

OSRO

Volume II

/OSRG/ ZINE

VOLUME 2

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This volume is dedicated to all the fellow travelers and shitposters who grace the hallowed halls of /osrg/

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D10 Tables from the Discord

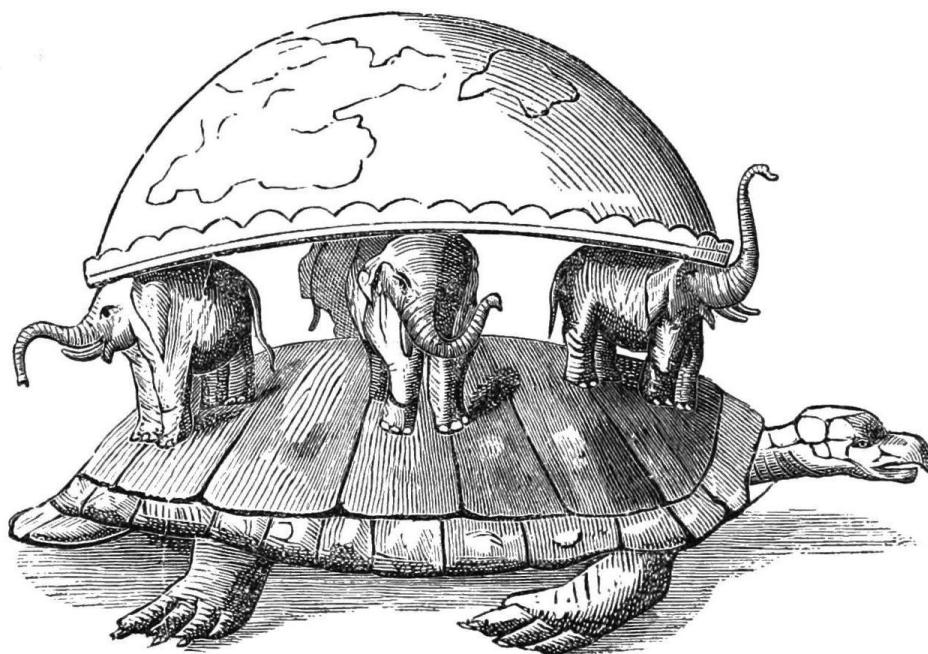
No one is willing to take responsibility for this madness

- 1: Anything
- 2: Nothing
- 3: Jackie Chan
- 4: Bruce Lee
- 5: Christopher Lee
- 6: Panzer Tanks
- 7: Simo Häyhä
- 8: Something glittering in a snowy tree 10 miles away
- 9: Constant Accordion Music playing on all radio frequencies
- 10: Random lutenist wanders in, and starts talking about pesos

Skel's Table

- 1. A cup of green tea with just enough lemon that it isn't tasteless or sour
- 2. The realization of your own inevitable demise
- 3. An inappropriate comment from Skel~
- 4. A clown in a box
- 5. A box in a clown
- 6. A ticket to the Saturday Evening Twitter Lynching
- 7. That one fucking goblin, you know the one, and a sterile scalpel
- 8. Just the sterile scalpel, the goblin ran away
- 9. The secret unreleased tape of Seinfeld's seven hour antisemitic rant
- 10. Soul (Nontransferable)

(Right) "The
Hindoo Earth"
Popular
Science
Monthly 1876,
Volume 10



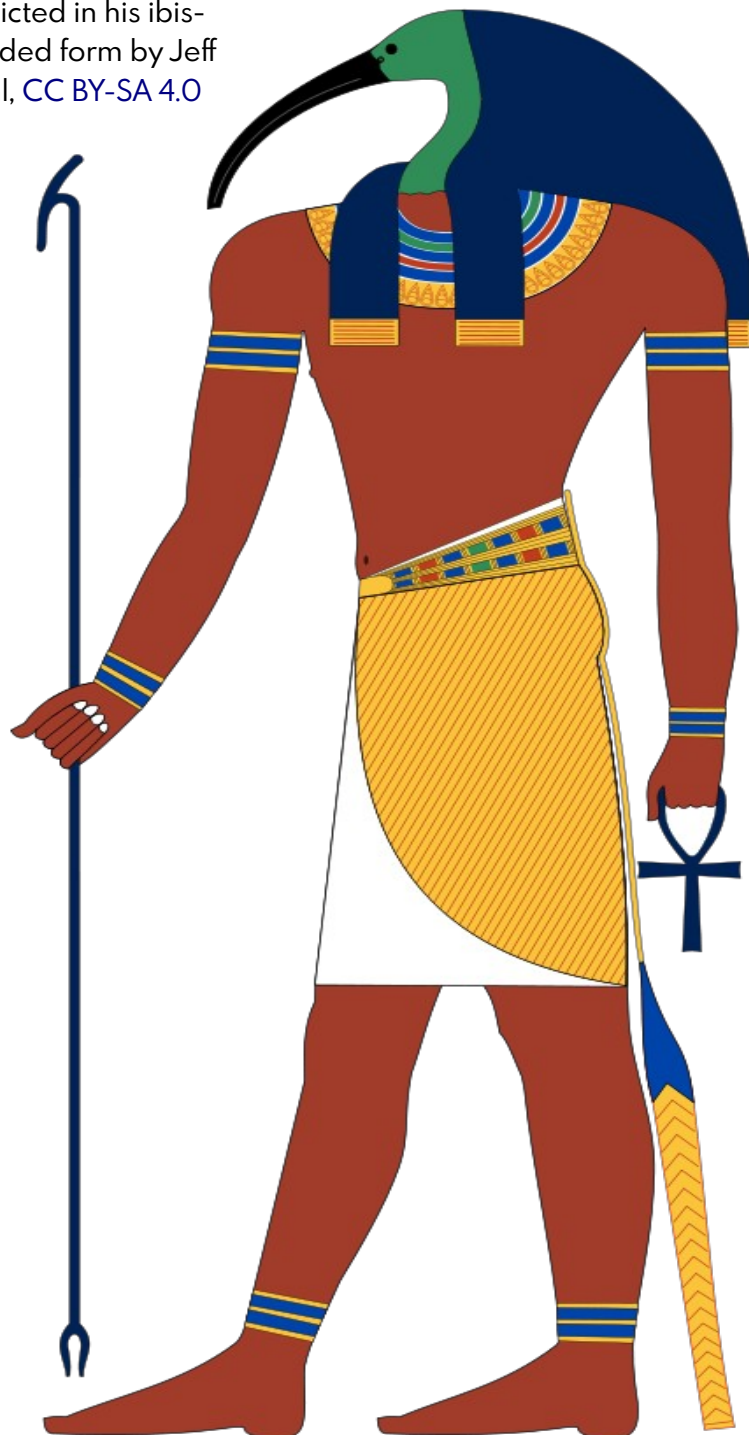
ARTIFACTS OF THE CULT OF THOTH

By Pastaman

In ancient days there was THOTH, Representative of Ra, Judge of Ma'at for the Ennead, Lord of the Ogdoad, the Silver Aten, great in fear in every land, the great and venerable ape, the venerable ibis, lord of books, the great one in Hermopolis, lord of old age, lord of wine who drinks abundantly, who made different the tongue of one country from another, excellent scribe, who establishes laws, who reckons all things.

(Below) Thoth, as depicted in his ibis-headed form by Jeff Dahl, [CC BY-SA 4.0](#)

Like the dark gods of the **Ogdoad** (covered in issue one of this same publication), Thoth was venerated most in the city of Hermopolis, but he found worshipers in all Kemet and beyond, especially once the equivalency was made between Hermes and Thoth, when the Hermetics wrote their works, especially in the Emerald Tablet (by the alleged Hermes Trismegistus, though likely originally an Arabic work in imitation of Hellenistic writing)



Tis true without lying, certain & most true.

That which is below is like that which is above & that which is above is like that which is below to do the miracles of one only thing

And as all things have been & arose from one by the mediation of one: so all things have their birth from this one thing by adaptation.

The Sun is its father, the moon its mother, the wind hath carried it in its belly, the earth is its nurse. The father of all perfection in the whole world is here. Its force or power is entire if it be converted into earth.

Separate thou the earth from the fire, the subtile from the gross sweetly with great industry. It ascends from the earth to the heaven & again it descends to the earth & receives the force of things superior & inferior.

By this means you shall have the glory of the whole world & thereby all obscurity shall fly from you.

Its force is above all force. For it vanquishes every subtile thing & penetrates every solid thing.

So was the world created.

From this are & do come admirable adaptations whereof the means (or process) is here in this.

Hence I am called Hermes Trismegist, having the three parts of the philosophy of the whole world

That which I have said of the operation of the Sun is accomplished & ended

– *Tabula Smaragdina*, Hermetis Trismegistri (sic), as rendered by Sir Isaac Newton, Keynes MS. 28, King's College Library, Cambridge University

The Baboon Mask

An ancient mask of wood, the paint has not faded since its making, nor has the wood cracked from millennia of mishandling. The exterior brightly pictures the marking of a mandrill in deep azure, a pigment of rich lapis paint, the lips, eyes, and other markings are captured in a deep cinnabar, which varies in its density throughout the work, giving it a nearly lifelike appearance. The face is captured in a moment of scowling, coming to life when its ability to howl out a terrifying cry is activated through a bird-call style flute.

The interior is painted with cinnabar. The smell is intoxicating. Extended wearing of the mask will thus necessitate saves vs. poison, each one after a consecutive 2 hour period of wearing the mask. Failing the save means a temporary point of constitution or wisdom damage (flip a coin to determine which.) Spending time without wearing the mask will allow time for healing at a rate of one attribute point per day (though any interruptions to this healing by wearing the mask will reset the time needed for recovery.) Additionally, the interior is inscribed with a text that praises Thoth as the wise, great, and venerable ape. This text is illustrated with an image of Thoth as a baboon with a seated scribe who is writing on a tablet. The text may be read aloud and used as a scroll of *dimension door* and may be transcribed into a spellbook.

Wearing the mask will grant the wearer the ability to make a dreadful howl against their enemies three times per day, each must be one exploration turn apart. Any foes of the wearer close enough to see the mask reveal its gums and fangs or hear the loud bark must check morale or flee. An additional boon of this mask is that one may read enchanted text such as the *Sepia Snake Sigil* or *Explosive Runes* without risk of triggering them.

The Tablet of Navigation

A wooden writing tablet with one face, on the left side there is an elephant ivory hinge that another identical tablet would have been connected to, but it's since been lost. One face is covered in wax, the edges are bronze covered in faded silver gilt with hieroglyphic inscriptions, the top inlaid with turquoise carved into the form of Thoth with an ibis head standing and writing on a tablet.

Once per week, if one writes down two places, the tablet will then form its lines of wax into a map of the area with the fastest path to the desired location. Mind you, this path may not be the safest nor the most accessible, but it will be the fastest. This map may lead to secret passages, but it will not be able to tell how to get through them, only their location.

The scale of the map is dependent upon what distance is being fared. A map showing the distance between continents will have less detail than a map between two sides of a narrow sea. The map will not show features aside from those needed to make the journey between these two places.

The Lost Mirror

This is a tablet from the same set as the Tablet of Navigation, made of the same bronze frame, wooden base, but with polished silver face. On the right side of the tablet are holes where the tablet would have attached to the ivory hinge of the Tablet of Navigation.

The tablet is polished like a mirror, despite the deterioration of the rest of the object. The mirror polish will last for far longer than the frame holding it together will, due to the enchantment. When gazed into, this mirror will show details that are normally hidden. Looking into it will reveal normally invisible objects and beings. The enchanted mirror will also reveal the influence of magic, showing that an item is enchanted, but only small hints such as color will tell the nature of enchantments.

Additionally, on the back there is a hieroglyphic inscription. It is written as a prayer to Thoth and Amun, but it also functions (when read aloud) as a scroll of *invisibility*. This may be transcribed into a spellbook.

The Well of Drunken Ink

This is an inkwell made of fine sculpted and gilded clay, inscribed with hieroglyphic text which forms a prayer to Thoth, in hopes that whatever the patron (the hieroglyph of his name is lost due to damage) writes shall be always true. The inside of the inkwell is green, due to corrosion from the copper-rich ink used back when it was new.

Any text written with this ink will necessarily be false. Any truths written with ink put in this inkwell shall reform on the page to become falsehoods. This process will not happen before the writer's eyes, appearing to occur only when the writer has averted his gaze. Others may perceive it, but not the writer himself. The falsification may be as minor as a small detail, but most likely it will be a complete contradiction of the original statement.

Mapping with ink from this well shall lead to false details being noted down. The false details may be things such as a corridor which doesn't exist or a secret entrance which isn't there. There may also be falsification of true details such as removing corridors that are there or removing entrances.

The falsehoods made through the alterations of the ink can be used to at least partially determine truth by seeing which statements are negated. As to who decides what is or isn't true, it's up to Thoth to decide which statements are true. Anything beyond the knowledge of even Thoth (and mind you that almost nothing is beyond him) is to be removed from the text entirely.

The Mask of the Moon

This mask is a true art piece, one that has only been recently made. The workmanship is fine and ornately detailed. The mask covers the face except for the chin and the left cheek. It is shaped like

the crescent moon with a fine border. The white of the moon is done through many panels with inlays of a moonstone mosaic and the black border is done in onyx. The mask affixes to the head by two velvet straps which fasten from opposite sides of the mask near the cheekbones, in addition there is a third velvet strap which affixes from the crown of the head.

The inside of the mask is inscribed with hieroglyphic prayers to Thoth as the Silver Aten. When read aloud, this text functions as a scroll of ESP, which may be transcribed into a spellbook. Additionally, the velvet straps are embroidered with silver thread in a pattern that forms text, the text is a prayer to Thoth as the master of the Ogdoad, naming Thoth the Silver Aten.

When worn, the mask provides infravision out to 300 yards to the wearer. In addition, the wearer is only surprised on a 1-in-12 chance. When the moon is between the first and third quarters, the effects of this mask are amplified, granting infravision out to 600 yards and being unable to be surprised. In addition, during that said period, the wearer will not need to sleep on such nights. On nights of the full moon, the wearer is endowed with supernatural visions, dreams granted by Thoth which provide prophecies and visions of the future.

The Saber of the Moon

This is an ornately decorated saber with a blade thirty inches long, made of finely banded Damascus steel. The hilt has a thin knuckle guard shaped like an ibis beak. The material of the guard is a silver gilded steel etched with scroll-work and moon motifs, further decorated with cabochons of star sapphires, moonstone, and sky blue turquoise. The grip is made of carved white nephrite, the handle being carved into a pattern reminiscent of feathers while the pommel resembles a baboon's head.

The scabbard is made of wood fronted with silver gilt of the same patterns as the guard along with large cabochons of the same gems, with the largest being a star sapphire two inches in length at the center. The blade is etched with a calligraphic design of a prayer to Thoth as the Silver Aten on both sides (each one having a different prayer). These texts also function as spell scrolls of *hold person* and *lightning bolt*.

During the period from last quarter to first quarter moon, the saber functions as a +2 Scimitar. From first quarter to last quarter moon, the sword functions as a +3 Scimitar which deals double damage against the undead. On nights of the full moon, this scimitar has the additional abilities of a *Vorpal Blade* (see Supplement I: Greyhawk), being able to sever the neck of a foe on an attack roll 10% over the score required to hit.

The Buckler of the Moon

An ornate steel shield gilt and silver. The central boss of the buckler is bejeweled with moonstone cabochons in a ring surrounding a pointed shield boss with a spike fashioned in the shape of an ibis beak. The shield is held by a central handle of silver gilded iron etched with scrollwork. There are seven rings of gem inlays. The seven rings are alternating inlays of white nephrite and moonstone. The inlaid rings are inscribed with calligraphic designs in silver etching which spell out a curse against any that would strike against the bearer of this shield. This text also functions as a spell scroll of *shield* when spoken aloud. The shield functions as a +2 shield from last quarter to first quarter moon, as a +3 shield from the first to last quarter, and in addition will allow the bearer to become ethereal (as per *Armor of Etherealness*, see Supplement I: Greyhawk) on nights of the full moon.

(Right) Royal Scribe
Nebmerutef being
protected by Thoth in
the form of a baboon.
Louvre Museum no.
E-III53,
Photographed by
Wikimedia user
Rama
(CC BY-SA 3.0 FR)



UNAPPRECIATED MONSTERS

By CHRONISCHE

Burbur

Molds, slimes, oozes, jellies, fungus, and other horrible hazards of dungeoncrawling are widely hated. Many have instant, or near instant, death abilities, others ruin gear, and all punish the unwary. The stationary “monsters”, like molds, are perhaps the most irritating of the lot—they are a hazard rather than a monster one would do battle with, and their deadliness greatly outweighs the benefits of “fighting” them.

Along comes the burbur: a gentle, harmless worm with a pair of stick-like forelegs, beady black eyes, and a powerful siphon tube for a mouth, they feed exclusively on molds, slimes, and oozes. They are utterly immune to the dangers of the creatures on which they feed, and can clear up large area in just a few minutes.

Excellent adventurer tools and pets, their appearance in a dungeon should tell any experienced dungeoneer that they should be extremely careful. Docile and friendly creatures, they can be hard to care for outside of a dungeon environment, but are well worth the effort for those in the adventuring profession!

Peltast

Any adventurer worth their salt has had ample experience with monsters that mimic objects. Mimics, piercers, trappers, bowlers, cloaklers, and much more besides exist purely as a threat to the unwary, killing and eating the foolish. Peltasts are similar to these creatures in that they appear to be small, worn leather bags. Unlike their more hostile kin, however, they are simply parasites, feeding off of their host's blood. In return, they provide a portion of their magic resistance to their host, even neutralizing poisons and giving an infusion of life if their host is about to die.

Many adventurers would take the small feeding it has to do as a fair price for the good it provides! Greater peltasts are far less friendly, and are more like their malevolent kin—they use magic powers to constantly conjure monsters and influence all creatures around them to create the maximum possible bloodshed—these are best destroyed wherever they are found.

Peltasts could be found most anywhere—sneaking into a leather goods shop, found on the street of a city, in a treasure hoard, or simply appearing among your possessions one day. Despite their sneaky nature, they are useful symbiotic creatures, and possess enough intelligence to, perhaps, be befriended should one figure out a means of communication. Adventurers, as well as any that fear poison, would be well advised to seek these creatures out if they can!

Metalmaster

One of my other favorite, relatively obscure monsters is the flail snail—a creature of far greater potency and ferocity than its name might imply. The metalmaster's name is less evocative than the flail snail, but no less deadly! Appearing as little more than a large slug, its danger isn't apparent until it closes into near melee range: it can control magnetic fields within 60 feet! This allows it to repel arrows, bolts, and bullets, rip weapons out of hands, or throw armored foes to the ground, giving it the chance to crawl over and devour them. They eat most anything they encounter, and can chew right through steel like tin foil. Combining these with rust monsters can lead to even a high level adventuring party running for their lives... or more importantly, their loot.

These creatures are the natural enemies of heavily armored creatures. They have a low intelligence, but that is smart enough to be trained or bribed into serving as allies or shock troops for more intelligent humanoids, or perhaps a grove of druids. Best introduced on their own, I feel, to allow players to figure out their gimmick before encountering them with allies or owners that can support them.

Feyr

Nightmares and dreams are something that doesn't come up too often in RPGs, despite being very common in fantasy fiction. That said, there have been a few creatures that exist only in the realm of dreams, or born of them. Feyr are one such creature, born of shared nightmares tainted by magic. The greatest of feyr are born when entire cities or nations all share a common fear, especially when that fear is increased through supernatural means. Even a standard feyr, however, is a force to be reckoned with: they share no true common appearance, generally looking like a representation of whatever focus the nightmare that birthed them had. a faceless soldier of some invading army, for instance. Terrible creatures of the night, they are slain by the dawn's first light, and so take the opportunity to spread as much fear and carnage as they can before their inevitable destruction. This, in turn, can cause survivors to have further nightmares about them, causing them to be reborn the next night.. or for more to be born at once.

Easy enough to introduce, they are manifestations of urban legends, community fears, or some dark curse. Local legends of a serial killer may live on far past the killer's execution in a manifested feyr: a good way to throw off adventurers expecting undead! The most dangerous aspect of a feyr is the fact that it cannot truly be killed without dispelling the fear that created it. It can return each night until it has killed too many for it to manifest, but that itself would generate fear in survivors who may spread horror stories to nearby communities, spreading the danger. An entire campaign can easily be centered around these creatures of nightmare, and seeking to prevent the greater feyr from being born—greater feyr are intelligent enough to have long-term plans, are immune to the sun's rays, and boast a plethora of magical powers that would allow them to cause terror on a national scale.

Nosferatu

The common D&D vampire is an extremely deadly foe. Requiring magical weapons to be hurt, boasting a wide array of magical powers, and few true weaknesses save the sun, their most deadly power is that of level drain. Level drain is a bugbear of old-school play. It creates needless paperwork, but more importantly can make a character unplayable without killing them—who wants to drag around a level 1 character in a level 8 party until they can scrape together the magic to restore their levels, assuming such magic even exists? Nosferatu, meanwhile, are far simpler to manage, yet at the same time more dangerous. They are strong, as strong as other vampires, but lack the magical powers of the “standard” vampire. Instead, they prefer to charm victims with their gaze (a power they share with other vampires), and then bite them. This bite creates a link between them and their victim, which makes the charm permanent.

Their most dangerous aspect, however, is their lack of most vampire weaknesses—they are harmed by holy water, but sunlight does them no harm. Nosferatu appear as living men while well-fed on blood, and as such may still act in the world of the living. This trait, combined with their ability to create loyal covens, can allow them to slowly and subtly take control of any community they are a part of. Another creature one could center an entire campaign on, their ability to create covens combined with being significantly weaker than standard vampires means you are unlikely to attack a nosferatu on its own

. What might seem at first to be a conspiracy may reveal itself to be a cult, and the cult revealed as the personal coven of a nosferatu. Nosferatu are excellent creatures for intrigue focused games, but can function as well in a dungeon or near a small village.

Given time, a nosferatu might make a blood link with every single member of a village, allowing it to feed at will on the locals and allowing it free reign on any travelers passing through. In a city it could go unnoticed for years, decades even, as it builds up power and connections with both charmed and willing minions without ever creating a single spawn.



The Wastes of Kallitin

By Ellardin

This entry is a tool to provide both locations and encounters that are found within a city that is partially giving way to ruins or some kind of metropolis that has survived a cataclysm and is not yet fully restored to a previous state. The city, for which this entry was written, Kallitin, is a city within The Scorched Coast, a community project earlier completed by /osrg/.

Three hundred and eighty years have passed since the world was remade by baptising flames that fell from the heavens; transfiguring, all that was touched by the fires into a strange reformation of the earthly world that has as of yet failed to be re-understood. Kallitin itself is a former skeleton of a metropolis that has existed before, during, and after this event, known commonly as: The Great Burn.

The city in the present day is composed of two differing parts. One part of the city, the right side, has been restored which at times is reminiscent to its old-world standards. The city is ruled by an ambitious warlord from the northern reaches of the world, fully committed to the restoration of the city. Albeit, that does not change those hearts of men who lust for control over as much of the city as they can muster. The left side of the city; however, is left in a ruinous state where the devotions to illicitly, chaos, and perverted sorceries prevail. This is the part of the metropolis that is a reminder to all who inhabit the area that: The Great Burn is not only a past event but a persistent element of everyday life. Still trapped under the filth is occulted wealth, lost technologies, nursling magical wonders and heart-rending delinquents to provide scavenger and adventurer alike the motivations to explore the ever-decaying frames of a once great city.



(Above) The art Bible, comprising the Old and new Testaments: with numerous illustrations. 1896.

If your players find themselves within the domain of Kallitin's less savory parts, that have yet to be restored, roll on the below location and encounter tables to determine what the players will encounter. The GM should determine how often the rolls on both of these tables should be rolled but for each instance of travel within Kallitin's Wastes a roll on both the location and encounter tables should be rolled or when the GM rolls a 6 on a 1d6 roll.

City Ruins Locations

1-15	The hallowed out husks of former buildings. These large metallic buildings were once the jewels of the world, reaching up to the skies but now they lay in ruin in the age after: The Great Burn.
16-17	Rivers formed from the remains of sewer and plumbing systems from past ages. Waters found flowing through these open canals smell of dead corpses and are contaminated with radiation.
18-20	A pavilion carved out of ornate rock. The shape of this enclosed structure resembles that of a many faceted flower, the doors that once blocked the entrance have been destroyed.
21-25	A stone bridge crosses a poisonous canal. There are some odd trees growing from cracks in the stone.
26-27	The remains of what appears to be a clock tower juts out from a profusion of metal scrap and garbage waste.
28-29	Alien looking white flowers grow naturally from the corrupted soil in this area. Eating some will bring either mutations or death.
30	An old archway stands erect on what was once a developed highway.
31-32	Large number of multicolored tents fashioned together out of numerous cloth stands here. The smoke from the fires smell of strong spices and death.
33-34	What was once a fully functioning boat sits in the middle of a large garbage heap. Trying to make your way to the boat will cause swarms of rats to your side.
35	Black smoke plums out of exhaust pipes that breach the grounds of a blue mosaicked plaza.
36	A sprawling field with small patches of grass and extensive pools of crude oil.
37-40	What was once an old foundry now rests here. The equipment for running the facility has long been defunct, but now vagrants and local gang members make their homes inside.
41	This is an area dominated by scraps of human homunculi. The presence of these creatures is not typical of this local, suggesting that Yormite factions may have had a previous history with this location that has been forgotten in the present day.
42-45	Industrial cranes are still found from the ages before: The Great Burn. These cranes are found among a plethora of unfinished city buildings.
46-	A garden of steel rolling mills is peppered along a concrete hillside. The mills are operational and in use, but the goals of production are different from those before:

50	The Great Burn.
51-55	A white dome envelops the scenery in this particular part of Kallitin. Screams and cheers can be heard from inside at most times of the night, but during the day it lays empty and abandoned.
56-57	An intact low-rise building is still inhabited by the vagrant locals of Kallitin.
58-60	A village like enclave rests here that has been constructed from old buses and transport trucks from previous ages. The inhabitants have painted and decorated their homes with colours that are reminiscent of a carnival.
61-62	Settled here are those that do not care for the civilized cleanliness of greater urchins. People have made homes out of toxic waste products and salvaged plastic products. Tarps and other such flimsy materials litter the heights of this area. All of the buildings are close together, and people often huddle here in large numbers.
63	A ruined fuel station.
64-65	What appears to be a once sprawling metropolis street has now become a swarming neighboring street market. Travelers are greeted by unwashed merchants hawking wares that could potentially be poisonous, scavenged from the many trash heaps and garbage depositories of the local region. This place is usually very noisy with merchants maddeningly squawking at those who pass by their particular displayed goods.
66-67	Surrounded by slowly rising mountains of black ash is a brick factory. The black smoke from this establishment often makes breathing harder for the locals and also decreases the overall light that shines in not only this area but also of the adjacent structures.
68	The Temple to Moloch.
69-71	Homeless Barrel Fire.
72-74	Short metal buildings have graffiti in many different foreign tongues. All of the doors seem to be either stuck or welded shut.
75-77	The remains of a large graveyard that has been sinking into muck and the juices of industrial spoilage.
78	A camp established by the local Christian community, with the purpose of finding and slaying dangerous witches and all other practitioners of the magical arts.
79	The severed heads of mutated cows are placed on spikes.
80	A large brothel complex has been established within what was once a former temple palace to a shadowy and forgotten god of thievery and love.
81	Pillars constructed during the old world have been painted over by mural artists that depict the locals along with those who have pledged their loyalty to Tippy.
82-	Several drinking establishments have been built here. Unlike in most areas of this city which have buildings that were constructed from the materials already present in the

83	area, these buildings have been built from wooden material in the visage of large cabins.
84	A toll house built by the henchmen involved with Tippy the Clown's gang. They extract a small fee for each person crossing into their immediate territory.
85	Sands from the desert beyond the city's boundaries that have crept every sleepily within its confines.
86-88	A vehicle shop that has now been fully engrossed into the slums that surround it.
89	An old machine of war rests here, overtaken by the natural features of the landscape. Ascetics often congregate here to argue over the true meaning and purpose of the debris.
90	A vast hole in the ground. Bodies, of varying degrees of decomposition, lay at the bottom. This location is known to be the resting place of anyone who attempts to work against Tippy.
91	A drug manufacturing plant that works for Tippy the Clown. The drugs are dealt often and with a high frequency on the street by members of his gang.
92	An incomplete step pyramid constructed out of glass lies in a liminal state of ruination and preservation.
93	A former wheat warehouse has been converted into an infirmary for the sick and insane.
94-96	Watchtower for Tippy the Clown's personal domain.
97	An eatery that was once a part of a franchise of the old world. Echoes of the past can be seen and heard when travelers get too close to the building, being cursed with a visitation of the past.
98	A large radio tower imposes oppressively over the scenery.
99	A castle that is locked at every possible entrance. No one in the entire city dares enter it; because, of common legends that tell of an ancient evil that is being sealed inside.
00	The Palace of Tippy the Clown.

Encounters

1-15	Poor refugees from elsewhere in the wastes will approach with tales of The Scorched Coast or possibly look for materials that will allow them to survive further in this unusual metropolis.
16-17	A playful robotic canine runs out from the nearest location that you have past, and begins to circle around you.
18-20	1d3 toll collecting members of Tippy the Clown's gang.

21-25	A local prostitute asks if you want to secure any of the available services.
26-27	1d6 members of the Temple of Moloch stride by. They are carrying their religious instruments while dressed in red colored regalia.
28-29	1d4 dealers of crude medicinal materials that have been made in some of the local factories and drug dens within the area.
30	2d20 hostile members of Tippy the Clown's gang approach. If you are friends or allied to those who live in the restored districts of Kallitin, then they will attack.
31-32	1d8 undead that have been reanimated by nanotechnology present within crude oil deposits in the area begin their assault.
33-34	1d10 highly armed warriors from the North are looking for venerable denizens of this area in hopes of selling them to the Yormites as slaves.
35	1d3 elven military veterans are attempting to make them scarce from society at large, choosing to hide within the trash laden areas of the wastes of Kallitin.
36	A priest of the god Pluto can be seen offering healing to those that are wounded or diseased.
37-40	2d4 Scientists from the local university are attempting to locate a lost cache of books and data from before the cataclysm that destroyed the local region.
41	An animal that has been corrupted by the radiation of the chaos slithers nearby.
42-45	2d4 zombies that have arisen from the chaotic powers of dark magic.
46-50	A 1d6 pack of those that follow the Christian God emerge, they demand to know if any in your presence are either elves or capable of the apostasies of sorcery.
51-55	2d6 wolves that have made the urban landscape their home.
56-57	A procession of 2d10 guards followed by 1d10 halfling bankers are making their way through the streets, in hopes of bringing financial treasures to the First National Bank.
58-60	1d10 large mutated creatures that appear to be a hybrid between bats and men are plotting to overthrow the local political establishment.
61-62	Swarms of snakes burst spontaneously from the ground. If communication is somehow established, the snakes claim to serve: The Neckrope.
63	A robot entirely made out of bladed material, once forced to fight in arena type gladiatorial combat against other machines, has gained sentience and hopes to reap vengeance upon organic life.
64-65	2d8 members of a pirate crew have decided to go slumming in the local region after some recent endeavors at sea have left them fatigued and in need of carousing.

66-67	Non-humanoid beings, strange to both the eyes and the nose, glow with an eerie green light. These people carry a convoluted spheroid which pulses with the sounds of underwater currents and appears to be covered in barnacles.
68	1d6 men who have bodies reminiscent of serpents. If engaged they will only talk brokenly in the local language. These people will be hostile to those loyal to warriors of the north and those who rule in those lands.
69-71	A small group of 1d6 merchants from a small island to the east. One of their number is holding what appears to be a glass jar with a brain inside of it.
72-74	A group of 1d4 people who all seem to have missing limbs. If asked they tell you that they were inspecting and studying old world technology in a ruined warehouse.
75-77	1d8 homeless vagrants huddle around objects of heat in order to stave off the cold.
78	A man made of bronze carries a small child-sized humanoid, they ask for some coin or food.
79	1d3 members of Tippy's gang looking to extract a toll.
80	1d6 machinists are looking for the scrap metal and other equipment that is necessary to make a truck that they are cobbling together.
81	1d3 Christian missionaries tell of their honored prophet, and breaching against the baleful presences that can be found in the ancient woods of the world.
82-83	1d4 scientists are wheeling a cart of vivisected test subjects, hoping to place them inside of a large open grave.
84	A mysterious drone flies overhead; you cannot begin to estimate from where its origin lies.
85	A humanoid which has been inflicted with gigantism is in search of mercury.
86-88	1d6 small humanoid turtle mutants have come in from the coastal regions. They collectively hope to start a business weaving fabrics. If they become displeased each mutant can place a curse once per day.
89	An invisible servant who has been given orders from its far off master to retrieve silver.
90	An old cackling woman, who claims to be able to see invisible magic because she is possessed by an infernal horror.
91	1d6+1 group of beings that have given way to being cannibalistic ghouls, who now can only sustain themselves on the flesh of the living.
92	A sentient chicken, which is capable of speaking the common tongue.
93	A ghost of a former psychiatric hospital patient. Its screams can be heard during the night, wailing about how the end of the world is nigh and that the bombs will soon drop.
94-96	1d10 mutated persons that have a strange resemblance to tentacle fish. They are all carrying fishing equipment and if asked are determined to get to the sea to fish.
97	A Yormite being escorted by one of its created robots is extremely lost. Unable to

	<p> speak the local language, it relies on its psychic abilities to communicate. The robot will help defend the Yormite if attacked. </p>
98	<p> An artificial intelligence that has uploaded itself into a spherical metallic object floats around. </p>
99	<p> 1d4 Harlequins, highly trained spies who have pledged their loyalty to Tippy the Clown. </p>
00	<p> Tippy the Clown, who's surveying his domain in hopes of acquiring, pillaged goods from his loyal subjects. </p>

Tippy's Gang

This organization lays claim to the rule of the ruined sections of the city of Kallitin. Their patented look is to paint themselves in the manner of old world jesters and the depictions of carnival clowns, hoping that this discordant look strikes fear into the heart of their enemies. The head of this gang is a megalomaniac called: Tippy the Clown. He controls the ruins of the only major metropolis in the entire The Scorched Coast, and his gang members emulate his clown makeup as part of their regalia. Members usually do little more than collect routine 'tolls' on certain routes of safety in the region and also make sure that those who are loyal to the warlord of the north are either kept out or killed. Other than that, the gang is well known for their crude drug manufacturing with accompanying mercantilism of said products. Everyone who is apart of this organization has pledged loyalty to Tippy the Clown. Those who oppose Tippy are known to meet unfortunate ends, and even those who are not members will tell you that Tippy has dangerous powers of sorcery. In truth Tippy is merely a puppet of the Lords of Chaos. A jester, who has sworn fealty to unknown entities in order to become a dread sorcerer. He is the beggar king that sits upon his throne of trash, laughing at those people who eat old world waste around him, as he fills their lungs with the smoke from his throne room's tire fires.

Tippy The Clown

AC 9: Level 3 Magic-user: HTK 6: #AT1 D1-4

S: 6 I: 18 W: 18 D: 9 Co: 5 Ch: 7

Spellbook: Hold Portal, Sleep, Detect Invisible, ESP, Phantasmal Force

Carried: Dagger, Spellbook, Manacles, Lock, Ivory Dice, Holy Water, Hourglass, Purple trousers, Green Suspenders, Red fake nose, Makeup kit, Fur Cloak, 39 GP, 3,900 CP,

Adventure Rumors Generator

By Kindly Little Old Warrior Noble

It is often desired by players to learn of, or discover any tales or rumors pertaining to an adventure site (or similar location) that they have found during play. Many DM's I have known had much difficulty in handling rumors such as these over the years, and I purposed this very system as an alternative to handle such. If you run a sandbox (of any size), quite often you will have various sites already determined and placed (usually secretly).

If so, you merely need a list of said locations (preferably in table format) so that when your players are seeking rumors about potential adventure you need only roll on one (or more) tables to generate the "type" of rumor that is overheard or gained by the party.



(Above) "The New Treaty between King Philip and Henry VII", from Der Weisskunig, Hans Burgkmair

The example below (taken from my own adventure setting) shows this one way this method could work. You as the DM (or GM if you prefer) need only figure out how often, or how many such rumors may be uncovered in your game, though I suggest the use of just one (or two) such checks per downtime (between adventures) as overuse of this system can lead to the players gaining too much information about your setting's locations too quickly.

It is wise (if at all possible) to have the sites in question detailed as to the specifics you place on your lists. Though it may be a great deal of work, we can all agree that it is (and should be) a labor of love to do so. Your players will be amazed at how detailed your world is when such work comes into play.

Good luck, and good gaming!

Table 1: Adventure Site Locations

(d6)/d8 Roll	Location	(Adventure Site)
(1-2)	1	Altar Of The Lost
	2	Arrowbite Grove
	3	Creakwood Haven
	4	Crownhammer's Vault
	5	Fane Of The Frog
	6	Glittersun Peak
	7	House Of The Accursed
	8	Moonbriar Downs
		Rumor (Choose)
(3-4)	1	Nightshadow Pass
	2	Oakstump Hollow
	3	Palace Of The Blind Eye
	4	Pit Of The Forgotten
	5	Sourwater Springs
	6	The Ebony Tower
	7	The Emerald Vault
	8	The Feathered Mound
		Rumor (Choose)
(5-6)	1	The Flooded Maze
	2	The Marble Heath
	3	The Shattered Circle
	4	The Smoking Statue
	5	The Topaz Labyrinth
	6	The Wandering Vale
	7	Tomb Of Irontooth
	8	Tower Of Nightmares

Table 2: General Rumor Learned

(d6)/d8 Roll	Rumor (Determined By The DM)
(1-3)	1 Features (Detailed)
	2 Features (Rough)
	3 History (Accurate)
	4 History (Inaccurate)
	5 Location (Approximate)
	6 Location (Exact)
	7 Monsters (Accurate)
	8 Completely Accurate
(4-6)	1 Monsters (Inaccurate)
	2 Traps (Accurate)
	3 Traps (Inaccurate)
	4 Tricks (Accurate)
	5 Tricks (Inaccurate)
	6 Treasures (Accurate)
	7 Treasures (Inaccurate)
	8 Completely Inaccurate

Initiative Explained

By Jary Jurax

Every once in a while you see people asking about how initiative works in the AD&D game. I'm assuming they must have just been confused by the high gygaxian that the rules are written in, so I will explain how the different methods work for AD&D. Remember that for all of these methods, both the PCs, and the enemies, roll at the beginning of each round.

AD&D

For AD&D, initiative is pretty simple. Both sides declare their actions and then both sides roll a d6. Higher goes first. If both sides roll the same number, then both of their actions happen at the same time, which means it is possible for two characters to kill each other at the same time.

Alternate Gary Gygax method

I can't confirm this but I've heard that Gary had started to use this method after TSR had already published the three AD&D books. How it works is both sides roll a d10. Since rounds in AD&D are split into ten segments, the number that your side rolls is how many segments into the round it is before your character finds an opportunity to strike a wounding blow. Remember that combat in D&D is abstracted, and it is assumed that your character is exchanging many blows, and blocking just as many, as the round goes on. So with this method, it is actually the lower roll that is the winner. And just as before, if both sides roll the same number, they attack at the same time.

This method is actually similar to the 2e method of rolling initiative except in 2e the number you roll doesn't indicate the segment you start on.

Spell-casting and Initiative

With the Gary method its easy to tell when your character starts casting and when the spell will go off. You just add the spell casting time to your initiative roll and you're done. But what about the vanilla AD&D method? It wouldn't make any sense for the side who won initiative to attack or start casting spells on a later segment right? So what segment do you actually start on? Well, no one actually knows. There is really only one clue. In the DMG on page 65(players should stop reading at this point, this is for DM's eyes only) it says that attacks against a magic user that is casting a spell, and that has also won initiative, will be made on the same segment as the number the magic user rolled on his initiative die. Which means at the earliest, a caster that has won initiative would be attacked on segment 2. So from there one can assume that the correct order is the simplest and most obvious: the winners of initiative start on segment 1 and the losers start on segment 2.

Now, to be honest, that rule I mentioned on page 65 is kind of contradictory to other rules in the DMG. I doesn't make any sense for the attack that interrupts a caster to have to fall on a specific segment since its repeated in every spell-casting section in the DMG and PHB that a caster can be interrupted at any time during casting. So I'm only acknowledging it here since, like I said, its the only clue to figuring out which segments you and your opponents are supposed to start on.

So to clarify, if you're using the vanilla AD&D method, if you win initiative you start casting on the first segment of the round and if you lose you start casting on the second segment.

Now, to be honest once more, most people don't really need or want that kind of resolution when it comes to AD&D combat. Usually a DM will simply have all spells start being cast at the beginning of a round and go off at the end of a round. Its simpler that way and makes it possible for the people who won initiative to interrupt the losers spell without delaying their action or something like that. But some spells only have 1 segment of casting time and a player might be annoyed if his spell gets interrupted by an enemy that's 50 feet away even though it really shouldn't have. So its up to you how you want to tackle this.

Suggested House Rules

If one wishes to take these methods a bit further, each player can add their weapon speed to the number that was rolled for their party. This will spread out the PCs actions and have their actions overlap with the enemy parties while not having a completely jumbled initiative order that you would have if everyone rolled their initiative separately.

One thing a DM needs to consider when using weapon speed is how you will handle totals larger than 10 since a round is only 10 segments long. For example, if using the gary method, the players roll an 8 for their initiative. The fighter of the party adds the weapon speed of his long sword, which is 5, for a total of 13.

So what do you do then? Well you either have have that character hit on the third segment of the next round or you can simply have him hit at the very end of the round he wanted to attack in. However, a drawback of this is when you use the latter method you lose the whole point of finding out which segment your character hits on since, using the logic of the method, your character somehow created more time in a round to work with. But the drawback of the former method is that it starts to get difficult to keep track of initiative without a tool of some kind since quite a few weapons have speeds around 7 or 8. Although, if this matters to anyone, if you do have the fighter hit on the next round you will actually end up with something somewhat similar to how weapon speed is actually supposed to be used. I'm assuming here that no one actually uses it for what its for. Which I think is a pretty fair assumption.

Multiple Attacks Per Round

I don't think many people are confused by this one since its explained pretty clearly in the DMG but I will explain it just in case. Multiple attacks are pretty simple. If a fighter gets 3/2 attacks per round that means he will get two attacks every other round. During the round where the fighter gets his two attacks, his second attack will go at the very end of the round. Not right after his first one. If an enemy fighter also gets two attacks that round then the order that him and the PC fighter will attack in at the end of the round will match how initiative went. So if the PC fighter won initiative, the round will go: PC fighter, then enemy fighter. Then at the end of the round it would be the same thing: PC fighter, then the enemy fighter.

If you want to use the house rule where you add weapon speeds to imitative rolls and have attacks with totals greater that 10 go on the following round, you could have the fighter with 2/3

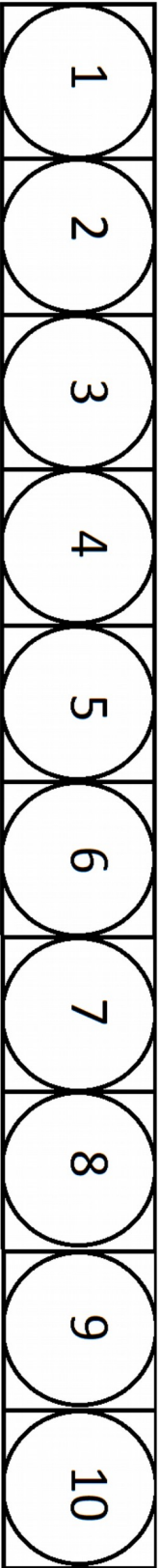
attacks per round get his second attack in every other time he gets his first attack in. But again its up to you how you want to handle that.

Concluding Statements

So there you go. There are a few more fiddly rules that have to do with initiative but what I've outlined here should get you through most situations. I've included a simple tool that will help you if you're using individual initiative rolls or the spread out weapons speed initiative. To use it, just print it out and have every player figure out what their initiative segment is and then have them put different colored Magic counters or whatever you have on hand on the correct spot. Then you just go down the line and everyone goes on their segment. This is much better than having to write down the order every time or trying to remember it. And you can also have another one behind your screen for monsters if you wish.



(Above) "Metgezellen van Cadmus door een draak verslonden", Hendrick Goltzius, 1615



Fierce Cock

By Hog Rider (based on The Manse Gaming's [original class](#))

You are an upright standing avian who travels the road. You live for only two things; combat through sword or declamation and the warm embrace of a woman. While many races form nations to be protected from the dangers of chaos, your people don't squabble over such problems.

Fierce cocks are a male only race. Cocks seek multiple wives, which is a requirement for societal advancement within the cock's culture. This causes troubles within nobility as many planned marriages have been ruined by a cock's interception. Therefore, a cock travels the road, repeating the cycle each town he arrives in.



Fierce cock's come from a nation rich in tradition, social upheaval, political intrigue and constant military conflict. Cocks usually travel to other nations to create shōens as an excuse to partake their favorite pastimes (fighting and woman) in a different venue. Shōen is a large cock culture inspired house that act as a hub for cocks to gather, trade and practice their swordplay in the cock lifestyle. A Daimyo (cock who owns a Shōen) also uses the shōen as a way to impose that he is the head cock in the local region. This leads the up and coming high social cocks to start their own shōens in the region to declare themselves as the head cock. These actions usually always leads to infighting between Daimyos in the region and causes much problems for the host nation it is located in.

Hit points: A Fierce cock gains 1d10 hit points at each level.

Weapon training: Fierce cocks prefer to battle with 1-handed or 2-handed swords. A cock is trained in the use of these melee weapons: battleaxe, club, dagger, longsword, mace, short sword, Two-handed sword and war hammer. A cock is also trained in these missile weapons: crossbow, longbow, short bow, and sling. Fierce cocks wear whatever armor they can afford but prefer armor that does not impede their movement.

Alignment: Fierce cocks tend to follow the simple creed of dueling and wooing women. This lends them to go towards lawful and neutral alignments. Their are rare cases of Fierce cocks who don't take wives but concubines for social advancement. A cock who are not held down by marriage are chaotic in alignment for they only care for the rush of the combat, not their social standing.

Attack modifier: Fierce cocks do not receive a fixed attack modifier at each level. Instead they receive a deed die, just like a warrior. At 1st level, this is a d3. The cock rolls this d3 on each attack roll and applies it to both his attack roll and his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. On the next attack, the die may give him +3! The deed die advances with the cock's level, climbing to d7 by 5th level, and then further to d10+4 by 10th level. The cock always makes a new roll with this die in each combat round. When the cock has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deed of Showmanship: Fierce cocks earn renown between other cocks from their Casanova prowess. They emasculate nobles in the king's court, woo the barkeeper's daughter with his physique and convince the lord to allow you to have his daughter. When parlaying for your honor, their mighty deeds of Showmanship can turn the course of a verbal dispute: a large caw to show the hubris of noble's claim, writing a love letter to convince the Queen to pardon you of all charges or a kiss to convince any maiden to do your bidding.

Prior to any skill roll, a fierce cock can declare a Mighty Deed of Showmanship, or for short, a Deed. This Deed is a dramatic social maneuver within the scope of the parlay. For example, a cock may try to convince the crowd that he did sleep with the lord's wife to destroy the lord's composure to force him into a duel. The Deed does not cause any damage but does have effects: gaining info, forcing a response and making/befriending enemies.

The Fierce cock's deed die determines the deed's success. The deed die is rolled and added to the skill check roll when a deed is declared. If the deed die is a 3 or higher, and the skill check passes (e.g., the roll succeeds the DC check), the Deed succeeds. If the deed die is a 2 or less, or failure passing the DC check, the Deed fails as well. If the deed die fails but the skill check passes, the deed succeeds but has chaotic effects (e.g., a cock tries to convince the crowd that he should be the rightful Daimyo for the region, but instead all followers insist they should be Daimyo creating more competition).

Deeds that pass have varying effects by how much they pass by (e.g., trying to woo a woman, a 3 would get her attention and a conversation while an 8 would have her inseparable from you.)

Embellish: A fierce cock is a materialist race wanting to showcase their wealth where ever they go. When the cock embellishes his armor with triple its value in gems and gold, he gains +1 AC.

Feathered Fall: Fierce cocks are covered in feathers due to their avian heritage. When you take fall damage, you take a maximum of 1 damage per damage dice dealt from a fall or none if you have time to glide to safety.

Wives: Fierce cocks must take a wife in order to level up. You must take a wife each level up, but are not so heartless as to 'replace' them were to die or be separated from you. Failing to gain a wife will have your level up withheld from you until a wife is obtained. Wives will become discontent if

they don't get attention or pocket money from their husband. Failing to keep them content will increase your failure rate by one (for each wife) for your Deed roll (e.g., two of your lovely wives are angry that you have not been visiting them and have started hanging around the local tavern for attention from the local adventurers. Your deed rolls will now only pass on a 5+ until your wives stop going to the tavern for men.)

Critical hits: In a duel, a fierce cock is most likely to score a critical hit and tends to get the most destructive effects when he does so. A cock rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a cock scores critical hits more often. At 1st through 3rd level, a warrior scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 17-20 of 9th level. See the combat section in the DCC rulebook for more information on crits.

Initiative: A fierce cock adds his class level to his initiative rolls.

Luck: At first level, a fierce cock's Luck modifier applies to attack rolls and initiative with one specific kind of weapon in a duel. This kind of weapon must be chosen at first level and the modifier is fixed at its starting value – neither the weapon nor the modifier changes over the course of the warrior's career. The weapon type must be specific: longsword or short sword, not "swords."

Languages: At 1st level, a fierce cock automatically knows Common, the Cock racial language, plus one additional randomly determined language. A cock knows one additional language for every point of Int modifier, as described in Appendix L.

Action dice: A fierce cock always uses his action dice for attacks. At 5th level, a warrior gains a second attack each round with his second action die

Table 1-1: Fierce Cock

Level	Attack (Deed Die)	Crit Die/ Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d3*	1d10/III	19-20	1d20	+1	+1	+1
2	+d4*	1d12/III	19-20	1d20	+1	+1	+1
3	+d5*	1d14/III	19-20	1d20	+2	+1	+1
4	+d6*	1d16/IV	19-20	1d20	+2	+2	+2
5	+d7*	1d20/IV	18-20	1d20+1d14	+3	+2	+2
6	+d8*	1d24/V	18-20	1d20+1d16	+4	+2	+2
7	+d10+1*	1d30/V	18-20	1d20+1d20	+4	+3	+3
8	+d10+2	1d30/V	18-20	1d20+1d20	+5	+3	+3
9	+d10+3	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+4	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+4

* A Fierce cock's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the cock adds both a die and a fixed value.

Table 1-2: Fierce Cock Titles

Level	Title (all alignments)
1	Traveler
2	Vagabond
3	Gallant
4	Duelist
5	Paramour

Table 1-3: Occupation

Roll	Occupation	Trained Weapon	Trade Goods
1	Cock Dancer	Large Fan (1d4 nonlethal)	Small bamboo case of white face make up
2	Cock Hustler	Club	Sack, Large
3	Cock Lord	Zanbato (as two-handed sword)	Birth certificate
4	Cock Merchant	Dagger	4gp, 14 sp, 27 cp
5	Cock Monk	Broom (as staff)	1 gallon of sake
6	Cock Musician	Stringless gottan (as mace)	Musical instrument*
7	Cock Procurer	Tekko (1d4 lethal)	Level 0 female civilian
8	Cock Ronin	Katana (as longsword)	Demon face mask

*Roll 1d4 to determine musical instrument: (1) Taiko [large drum], (2) Tonkori, (3) Bow flute, (4) Horagi [horn]