRON OF NOTE A famous bard often comes and sings in this establishment, as it was the first tavern that he ever sang at.

OTHER SERVICES If a person is "in the know", then you are able to access the spy-network that operates out of this particular tavern.

This tavern always seems to be packed to the rafters. Being a community staple for many generations, the newest owner and inheritor of the property has begun to institute a wait list to help mitigate the amount of people that tend to crowd within.

Homemade scented candles are littered throughout, serving as the only lighting available, the barkeep tells patrons that if their table candle hasn't been completely expended by the time they leave, that they can keep whatever is left at no extra cost. Much like the candles, the staff places exotic and homely scents within each ale served; bringing in a welcoming atmosphere to the entirety of the senses.

Common foods are served to those with an appetite, along with the tavern's well known specialty entrée: Owlbear Afterbirth Pudding. At the desire of the client, each drink will also have a teaspoon of honey added. If a person is looking to spend a large amount of coin, the tavern serves a drink that includes sap which has been Sapphire infused.

Currently, the patrons of the tavern will tell newcomers about a giant wandering fire worm that has been spotted out in the wilderness near the forest which is inhabited by fairies that are known to kidnap small children.

The bartender is always primly dressed, directing much welcomed guests to the feast tables and other seating. Guests are known to often recount local stories and legends, and even to break into song and dance as the night of debauchery progresses.

THE FOG'S CAGE

CLIENTELE Exclusively humans, many (if not all) clients are secretly members of a local cultic religious group.

CHEAPEST DRINK 6 Copper

MOST EXPENSIVE DRINK 7 Silver

OVERNIGHT ROOMS There are 25 rooms that are associated with the establishment. The owners of the inn are members of the local cult and don't allow any of their fellow cultists to purchase rooms above, they reserve that honor for outside guests only.

PATRON OF NOTE A veteran monster and witch hunter often comes to the establishment to sell them animal, monster and human remains that will be used for food and drink. He is on good grounds with the local cultists and they will respectfully leave him alone. If the hunter is in the establishment at the time that other outsiders are, who are considering staying the night, he will warn them that sleeping anywhere else will be safer and preferable. He offers to take them back to his home instead.

OTHER SERVICES The tavern also engages in loans and money borrowing.

SPECIALTY DRINK Essence of the Captive Green Fairy. A moderately popular establishment, only candles adorn the walls and chandeliers of the tavern. Most of the bar itself is located underground, built inside of an old cellar basement that was converted. The floors above serve as a hotel of sorts.

The staff has a talent for signing and will entertain those who arrive during their shifts with quick tunes and melodic songs. The main barkeeper is quite angry at the lack of direct obedience his staff shows him, and will often snap back at small talk if engaged. The cult affiliation of the owners and most of the clientele is a secret.

They are friendly and welcoming to those not of the cult, but their true purposes are hidden from those who are not a part of their number. Only those who are outside of the cult are permitted to stay in the rooms above, the reason being that the beds are enchanted by malevolent forces that eat the souls of those who sleep in them. The bodies are found decrepit and decomposed in the morning, the body parts being used in the food that is served.

Outside of the tavern are fields that are locally known for being obscured in fog at all times of the year. The locals warn that those who become lost within the fog are almost never heard from again. The bar itself is constructed from bones, and has been carved to emulate the visages of mythological creatures.

The local nobles are aware of the murderous cult that operates here but have promised to turn a blind eye if they have been permitted membership into the cult and receive yearly tribute.

Smoke perpetually billows from the windows and threshold of the tavern, as many of the patrons have taken to the habit of smoking. Other strong smells linger throughout the bar. Partially from the strong ethnic smells omitting from the mosaic of bodies mingling within but also due to the heavily spiced food (as to hide the fact that the food is long expired).

One of the commonly served foods that the patronage has been accustomed to being served is pickled rat brains. The tavern was once more highly esteemed, a portrait of the original owner hangs over the fire place, it was common knowledge at the time that the builder and first owner of the tavern was an adventurous soul and personal friend with the King.

An interesting note about the tavern itself is that sometime throughout its history, the tavern was cursed by a witch and thusly anyone who drinks a health potion under the tavern's roof is turned into a donkey.

THE DRAGON'S PANTRY

CLIENTELE A true cosmopolitan mix of peoples from differing social classes and races that often frequent this area.

CHEAPEST DRINK 1 Copper

MOST EXPENSIVE DRINK 5 Copper

OVERNIGHT ROOMS The tavern has 37 rooms that are available for overnight purchase.

PATRON OF NOTE A local leper known for his angelic voice often comes to mingle.

OTHER SERVICES The tavern doubles as a pawn shop which allows adventurers to borrow up to 100gp in cash if paid back in items that are found within the hazardous environments that adventurers would find themselves.

SPECIALTY DRINK Eleanora's Botanical Refreshment.

BOUNDARY'S CROSSING

CLIENTELE Earthen fairy creatures, dwarves, gnomes, and the humans that live near them.

CHEAPEST DRINK A single mushroom.

MOST EXPENSIVE DRINK Your wife's firstborn child.

OVERNIGHT ROOMS This establishment has a total of 97 rooms that are available. Most of them go unused, on the rare occasions that the tavern is hosting a wedding or other such festival then there is a 25% chance that all the rooms will be booked and the tavern's patrons will have to find accommodations elsewhere.

PATRON OF NOTE A gnomish fortune teller can always be found in the corner, asking a simple 1 silver for the fortunes of those who seek her out to be told. Not being versed in any of the arcane or cultic arts, many scoff at her for being a fraud. She adamantly stands by her position as a "folk" therapist.

OTHER SERVICES The owner of the bar is secretly a magic user with a specialty in locating lost items, cursing, and speaking to demons.

SPECIALTY DRINK Mug of Arte Glow.

Nestled on the borders of a faerie wood, this tavern smells like earth, citrus and the plants that would grow on the forest floor. Being the only waystation between the chaotic untamed wilderness and the roads towards more civilized lands, the tavern is often packed with a full hamlet's worth of people and at the very least four dozen patrons can be seen shuffling in and out of the establishment.

The building that the tavern is based in has organically grown over the years, being built upon to accommodate more and more travelers who need to stay the night before continuing further on their travels. Some of the people who enter the establishment are taken aback by the presence of fairies who frequent the tavern, but they are reassured that the presence of these creatures is not followed by hostility. When ordering a drink from the bar, a patron can expect that each drink is served within a class made from pure crystal.

The cooks make sure to use the whole body of the animal that they prepare, bear liver Pâté being a favorite of the locals. If a patron wishes to sleep in a room upstairs, they are made aware that the presence of nearby faeries causes human beings sleeping there to receive dreams of events that happen up to 5 days in the future.



Figures Outside a Tavern, William Shayner Snr

THE SPECIALTY DRINKS

Eleanora's Botanical Refreshment

6 Cups of Cold Water
 1 Cup of Gin (optional)
 2 Cups of Fresh Lemon Juice
 1 Bunch of Fresh Thyme
 1½ Cups of Sugar
 The Thyme Sprigs, for garnish

- 1 To prepare, one must go and fetch their favorite cook-pot, kettle, or even Dutch oven. Let it be known that it must be clean, lest possible ruination be visited upon your brew of beneficence.
- 2 Then, place the sugar, thyme and 1 cup of water to a boil inside. This must be stirred until the sugar is completely dissolved, which will take about 2 minutes.
- 3 Strain the lemon juice, gin (optional), and 6 cups of cold water into an appropriate pitcher.
- 4 Refrigerate until cold, which takes 1 hour.
- 5 Serve over ice, add garnishes such as thyme sprigs and other botanicals as you desire.

Essence of the Captive Green Fairy

¾ oz or ¾ parts Vilya Spirits Extrait
 d'Absinthe Verte
 ¾ oz or ¾ parts Lillet Blanc
 ¾ oz or ¾ parts St-Germain Elderflower
 Liqueur
 ¾ oz or ¾ parts Lemon juice
 1 dash of Gin

- 1 Fill a shaker with ice, as much that you feel is appropriate.
- 2 All the ingredients should be added to a shaker.
- 3 Shake, when such has been done properly, then strain into the finest available champagne coupe.

Mug of Arte Glow

1 Bottle of dry red wine
 2 Cinnamon sticks
 1 Orange, sliced into rounds
 2 Star anise fruits
 8 Whole cloves
 2-4 tbsp sugar, honey, or maple syrup
 to taste (or your desired sweetener)
 optional add-in: ¼ cup brandy (or your favorite liqueur)

- 1 All ingredients are placed into a saucepan, heat must be set between barely a simmer to no hotter than medium-high heat.
- 2 Boiling the wine will bring ruin. Most mulled wine is simply set to simmer.
- 3 When appropriate, reduce the heat of the concoction to medium-low and let the wine simmer for a minimum of 15 minutes and no longer than 3 hours.
- 4 Strain the wine of the spices, and serve warm with your desired garnishes.



REGARDING HENCHMEN

by Chronische

Henchmen can be a tough concept to wrap your head around if you were not raised playing old-school games. Despite that, many folk have used henchmen in various ways without knowing it: the NPCs that would join your party in video games, for instance, are oftentimes henchmen with few desires and goals of their own. They can be treated as, effectively, another party member but with a few caveats: they tend to only be as loyal as they are well treated.

Simply giving them a fair share of the loot is generally sufficient, but if the conditions of the previous adventure were adverse enough they may still quit your company on returning to civilization. If they were treated poorly, they may do yet worse things based on their personality and alignment. The party treasury going missing, an anonymous tip to your enemies, or simply poison in your meals may await you.

Part of making henchmen appealing to new players, and to the GMs that run them, is to make them more than simply "Bill the Fighter". Having preferred weapons, preferred ways to be paid, and other minor quirks can help to start. If you want to make them more detailed to the point of practically being a fully fleshed out party member you can give them taboos, personal rituals, superstitions, and goals of their own.

Henchmen are valuable for many reasons: they serve as extra bodies between danger and the player characters, they can provide skills and powers the party otherwise lacks, and they make for excellent ready-to-go replacement party members in case of player character death. Below are a few simple examples.

FANTASY

RAPSCALLION - William the Quick

STRENGTHS Dexterous, an able sprinter and climber, a marksman with his throwing daggers.

WEAKNESSES Prone to illnesses, squeamish about pain, gambling addict.

PERSONALITY Likes gems and jewelry as payment for ease of transportation, likes showing off his speed, afraid of insects, believes that he can't lose a bet that he makes using stolen goods.

GOALS To keep himself ahead of his debt collectors, to own a jeweler's shop.

YEOMAN MERCENARY - John Strongbow

STRENGTHS Yeoman training, bulging biceps, a hearty disregard for danger.

WEAKNESSES Impetuous, arrogant, a heavy drinker whenever liquor is at-hand.

PERSONALITY A strong believer in the social order, respects intellectuals for their hard work and the wealth required to learn, hates foreigners with a passion.

GOALS Supporting his family back at home, dreams of knighthood.

DWARVEN EX-PROSPECTOR - Drin Karaz

STRENGTHS Dwarven durability, an iron will, vast knowledge of monsters of the depths.

WEAKNESSES Afraid of the dark, refuses to bathe, addicted to psychedelics.

PERSONALITY Knowledgeable yet reticent, hides his fears behind bluster and babbling, will do anything for the glittering prize of gold.

SCI-FI

SPACE TRUCKER / PILOT ON THE RUN - Chaz Dustoff

STRENGTHS Reliable and unflaggable pilot, ace with shipboard weapons, mean mechanic.

WEAKNESSES Can't back away from a dare, yet won't do anything to risk his 'baby' (whatever vehicle he owns).

PERSONALITY An ace, and he knows it, daredevil at times, hates commitment without a pricetag attached.

DISGRACED, EXILED MILITARY COMMANDER - Dirk Lightstream

STRENGTHS Master of tactics and strategy, crack shot, skilled diplomat.

WEAKNESSES Public enemy of the state, numerous enemies, lack of practical survival knowledge.

PERSONALITY Vengeful, seeks to prove himself again and again, prone to despair.

STRANGE ALIEN - Xox Wobbockz

STRENGTHS Many dexterous fronds, communication pollen, photosynthesizer.

WEAKNESSES Barely mobile, extra-susceptible to extremes of temperature, alien mind.

PERSONALITY Curious, exploratory, pushes personal boundaries, inquisitive to the point of rudeness.



A Standing Soldier,
Jost Amman(?),
Mid-Late 16th Century

CULTS OF THE OGDOAD

by Pastaman

Once, there were no mortal kings, all power was vested only into the gods, who used the vessels of the priesthood to do their bidding. Now, the procession of ages has now degenerated, the priests are now subservient to the warrior aristocrats, who themselves are beginning to fall to the rising power of merchants. Yet, in the shadows, in the places outside of law, those who strain against church and king plot the downfall of both and dream of their own ascension to power. They serve eight gods and goddesses of four concepts, they are:

Kek & Keket (Darkness and Light)

Heh & Hauhet (Infinity)

Amun & Amunet (Wind and Hidden Forces)

Nu & Naunet (The Primordial, Abyssial Waters)

Most cultists of one set of gods is likely a cultist to all, but they will likely pray to that one more than any others.

THE CULT OF KEK & KEKET

The lowest of the low, the cult of Kek and Keket operate Beggar's Guilds and many other scams wherever they are able to operate. The cults devoted to this god are the most pervasive.

THE SPELL OF KEK AND KEKET - DISPLACING DARKNESS/LIGHT

3rd LEVEL CLERIC SPELL

As the Light/Darkness spell, but with a diameter of 60', the caster will also be transported 120' as Dimension Door, but only the caster (and the things he carries) may go through, no other persons.

SCAM ARTISTS

NO. APPEARING 2d4 (+1 cultist for every three scammers)

HIT DICE 1

AC as leather

MOVE 12"

TREASURE TYPE A

MORALE 7

SAVES AS Fighter 1

ALIGNMENT Chaos

ATTACKS Knife/Improvised Weapon 1d4

SPECIAL Caltrops, (1d3 over 10' area to any that attempt to follow at speed) Smoke bomb (one carried that covers 30' area in smoke for 1d6 rounds).

Common thugs who are looking for a quick buck and to make an easy mark out of Joe Blow. These reprobates will be seen in most cities, but there are a few regular tells for when Ogdoad Cultists are in charge, these being cards marked with frogs, divination dice used for gambling, odd statues, and other accessories unusual in gambling.

The games are almost never fair, there is a 60% chance that it is impossible to win any game done by them, 30% are rigged in favor of the house, with a 90% failure rate against the house, 5% are rigged in favor of the house by 80%, and only 5% of games run by these cultists are fair.

The sight of lawmen is enough for the gangs to disperse, but if the gang outnumbers the lawmen by at least three to one, then they will continue to operate, and respond to any attempt at enforcement with hostility.

CULTISTS

NO. APPEARING 3-18 in lair, 1-6 in town, 1-3 in wilderness (+1 third level cleric per three cultists)

HIT DICE 2

AC 8 (25% chance of chain AC 5)

MOVE 12"/6" (if armored)

TREASURE TYPE A

MORALE 9

SAVES AS Cleric 2

ALIGNMENT Chaos

ATTACKS Sabre 1d6 (1/8th chance of Mancatcher)

SPECIAL Casts Cure Light Wounds 1/day, Random 1st level cleric spell, Caltrops, and Smoke Bomb (as Scam Artist), 10% chance of scroll of Displacing Darkness.

The cultists who have graduated from the ranks of scam artists and panders into the ranks of the higher cultists, now able to begin learning the magic of the Ogdoad cult and become initiated as acolytes.

Each cultist has his own "medicine" trinket which he needs for his magic. Any operation set to hunt Ogdoad cultists will ask for the "medicine" as a proof of death.

Cultists at this level will be more militant, and more armed than the common rabble. These cultists involve themselves in subversion on a greater scale of society, molding opinion and thought to subvert the order of civilization for the sake of their dark gods.



Illustration from Gaston Maspero's 1896 book, *The Dawn of Civilization: Egypt and Chaldea*

OGDOAD CULT PLOTS

TARGET

- 1 The Church
- 2 The State
- 3 Prominent Nobleman
- 4 Prominent Merchant
- 5 Prominent Clergyman
- 6 The Water Supply/ Merchants
- 7 Livestock and Granaries
- 8 The Public

SPECIAL TACTICS

- 1 A plague of frogs
- 2 Propaganda
- 3 Rioting
- 4 Mass magic use
- 5 Evil ritual
- 6 Human Sacrifice / Demon Summoning

METHODS

- 1 Murder
- 2 Arson
- 3 Poison
- 4 Slander & Libel
- 5 Theft
- 6 Kidnapping

THE SPOILS

- 1 Wealth, $2d100+6d20+3d30+1000$ GP
- 2 Ancient Knowledge, $6d6$ spells of random levels.
- 3 Magic Items, roll on whatever tables are applicable for $2d3$ magic weapons, and $d4$ artifacts.
- 4 The overthrow of a town or city, becoming the territory of the cult.

CULT ACCELERATION TABLE

As the number of successful actions against the cultists increases, so do the operations that they conduct. The numbers that remain after the purges from the strong arm of the state and church carried out by noble adventurers will be those that are the most devout. When leadership is decapitated, the remainder will engage in more and more violent, depraved, and destructive action.

POINT VALUES

Event	Acceleration Points
Every 3rd level and up Cleric killed	1/4
Every magic item stolen	1/8
Every 5 cultists killed	1/4
Every plot successful for the cult	-1
Every plot unsuccessful for the cult	1
Every secret revealed to the authorities	1/8
Every 5th level and up Cleric killed	1/2 (cumulative)
Every Cult Hideout Cleared	1
Every 7th level and up Cleric killed	1 (cumulative)
Every Shrine Desecrated	1/2

ACCELERATION EFFECTS

Acceleration Threshold	Effect
Every 2 points	A new plot will be hatched and executed.
Every 5 points	A new demon will be summoned or a new artifact unearthed in a desperate attempt to save the cult.
10 Points	The cult will begin to go full Jonestown, suicidal actions of violence, poisoning, and magic will ensue as the cult attempts to ensure that as it falls it will bring everyone else with them.
15 Points	The last remaining cult members will engage in a plot to end the world by some means. It may be assassination of a king and his entire royal family, it may be siding with a foreign enemy, it may be finding the cork in the middle of the ocean and unplugging it, but it will cause a catastrophe if not stopped.
20 Points	The cult is no longer a threat.

THE CULT OF NU & NAUNET

Poor fishermen who cavort with forbidden forces beyond their comprehension. They worship the god and goddess of the primordial deep, before the creator of the world brought order into his creation.

Cultists of Nu and Naunet distinguish themselves by the use of a trident as a ritual object, one that is carried even outside of the boat. Of course, only the boldest cultists carry the full trident in public. Most cultists only carry their hooks on them, which have the three prongs of the symbolic trident.

THE SPELL OF NU AND NAUNET - FLOOD/DOWNPUR

5th LEVEL SPELL

Range 300'

The waters from the elemental plane of water are brought forth either as clouds to rain down or as water to flood a cavern. 500 gallons (plus an additional 100 gallons per cleric level above 7th) of non-potable water (it is unwise to drink, considering the primordial lifeforms contaminating it) will fall to the earth in a range of 300 feet.

If the cleric is underground or indoors, it will seep in through the ground, quickly eroding the stone either above or below it (the choice is up to the cleric) to seep into the cavern or room and flood it. The rain will occur over the space of a turn and the flooding over the course of a combat round.

FISHERMEN

NO. APPEARING 3d6 (+1 Cultist per four fishermen)

HIT DICE 1

AC As leather and shield

MOVE 12"

TREASURE TYPE A

MORALE 6

SAVES AS Fighter 1

ALIGNMENT Chaos

ATTACKS Fishing spear 1d6, Dagger 1d4,

Broken liquor bottles 1d3 (10"/20"/30")

SPECIAL Oil flask projectile (as a lit flask of oil), Living Projectile (if projectile hits 1d2 damage and save vs. paralysis)

Roving bands of fishermen and sailors who practice their rites and commit blood libel in the back of taverns at ports. Those killed in such rituals are drained of their blood, their bodies weighted down to the bottom of a river or the bottom of the sea, where they will return to the primordial deep.

They will attempt to lure people in with drink (including adventurers from out of town) and then knock them out and kill them for their dark rites.

THE CULT OF AMUN & AMUNET

THE SPELL OF AMUN & AMUNET - TO BECOME LIKE AMUN

3rd LEVEL CLERIC SPELL

As the Magic User spell, Invisibility but the invisibility will not be broken by casting further spells, attacks will still break the invisibility. The caster takes the unseen appearance of Amun, any followers of that god will know the presence of one using the spell from a particular smell in the air.

ASSASSINS

NO. APPEARING Solitary or 1d4

HIT DICE 2

AC as Unarmored

MOVE 12"

TREASURE TYPE A

MORALE 6

SAVES AS Fighter 1

ALIGNMENT Chaos

ATTACKS Sabre 1d6, Dagger 1d4

SPECIAL Potion of Invisibility, Poison

When an opponent of the Ogdoad cults comes forth and opposes them, agents will be sent against them. For every three points on the Cult Acceleration table, a new group of 1d4 assassins will be sent. At 6 points, 2d4 will be sent, 3d4 at 12, and so on.

THE CULT OF HEH & HAUHET

THE SPELL OF HEH & HAUHET - GAZE INTO INFINITY

5th LEVEL CLERIC SPELL

As the Magic User spell, Hold Monster with several caveats. The spell works as a gaze attack and all defenses that work against gaze attacks will work against Gaze Into Infinity.

CULT ARTIFACTS

ARTIFACT OF HEH & HAUHET - THE PALM RIB OF A MILLION NOTCHES

This gilded palm stem is covered in endless notches. If one were to look into the notches, they would find a fractal pattern of endless notches which continue forever in an endless recursion. A shen ring of gold is attached to the straight end of this branch.

He who holds this rod will have premonitions of many things, almost none of them will ever pertain to him or his world.

The holder of this item will be able to cast Purify Food and Water at will and once per day be able to bring fertility to a barren field in a special ritual which will be revealed in dreams.

One who holds this branch who has high wisdom will have further mysteries revealed. A high (13-15) wisdom cleric who holds it will be able to cast Continual Light/Darkness once per day through the branch.

A cleric of 16-17 wisdom may use a form of Sticks to Snakes with it once per day, either casting the spell of other sticks or using it only on the branch, which shall turn into a massive boa constrictor (20' long) with golden scales. A cleric with 18 wisdom will be able to use the branch to cast Insect Plague once per day.

GOLDEN SNAKE

AC 4, **HD** 4+3, **MV** 9", **#ATK** 2 1d10+2, **SAVES** F4, **ML** 7, **AL** Chaos

ARTIFACT OF AMUN & AMUNET - THE SERVING BELLS

A set of five gilded bronze bells, which play melodies in one octave of a pentatonic scale. Playing the five in the right pattern will allow the casting of spells.

The patterns are obscure and require exact timing and precision to execute correctly. For any spell cast with these bells, both the pattern and a minute for each spell level is needed to perform it. For example, melody of three minutes requiring five hands with exact timing is needed to cast Dispel Magic using these bells.

Sheet music to play these bells is elusive, most of them being papyrus manuscripts which have rotted away with time.

ARTIFACT OF KEK & KEKET - THE CONTRARIAN LAMP

This clay oil lamp will produce Light as per the spell during the daylight hours and produce Darkness (per the spell) during the nighttime hours.

ARTIFACT OF NU & NAUNET - THE SEALED MASK

A sealed mask of polished bronze which resembles a frog's head. The mask will allow the diver to breathe underwater. The smells inside of the mask are horrible. The user will be protected from the high pressure of lower depths too, so long as the mask remains on.



Heh, as illustrated by Jeff Dahl

TABLES BY REQUEST

by Stagehand

MAGICAL(?) ALCOHOL TREASURE

- 1 Thunderlord tribe kupis, fermented with dragon gall. Claims of fire-breathing spiciness a possible exaggeration.
- 2 Ambrosial Fae Honey-Mead. A small dose on a properly sized table setting lures brownies, trau, fairies, etc.
- 3 3000-year vintage Elven wine. Unclear if spoiled or if it's actually supposed to taste that way.
- 4 Shadowliquor. Inky, cloudy elixir with no apparent substance or taste, but highly reviewed by astral beings.
- 5 Cask of Dwarven Mushroom Spirits. A real rarity, and a rumoured folk tonic for hair (re)growth.
- 6 Moondew Extract. Fermented from the nectar of flowers that bloom only on a full moon that causes dream-filled sleep.

“THAT MORTGAGE WAS DEFINITELY TOO GOOD TO BE TRUE”

- 1 Literal skeletons in the closet; past owner was a necromancer with odd hobbies.
- 2 All furniture has been surreptitiously replaced by mimics.
- 3 Pantries are always fully stocked with food of unknown provenance; effects on digestion unknown.
- 4 One of the doors actually a portal to Gehenna.
- 5 Title deed is actually false; the real deed is in the possession of local lord/demon/dragon's den.
- 6 Local neighbours demand participation in bizarre initiation ceremony in order to move in.
- 7 Attic filled with tomes of highly dangerous and highly illegal Chaos magic.
- 8 Local lord/merchant/gang boss has the property in his turf, will attempt protection racket.
- 9 House leaks... even when not a drop of rain falls from the sky.
- 10 House is built on traditional elven/dwarven/other aboriginal analogue land, protesters arrive daily.

ELF TRAITS

- 1 Collects trophies from slain enemies into a necklace
- 2 Flowers grow on any organic material touched with bare skin
- 3 Always speaks in song/rhyme/verse
- 4 Obsessed with facial beauty
- 5 All clothes must be made from flayed skins (preferably personally collected)
- 6 Head can swivel 180 degrees

PLACES TO LOSE YOUR MONEY

- 1 Private noble's gambling club, admission by reference only
- 2 Merchant's guildhall runs games of chance
- 3 Temple of fortune god
- 4 Underground cock-fighting ring (substitute creature of choice)
- 5 Berthed ship, offers games and ladies of easy virtue
- 6 Speakeasy serves illicit substances after curfew
- 7 Streetside trickster offers shell game
- 8 Elegant courtyard where gentlemen wager on games of chess/go/xianqi/shogi (intellectual game of choice)
- 9 Drink stand nestled below arena/hippodrome/bird-watcher's aviary, drinking games and bets on outcomes
- 10 Aromatherapy den offers experience of various vapours/fragrances in sealed tents (company costs extra)

GOBLIN ENCOUNTERS

substitute alternate adventurer fodder as appropriate

- 1 Goblin miners excavating out a new tunnel
- 2 Goblins sleeping off a hangover in a ruined banquet hall after a feast
- 3 Goblins feeding captives into the dire rat pit perched precariously on boards
- 4 Goblin guard post with bored sentries playing cards
- 5 Goblin patrol searching tunnels with a warren
- 6 Returning goblin hunting party carrying fresh meat

GOBLIN MOTIVATIONS

- 1 They're raiders, using the dungeon as a base
- 2 Fungus farmers
- 3 Excavate the ruins below and trade the relics
- 4 Plant rumours of riches and lure adventurers to their doom
- 5 Servants of a greater evil in the dungeon depths
- 6 Forward scouts of a vast army, using the dungeon as a temporary base

TAVERN & INN STAND-INS

- 1 Bed & breakfast, owned by local widow (hard up from loan sharks)
- 2 Stately manorhouse with courtyard and full stable
- 3 Pilgrim's flophouse, penitentiary/confessional in the back (flogging optional)
- 4 Public House owned by retired adventurer, plenty of tall tales in the evening
- 5 Open air food/drink cart, has roofed area with straw bedding for rent
- 6 Renovated barn, has small livestock coop (lpg to select your dinner, live!)
- 7 Soup kitchen, bring your own ingredient and receive a share of today's brown
- 8 Public bread ovens in a corner of the courtyard

VANCIAN MAGIC MEMORIZATION TECHNIQUES

these take the place of traditional memorization routines

- 1 Character inks spells for the next day on his body; tattoos disappear as spells are used
- 2 Character writes/inscribes spells on prepared wooden or paper talismans (ex. Japanese 'ofuda', Egyptian papyrus amulets)
- 3 Character bottles magical spells into prepared crystal flasks (alternately bags of powder)
- 4 Character forms spells into lumps of incense that are released by smoking in a pipe
- 5 Character binds spells into a wand or staff that burns away as spells are used
- 6 Character infuses spells into trinkets or baubles
- 7 Character touches the mind of a vast alien extradimensional intelligence in a profane ritual and learns several secret words of creation.
- 8 Character infuses self with raw magical energy in a ritualistic exercise

MAKE SOME PIRATES

GROUP IS

- 1 Reavers from the not!Caribbean
- 2 Woku from not!Japan
- 3 Tribals from not!Polynesia
- 4 Vikings from not!Russia
- 5 Demihumans from not!analogue
- 6 Undead pirates

THEIR SPECIAL GIMMICK IS

- 1 Gunpowder weapons
- 2 Weather magic
- 3 Summoning sea monsters
- 4 Excellent sailing skills
- 5 Utter fearlessness
- 6 A trap they've laid in this hex

THEY USE A

- 1-2 Single ship
- 2 Ride sea monsters
- 3 Flotilla of small boats
- 4 Ride flying monsters
- 5 Airship

DEEP DESERT REGION ENCOUNTERS

- 1 Skeleton, scoured clean by the sands - may or may not be undead
- 2 Illusory oasis or oasis mimic
- 3 Blue dragon swimming through dunes
- 4 Camel-riding nomads
- 5 Flock of migratory birds (substitute with rocs, vultures, griffins, etc. to taste)
- 6 Burning bush with nesting phoenix
- 7 Magic lamp half-buried in sand
- 8 Sarlacc pit (or use a giant ant-lion if you fear Disney lawsuits)
- 9 Giant scorpion
- 10 Sand-surfing beastman raiders

RANDOM SKY ISLAND ENCOUNTERS

- 1 Filter feeding island flora (mix between sea anemone, venus flytrap, and weeping willow)
- 2 Nest of a great mythical flying beast (dragon, roc, griffin, etc.) perched precariously on spire emerging from the clouds, eggs seemingly unguarded
- 3 Sky pirate's sky-buried sky treasure
- 4 Derelict airship, venting gas/magic in a minute trickle, slowly drifting towards the earth
- 5 Set of islands that funnel gentle winds into a roaring tornado every 4d4 hours
- 6 Enormous sky whale breaks through the clouds, detritus and treasure of long ruined civilizations built on it during long slumbers sprouting from it's back like barnacles
- 7 Nocturnal great bats seek to feed on gases/energies of party airship while crew slumbers
- 8 An anchor dangles from a cloud, the chain leading up beyond easily breathable atmosphere

UNDERDARK ENCOUNTERS

- 1 Dismembered party of travelers; 2 hook horrors wait in the darkness to ambush investigators
- 2 Deep rothe stampede
- 3 Mushroom forest where 25% of the flora is actually myconids
- 4 Arty of escaped slaves from cruel Underdark civilization - they are (roll 1d4) lost/starving/half-insane/bait for a trap
- 5 Cave entrance gives way to fetid and humid swamp with jewelry and gold below the surface of the slightly acrid water; is actually the gaping mouth and innards of a colossal cave worm
- 6 Hall of holes shaped in the silhouette of each PC; message in blood reads "this hole, it was made for me!"

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