

Old-School Gazette

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This Old-School Gazette gives you all the statistics you need to pit engraved, ganyadi, haze horrors, and white foam against your players. Also contained herein are three brand-new tricks to test your player's wits. Are they ready for the gazelle, the rotating door surprise or the music box? And all this is topped off by a new magic item associated with the engraved. So enjoy the ninth Old-School Gazette and look forward to many more!

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Some of you may be unaware of OSRIC™. Go and download the product from the above link and then come back. As you can see from the above, OSRIC™ is a freely available, OGL role-playing system that pays homage to the style of role-playing games we grew up playing. The Old-School Gazette is designed to support the OSRIC™ system by releasing compatible material, not only to players and Game Masters, but to other publishers as well.

We plan on featuring monsters, magic items, spells, and anything else you can think of relating to old-school gaming via the OSRIC system in future Old-School Gazettes. Have any ideas? Send an e-mail to josephbrowning@gmail.com and let us know! And yes, it's a paying gig. *smile*

ENGRAVED

SIZE: Medium
MOVE: 90 ft.
ARMOR CLASS: 5
HIT DICE: 40 hp
ATTACKS: 1
DAMAGE: 2-12
SPECIAL ATTACKS: None
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1-2
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 7 / 1780

General information: One of the multitude of minor golems, engraved are common only with more primitive cultures. Engraved are typically charged with guarding sacred sites. They are carved from stone and usually located as part of embossed murals. Often, but not always, these murals will give warning as to the purpose of the engraved.



An engraved is created for the sole purpose of guarding something of great importance, such as a king's tomb. The creation of an engraved is a solemn and holy ritual. It involves the voluntary sacrifice of a great warrior whose spirit gives life to the construct. Parameters can be set to allow passage of certain creatures, often a gesture or password. This secret is known only to those who must know, and is well guarded, but it is not unheard of for an engraved to have no password. If this is the case, it will attack any creature that approaches, even its creator, because its mission is to guard. An engraved is usually under orders not to stray from an area, and once created, an engraved will carry out its service until it is destroyed.

An engraved fights in a fairly straight-forward manner, attacking with its ceremonial weapons, always doing 2-12 damage regardless of actual weaponry; its resiliency and power more than make up for the deficiencies in its equipage. If the engraved is victorious in its combat, it will return to its wall to await the next intruder.

Engraved can only be harmed by magical weapons. Spells of any sort have no effect except for the following: transmute rock to mud slows an engraved to 50% of its typical speed for 3-18 rounds, stone to flesh makes the engraved vulnerable to normal weapons of all sorts, and transmute mud to rock restores all prior damage taken by the golem.

Physical description: An engraved always appears as a tribal warrior, usually in ceremonial regalia and often equipped with weapons of sacrifice, rather than war. Engraved are 6 feet tall and weigh over 1,000 pounds.

An engraved's body is chiseled from a single block of hard stone such as granite, weighing at least 2,000 pounds. The stone must be of exceptional quality and be worth at least 4,000 gp. After carving the engraving a magical codex must be employed to bring the engraved to life, a process taking a full uninterrupted month's time. These tomes are very rare, usable only twice per year by a cleric or druid of at least 8th-level, and require a cleric or druid of at least 12th-level to create. See the new magic item codex of the engraved for more information.

GANYADI

SIZE: Small
MOVE: 90 ft.
ARMOR CLASS: 8
HIT DICE: 3
ATTACKS: 1
DAMAGE: 1-4 (1-3)
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: 25%
RARITY: Very Rare
NO. ENCOUNTERED: 1-6
LAIR PROBABILITY: 10%
TREASURE: In Lair 200-800 gp, 10-40 gems (50%)
INTELLIGENCE: High
ALIGNMENT: Chaotic Evil
LEVEL/X.P.: 4 / 245 + 2/hp

General information: Evil tree sprites, the ganyadi are hated by all good sylvan creatures. Treants find them especially vile and are even willing to risk their long and rare lives to destroy them. Ganyadi are treacherous creatures who enjoy moving their groves to the edge of civilization and wrecking havoc upon settlers or demanding tribute from small farming communities.

Distantly related to dryads, Ganyadi do not have a host tree so much as a grove of anywhere from 2 to 5 trees. They can pass through plants by stepping into any one tree in the grove, and out of another, but only through a tree marked as one of their own in the same manner as dryads. Like treants, they can also animate their trees (up to three at a time) to defend the grove (animated tree: 2 attacks, 4-24 damage, AC 3, HD 11, move 30ft.), and can change which ones are animated as needed. Ganyadi are known to move their entire grove by animating their trees and moving through several steps. An animated tree must stay within 300 feet of its Ganyadi or it reverts back into a normal tree.

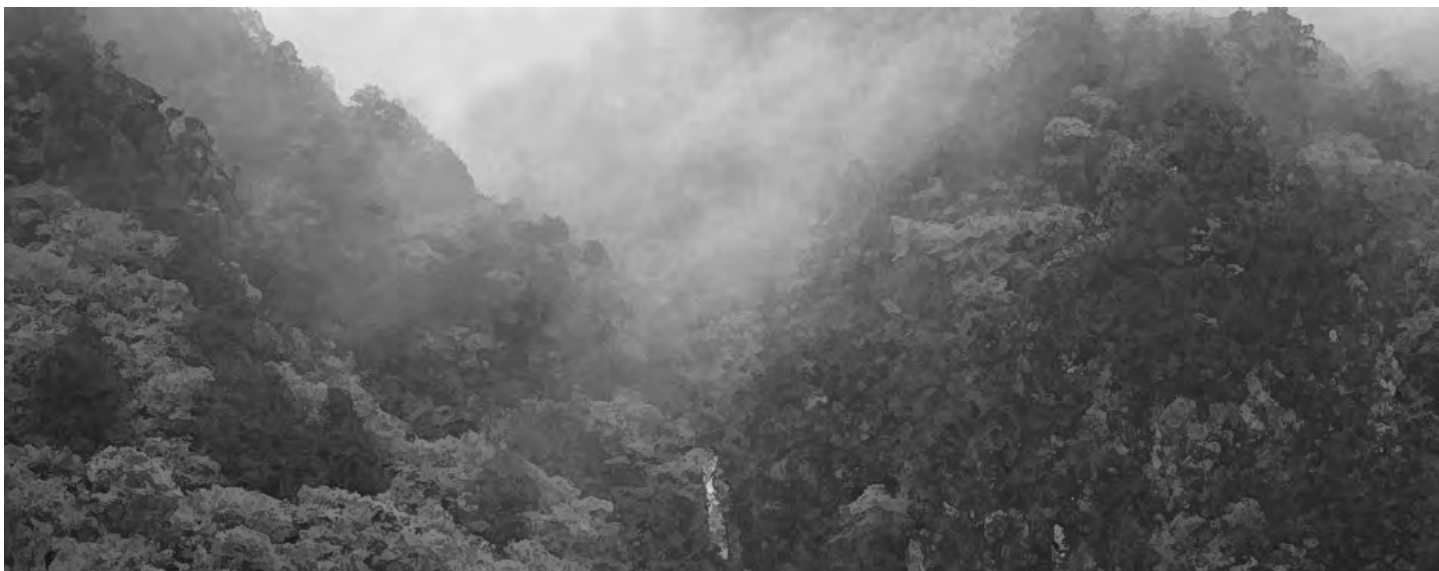
Ganyadi rarely fight hand-to-hand but when forced rely upon an extremely sharp wooden knife (1-3 damage). They typically use wee bows (1-4 damage, range but half of a shortbow) and attack from a distance. Such physical attacks are rare, however, as Ganyadi rely upon their magical abilities and their animated trees to deal with opponents. Ganyadi are continually under the effect of a sanctuary spell. If they attack the effect is negated for 2-8 rounds, after which it returns. Ganyadi can, at will, cast *entangle*, *cure light wounds*, *invisibility*, and *tree*.

Languages: Ganyadi speak elvish, dryad, and brownie.

Physical description: A Ganyadi stands about 3 feet tall and weigh roughly 25 to 30 pounds with a small and slight frame. Her ears and eyes are overly large for her face, the eyes resembling deep green emeralds which reflect like a cat's in deep shadows. Her skin is pale with a very slight greenish tint, and her hair is an unruly dark green, almost black, mass of curls cascading over her shoulders. It is often matted with twigs and flowers.

HAZE HORROR

SIZE: Medium
MOVE: 240 ft. (flying)
ARMOR CLASS: -4
HIT DICE: 5 + 3
ATTACKS: 1
DAMAGE: 2-5
SPECIAL ATTACKS: Exhaustion
SPECIAL DEFENSES: None
MAGIC RESISTANCE: Standard
RARITY: Uncommon
NO. ENCOUNTERED: 1-4
LAIR PROBABILITY: 40%
TREASURE: In Lair 1-10k cp (5%), 1-12k sp (25%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 Jewelry (10%), 3 magic items or maps + 1 scroll (25%)
INTELLIGENCE: Low
ALIGNMENT: Neutral Evil
LEVEL/X.P.: 4 / 230 + 6/hp



General information: Heat and humidity often manifest as a visible haze and many people have survived the dangers of a hostile environment only to succumb to heat exhaustion. A haze horror is that fate manifested. It is a malevolent spirit that strongly resembles normal haze until it comes across a living creature. Then, as it lashes out in its hatred for the living, visages of a life long forgotten surface and become visible in a misty human-sized outline. The forms are rotted and decayed corpses, usually in the semblance of the person the haze horror used to be before he died or those close to him. A haze horror typically lingers in the area of its death. Its presence causes the temperature in the vicinity to be unnaturally warm. It is as if the heat that killed it originally is being forever re-released into the world.

In combat, a haze horror attacks with its burning, exhausting touch dealing 2-5 points of heat damage to a target and forcing them to save against petrification or suffer an almost overwhelming exhaustion. Creatures suffering from exhaustion are at -4 to their AC, and -4 to all attack and damage rolls. Moreover, their movement is halved and, if able to fly, unable to do so until the exhaustion lifts. If the same creature is struck twice and fails another save, that creature collapses to the ground suffering a -8 to AC and unable to attack even though it can feebly defend itself. Haze horrors will concentrate on a single foe until that creature drops from exhaustion before moving on to other targets. A creature suffering from exhaustion recovers in 1 hour.

Haze horrors are encountered in naturally misty, foggy, or hazy areas, and such areas are often enhanced by the horror's use of obscurant at will. They can be damaged by normal weapons, but are extremely difficult to engage as weapons and blades seem to slide and slash through their misty forms without much effect. Any cold attack deals double damage against a haze horror and if a haze horror suffers more than 10 points of fire damage in a single attack it will retreat, flooded with memories of its demise. Haze horrors are turned as wraiths.

Physical description: A haze horror is roughly human-sized and nearly weightless.

Variants: Some sages claim that there are haze horrors in the terrible northern climes whose touch is deathly cold and who appear as mists upon glaciers and in ice caverns.

WHITE FOAM

SIZE: Medium
MOVE: 5 ft., 10 ft. (swim)
ARMOR CLASS: 8
HIT DICE: 2 + 1
ATTACKS: 1
DAMAGE: 1-4
SPECIAL ATTACKS: Paralysis
SPECIAL DEFENSES: Half damage from piercing attacks
MAGIC RESISTANCE: Standard
RARITY: Rare
NO. ENCOUNTERED: 2-8
LAIR PROBABILITY: 60%
TREASURE: In Lair 1-4k cp (25%), 1-3k sp (20%)
INTELLIGENCE: Animal
ALIGNMENT: Lawful Evil
LEVEL/X.P.: 2 / 50 + 1/hp

General information: White foam's preferred method of attack is to lie passively on the water's surface waiting for prey to happen nearby. It will willingly allow other creatures to pass through it in hopes of attaining food through its paralysis ability and in this manner white foam surprises prey on a 1-4 (on a d6). The foam however is not beyond striking at prey close nearby (with only a 1-3 chance to surprise).

Any creature hit by white foam takes 1-4 points of damage from its acidic secretions and becomes paralyzed unless a successful save against paralysis is made. Once a creature is struck and paralyzed, the foam will move over it and use its acid to fully digest it, dealing 2-8 points of damage per round against an immobilized foe. White foam can eat through wood quickly (1 inch per turn), but has little effect upon metal. Leather is quickly digested, and if a creature wearing leather armor is damaged by white foam the AC of the



armor is reduced by 1 per hit. After three such hits, the armor is damaged beyond repair.

Any creature consumed by white foam is utterly destroyed and adds slightly to its mass. Once it has consumed enough prey (roughly equal to 100 small-sized creatures), it divides into three creatures, each on the small end of medium-sized. White foam that is allowed to continue its growth can destroy a river's ecosystem before too long. Luckily, a white foam that wanders into real rapids can be easily disrupted. Water flowing at greater than a few miles per hour will break it up into smaller sections thus killing it. Given the creatures slow swim speed, this is a major threat to it. Likewise a white foam needs to be constantly in

contact with a large amount of water. If it leaves the water for any reason, it takes 1-6 points of damage per round until it enters the water once more. White foam can typically be found in slow moving rivers and streams, but it can also found on the shoreline of seas and oceans particularly in the area around a river's outlet to the sea.

White foam takes half damage from piercing attacks.

Physical description: White foam appears as normal foam like that found in the rapids of a river. It's frothy and white and floats lightly upon the water, and is almost completely indistinguishable from water foam. White foam occupies roughly 25 sq. feet on top of the water's surface and weighs almost nothing.

Three Tricks and Traps to Test your Players by Matthew Finch!

The Gazelle

In a deep room of the dungeon, there is a stone statue of a gazelle, a slender and graceful piece of art carved from brown marble. Its eyes are blue gems, perhaps sapphires. The soul of a real gazelle has been imprisoned in this statue. If a character looks at the gazelle's face, particularly the gems, the imprisoned soul of the gazelle has the opportunity to switch places with the character's soul, giving the gazelle control of the character's body and imprisoning the character's soul within the statue. The character is entitled to a saving throw versus spells, and any bonuses against mental attacks (such as from high wisdom) are applied to the saving throw. If the saving throw fails and the gazelle's soul replaces the character's in the character's body, the gazelle-character will immediately begin running at full speed in a random direction.

If the gazelle-character is caught, returned to the room, and forced to look once again into the statue's eyes, the souls will switch places again, freeing the character's soul from its imprisonment within the statue.

While the gazelle's soul is housed within the statue, either before or after switching places with a character's, the statue may be controlled by any spells that affect animals. Any commands given to it while it

is under the influence of a *control animals* or other such spell will cause the statue to animate and follow these commands.

There is also a command word, "Ellezag," inscribed in small letters between the statue's sapphire eyes. The command word obviously cannot be read without glancing into the statue's eyes. If the command word is spoken, the statue will tap its hooves in a particular pattern that opens a secret compartment in the room. Although the compartment can be located by normal means, it is utterly impossible to open it without using this particular pattern of tapping sounds. Within the compartment there is a small coffer containing five 250gp gems. The game master might choose to provide a clue to the command word elsewhere in the dungeon; "ellezag" is simply "gazelle" spelled backwards. Providing the clue gives the party a way to "outsmart" the trick without risking the statue's soul-switching properties.

Rotating Door Surprise

A wall indented with several deep triangular alcoves hides the rotating door surprise trick. Each of these

niches runs from floor to ceiling, and measures five feet back to the deepest point, the right angle of the triangular indentation. If the party is checking the niches for secret doors, they will discover that one of the alcoves appears to be a door of some kind. An iron ring is set in the floor inside the alcove, just next to the left-hand wall. The ring can be lifted to reveal that it is attached to a twelve-inch long iron rod, which is actually a bolt holding the door in place. Once the pin is removed, a strong push to the right hand wall of the alcove will set the door turning.

If the players are thinking carefully, they will be able to surmise from the geometry of this arrangement that the wall here is approximately ten feet thick, and that the turning door has four chambers. This means anyone going through the door will, at some point, be trapped inside. The potential for getting trapped, in connection with the locking pin, should make them a bit nervous.

There is an animated skeleton (or other sort of undead, as the GM may decide) not in the next segment of the door to appear but in the second. It follows the door as the door turns. Thus, if a party member pushes the door one quarter of the way around, he and the skeleton will both be closed inside the wall in triangular prisons. As he pushes it another quarter turn, he will emerge on the other side of the door and the skeleton will also emerge on the far side, where the rest of the party is probably getting ready to go through. The skeleton carries another locking pin and will drop it into place, locking the first adventurer on the far side of the wall and (if another adventurer followed the first through the door) trapping the second adventurer inside the wall itself.

The door only turns in one direction, so the locking pin will stop it from turning at all once the pin is dropped into place. Any party members that have not gone through the door will have to fight the skeleton (or ghoul, wight, wraith, etc), and if they perish in the attempt, the situation for the other two will pose a fairly serious problem. The locking pin secures the door from being turned further, with one adventurer on the far side in an unexplored area of the dungeon, and possibly with another adventurer entombed in a small triangular prison between the door and the wall.

Music Box

An exquisite music box is fastened to the dungeon wall by a complex apparatus of tiny gears, wires, and rods. Clearly, the music box is worth a considerable amount of gold (300gp), but removing it intact and still functioning is obviously going to be quite difficult. Indeed, it is impossible for anyone not a thief to figure out the connecting apparatus at all. A thief, after a moment's inspection, will realize that unless the music box is properly detached from the apparatus it will be irrevocably broken. Correctly removing the music box requires a successful roll to remove traps. If the roll fails, the music box is destroyed and worthless.

Note: if the GM is sensitive to such things, a music box is definitely an anachronism, having been invented in the 1800s. However, simply describing the music box as a wind-up box that produces music should be adequate to remove any jarring sense of anachronism; it would have been within the capability of a skilled medieval jeweler to produce a simple music box if the technique had been known.

New Magic Item: Below is one new magical items related to the monsters in this article.

Codex of the engraved: This collection of garishly colored pictograms provides 400 step-by-step instruction on the creation of an engraved (see monsters). There are no written instructions. A codex of the engraved is rarely bound and typically composed of a single long sheet folded accordion-style.



Only a cleric or druid of at least 8th-Level can see all instructions; all others see only 350. Those who can see all the instructions can follow them at the cost of procuring a large block of solid stone of exceptional quality worth at least 4,000 gp and weighing at least 1 ton. Carving and performing the proper rituals take a full uninterrupted month. A single codex can create two engraved per year at the cost of one charge per engraved.

It takes at least a 12th-Level cleric or druid to create a codex of the engraved. A newly created codex contains enough puissance to create 4-8 engraved and found codex usually have between 1-4 charges left (one charge per engraved). Creating a codex of the engraved takes a full uninterrupted year.

Experience Point Value: 2,000 **G.P. Value:** 20,000

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