d12
Monthly

NEW CLASSES
TWO NEW CLASSES FOR YOUR FAVOURITE GAME

CRIT!
CRITICAL HITS & FUMBLES

THIEF SKILLS EXPANDED

New Location: Goblins' Rest

d12 Monthly is a helpful resource for fantasy roleplayers.

Contents

Acknowledgements

The OSE Issue

Old School Essentials (or OSE) is a breath of fresh air in fantasy gaming.

And it's based on a simple premise: take the rules for old school D&D and place them in an easy-to-understand, and easy to reference, format.

It's a joy to run games using OSE for this fact alone.

It is also an edition that is easily hackable. You can add rules, change them, and do what you like, and it still works.

For all of these reasons, I am devoting a whole issue to OSE.

Even if you don't use OSE rules, I hope you get inspired by the content nonetheless, and use what's in these pages to spur on your imagination and your own ideas.

If you do use OSE, then let me welcome you to new classes, options, and rules. You can take what you like and leave the rest - just like a smorgasbord.

You will also find some non-OSE content here as well, but no matter what the content, I hope it will inspire you.

And, as always, happy gaming!

- Russ from YUMDM
https://yumdm.com/
https://twitter.com/yum_dm

About Me

I have been roleplaying for over 30 years and DMing for most of those. I have played over 50 different roleplaying games, but my first love is fantasy - it's like coming home.

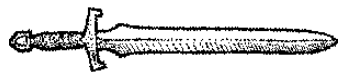**Other TTRPGs I like:** WEG D6 Star Wars, Feng Shui RPG, & Warhammer FRP.

Want to join this team and support the zine? I have a Patreon account:
https://www.patreon.com/yumdm
(Tiers are now available to receive a physical copy each month).

Expanding D6 Thief Skills
New Rules for Other Classes

In issue one of the official OSE zine, *Carcass Crawler*, there was an article on an alternative system for thief skills.

This system employed D6s instead of a percentage system to better align with the game's other subsystems, like surprise and morale checks.

They also introduced a point system where the player got to choose where their thief specialised - having a better chance of picking pockets over hiding in shadows, for example.

This system was an excellent addition, but it didn't cover any other class other than the thief.

Given assassins, barbarians, and rangers all have similar skills, this article uses the same system in the original *Carcass Crawler*

article, but expands it to these other classes.

Thief

First, a quick re-cap.

The thief has eight skills and all of these start at 1 in 6 chance of success.

Points
They then gain 4 points at first level and an additional 2 points each level obtained after that.

Each number represents a chance in 6 of succeeding.

Example First Level Thief

Lvl	CS	TR	HN	HS	MS	OL	PP
1	1	2	1	2	2	2	1

So, in this case our first level thief has a 2-in-6 chance of finding and removing traps, hearing noise, hiding in shadows, moving silently, and opening locks. And a 1-in-6 for everything else.

Upon gaining a level, they would add two more points, and might choose to add one more to move silently and one to climb sheer surfaces.

Lvl	CS	TR	HN	HS	MS	OL	PP
2	2	2	1	2	3	2	1

Now they would have a 3-in-6 chance to move silently.

Assassin

The assassin has a number of thief skills, but not all of them. They have access to: climb sheer surfaces, hide in shadows, hear noise, and move silently.

Points

An assassin gains 2 points at first level and 1 per level reached after that.

Barbarian

The barbarian also receives a few thief skills, namely climb sheer surfaces, hide in undergrowth, and move silently.

A barbarian's skill at foraging and hunting is brought into their other thief-like skills and improved as they go up in levels. All start at a 1 in 6 chance of success.

Points

They receive 4 points at 1st level and 1 point per level after this.

Ranger

A ranger's skill at foraging and hunting are brought into their other thief-like skills (hide in shades and move silently) and are improved as they go up in levels.

All skills start at 1 in 6 at first level, and the ranger receives points to increase them.

Points

They receive 3 points at 1st level and 1 point per level after this.

New Rule
Death and Injuries

To add some realism to combat, and to alleviate too many characters dying, use the following injury rule.

When a character reaches 0 hit points they need to make a single save Vs. Death.

If they fail this save, they die. If they succeed, they live, are unconscious, & will receive an injury as per the injury table.

Injury Table

D12	Injury
1	Weakened: Permanently lose 2D4 Strength
2	Quivery: Permanently lose 2D4 Dexterity
3	Sickly: Permanently lose 2D4 Constitution
4	Stupefied: Permanently lose 2D4 Intelligence
5	Muddled: Permanently lose 2D4 Wisdom
6	Marred: Permanently lose 2D4 Charisma
7	Lose limb (1-2: hand; 3-4: whole arm; 5-6: leg)
8	Lose an eye: -4 on ranged attacks
9	Lose an ear: -4 on awareness/surprise checks
10	Jaw smashed: -4 on checks involving communication
11	Hobbled: You move at half your normal rate, permanently
12	Numbed: -4 on melee attacks

Undead Hunter

Requirements: Wis 9
Prime requisite: DEX
Hit Dice: 1d8
Maximum level: 14
Armour: Leather, chain mail and shields
Weapons: Any
Languages: Alignment, Common

The Undead Hunter has one set objective: to destroy all undead. They use a unique set of skills and abilities to inflict harm on undead and all who summon them.

Undead Hunter Level Progression

Level	XP	HP	THAC0	Saves				
				D	W	P	B	S
1	0	D8	19 [0]	11	13	14	16	16
2	2,225	2D8	19 [0]	11	13	14	16	16
3	4,500	3D8	19 [0]	11	13	14	16	16
4	10,000	4D8	17 [+2]	11	11	12	16	14
5	20,000	5D8	17 [+2]	9	11	12	16	14
6	40,000	6D8	17 [+2]	9	11	12	14	14
7	90,000	7D8	14 [+5]	9	9	10	14	12
8	150,000	8D8	14 [+5]	9	9	10	14	12
9	300,000	9D8	14 [+5]	7	9	10	14	12
10	425,000	9D8+2*	12 [+7]	7	7	8	14	10
11	550,000	9D8+4*	12 [+7]	7	7	8	11	10
12	675,000	9D8+6*	12 [+7]	7	7	8	11	10
13	800,000	9D8+8*	10 [+9]	3	5	6	11	8
14	925,000	9D8+10*	10 [+9]	3	5	6	11	8

* Modifiers from CON no longer apply.

Animal Senses

An undead hunter can sense undead similar to how an animal does, getting disturbed by their presence. This may take the form of hairs standing up on the back of their neck, a cold sweat breaking out, or a sense of dread.

They have a 3 in 6 chance of detecting undead within 60' of their position, plus one of the following:

- **Type of undead:** they can tell the type of undead that are present (chose one randomly if more than one is present)

- **Number appearing:** they know how many undead there are of a particular type within range

- **Distance:** they can tell how far away undead are within range

Combat

An Undead Hunter can use all types of weapons and can use leather armour, chainmail, and shields.

Fearless

Undead Hunters are immune to all fear. They also project a sense of safety and all within 30' receive a +2 to saving throws versus fear.

Turn Undead

Undead Hunters can invoke a holy power to repel undead monsters encountered.

To turn the undead, the player rolls 2d6.

The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Turning: If the turning attempt succeeds, the player must roll 2d6 again to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful Turning.

Mixed groups: If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Monster Hit Dice^

Level	1	2	2*	3	4	5	6	7-9
1	7	9	11	-	-	-	-	-
2	T	7	9	11	-	-	-	-
3	T	T	7	9	11	-	-	-
4	D	T	T	7	9	11	-	-
5	D	D	T	T	7	9	11	-
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating)
^ At the referee's option, the table may be expanded to include more powerful undead.

Undead Lore

From 3rd level, an undead hunter has a 2-in-6 chance of knowing lore pertaining to undead, necrotic magic items, or powerful necromancers or undead of legend. This ability may be used to identify the nature and powers of magic items powered by necromancy.

After Reaching 10th Level

An undead hunter may build a hideout and attract a cadre of hunters.

2d12 beings will join the undead hunter as followers. The nature of these followers is up to the referee—they may include human or demihuman adventurers, animals, mounts, or special animals. If any of the followers die, they are not replaced.

Design Notes: The Undead Hunter came about after a conversation online with Jonathan Tweet, who mentioned that the original idea of the cleric was more of a Van Helsing character (which is why clerics don't get spells at first level).

So, I immediately wanted to come up with a class that fit that undead hunter theme.

See also, the new cleric spells available in the *The Arcane and Divine* article in this issue.

New Rule
Magical Weapons Only

Some monsters can only be hit by magical weapons. For some monsters, I have changed this so that they can only be *killed* by magical weapons.

This way PCs can drop a monster with ordinary weapons, but cannot kill it - the damage is regenerated quickly (D4 HP per round). This gives those without a magical weapon a chance to drop the monster, but also allows the monster to be a continued thorn in their side.
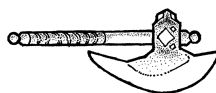
Pit Fighter

Requirements: Cha 11
Prime requisite: STR
Hit Dice: D10
Maximum level: 14
Armour: Leather and shields
Weapons: Any
Languages: Alignment, Common

Pit Fighters earn their keep by entertaining crowds as they fight opponents in a pit. These opponents can be other humans, demi-humans, animals, or even monsters.

Pit Fighter Level Progression

Level	XP	HP	THAC0	Saves				
				D	W	P	B	S
1	0	D8	19 [0]	12	13	14	15	16
2	2,000	2D8	19 [0]	12	13	14	15	16
3	4,000	3D8	19 [0]	12	13	14	15	16
4	8,000	4D8	17 [+2]	10	11	12	13	14
5	16,000	5D8	17 [+2]	10	11	12	13	14
6	32,000	6D8	17 [+2]	10	11	12	13	14
7	64,000	7D8	14 [+5]	8	9	10	11	12
8	120,000	8D8	14 [+5]	8	9	10	11	12
9	240,000	9D8	14 [+5]	8	9	10	11	12
10	360,000	9D10+2*	12 [+7]	6	7	8	9	10
11	480,000	9D10+4*	12 [+7]	6	7	8	9	10
12	600,000	9D10+6*	12 [+7]	6	7	8	9	10
13	720,000	9D10+8*	10 [+9]	4	5	6	7	8
14	840,000	9D10+10*	10 [+9]	4	5	6	7	8

* Modifiers from CON no longer apply.

Combat

A Pit Fighter can use all types of weapons and can only use piecemeal armour, which is the equivalent to leather armour. They can also use shields.

Combat Awareness

Pit Fighters need to be aware of their opponents at all times. Due to this training, they are only surprised on a 1 in 6.

Intimidate

When engaged in combat, all enemies within 30ft who can see the Pit Fighter receive a -1 penalty to all morale checks.

Strike Mighty Blow

At 3rd level, the Pit Fighter scores a critical on a natural roll of 20, which inflicts double damage.

Two-Weapon Fighting

A Pit Fighter can fight with two weapons. He can choose a one-handed weapon and a light weapon (such as a dagger). They reduce the penalties for two-weapon fighting by their level. For example, a 2nd level pit fighter has a 0/-2 penalty for fighting with two weapons.

After Reaching 10th Level

A pit fighter may build a fighting pit and attract a cadre of new fighters. 2d12 beings will join the pit fighter as followers. The nature of these followers is up to the referee—they may include human or demihumans, animals, or special animals. If any of the followers die, they are not replaced.

Weapon Focus
The Fighting Net

A fighting net has small barbs in the weave and a trailing rope to control netted opponents. You use it to entangle opponents.

Attacks are ranged attacks with a range of 10ft. If you hit, the target is entangled.

An entangled creature suffers –2 on attack rolls and a –4 penalty on Dexterity. The entangled creature can only move at half speed and cannot charge or run.

If you control the trailing rope (which is usually 15ft long) by succeeding at an opposed Strength check while holding it, the entangled creature can only move within the limits that the rope allows.

The entangled creature can escape with a successful Dexterity check, which takes a full round. The net has 5 hit points and can be burst with a Strength check with a -4 penalty.

A net is only useful against creatures between Tiny and Large size. It takes 2 rounds for a proficient user to fold a net for re-use.

Table: Fighting Net

Weapon	Dmg	Special
Fighting Net	-	Entangle, Slow

A Crit!
New Critical Hits and Fumbles for OSE

Criticals are not new to roleplaying games, but it's one area where OSE - at least in the basic rules - omits any rules for them.

With that in mind, below are some simple rules for both critical hits (natural 20), and critical fails (natural 1) that you can easily use in your campaign.

Critical Success

There are several ways to deal with critical hits in your game. Below we look at three different ways.

Double Damage

When you roll a natural 20 you can simply double the damage done. This is done by rolling the damage die, adding in any modifiers, and then doubling it.

Alternate Damage

Another way to reach a similar result is to allow maximum damage plus a roll of the damage die, then add any modifiers.

For example, Tenaziir, our trusty cleric/fighter, rolls a natural 20 on an Ogre and so rolls a D8 for his mace, adds 8 (max damage for that weapon) to this result, and then adds his +1 strength bonus as well.

This is a quick and simple way to include critical hits in combat.

Critical Choice

If you wanted to add some more options (with some more complexity) you could give the combatant the following options:

Double Damage
As above.

Additional Attack
You don't receive double damage, but you receive an additional attack against the same target you just hit.

Rend Armour
You damage the armour (natural or otherwise) of your target, making it less defensive). The target's AC drops by one (if the AC is derived in full or part by natural armour or regular armour) until healed or repaired.

Manoeuvre
Instead of receiving double damage, the attacker can perform one of the following manoeuvres in addition to regular damage.

Cleave
If you score a critical hit AND drop your opponent and another is in range, you may make a separate attack on them.

Disarm
You can attempt to disarm your opponent, causing them to drop their weapon.

Your opponent receives a strength check at -4 to keep the weapon.

Dismount
You may cause a rider to fall off their mount and onto the ground.

Your opponent receives a dexterity check at -4 to stay in the saddle.

Sunder
With some heavy slashing or bludgeoning weapons, you may strike an opponent's weapon or shield in an attempt to break it.

Your opponent receives a dexterity check at -4 to stop the weapon or shield from being broken.

Trip
You can attempt to trip up or bash an opponent to the ground, so they end up prone.

Your opponent receives a strength or dexterity check at -4 to keep on their feet.

Critical Limitations

You may want to place some of the following limitations on critical hits.

Monster Type

Some monsters are immune from critical hits due to their form or physiology. Such creatures include undead, constructs, oozes, and perhaps demons and devils as well. It's up to the GM which creature types are immune to critical hits.

Special Traits

Some forms of damage are not doubled. For example, a thief's backstab ability is not doubled, but is added on to the critical effect. If a 2nd level thief scores a critical hit when performing a backstab, then they do 3x the damage.

Critical Failure

Rolling a natural 1 should have consequences too.

To keep things simple, you could have the weapon the attacker is using to take damage on a critical failure and drop one damage die type until repaired.

$$D12 > D10 > D8 > D6 > D4 > D3 > 0$$

For example, Tenaziir on the next round rolls a natural 1 and smashes his mace into the ground instead of the Ogre, and his mace, which did use a D8 for damage, now uses a D6 until repaired.

Instead of this simple result, the *target of the attack* may elect to choose one of the following options instead:

Counter Attack
The attacker leaves themselves open for the opponent they were attacking to gain a free attack against them.

Drops Weapon
The weapon fails from the attacker's grasp and lands at their feet. It will take a round to retrieve it.

Hits Ally
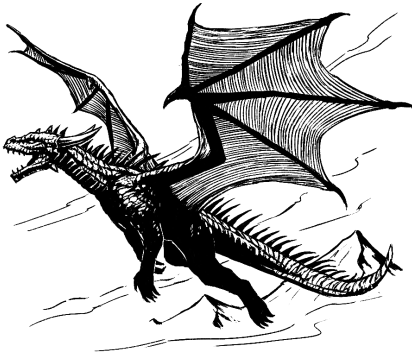The attacker swings widely and hits an ally who is in range.

Falls Prone
The attacker slips and falls prone. It takes a round to get back up.

Dragons
Legend, Myth, Icon

By Christian Blair

The Beast.

Iconic, mighty, powerful, evil or good, the one and only, the fire breathing snake that hoards gold, kidnaps princesses and destroys entire kingdoms.

Dragons.

A legendary creature that has its origins in history itself. Born among legends, mythology, poems and epics.

The Fantasy Dragon

As we can see, the origin of dragons from a historical perspective is interwoven in a huge number of different legends, mythology, tales, narratives, poems and stories. With uncertain but identifiable origins, we can already know where dragons came from.

If we place ourselves at the point of literature from the fantasy genre, then we can find descriptions of dragons that are so iconic that we simply cannot ignore them.

After all, the dragon is an icon of fantasy that ended up creating huge repercussions in the entire field.

The dragon practically epitomises fantasy, in different shapes or representations.

An archetype so clear that it is ridiculously easy to place in time and space.

So where is the first description of the dragon as we know it today? Well, in nothing more and nothing less than *The Hobbit*, the book by the master, JRR Tolkien.

Smaug is, without a doubt, one of the most iconic dragon names in history.

A creature that encapsulates the entire archetype of the fantasy dragon, to the point of becoming the starting point for many to come.

The Hobbit was released in 1937, and tells the story of a group of dwarves, a wizard and a hobbit, penetrating the mountain fortress of a gigantic red dragon that hoards tons of gold. The hobbit, Bilbo, tries to steal a chalice from the dragon and the dragon awakens.

A clear inspiration from the dragon story of Beowulf, Smaug is a magnificent creature that shows the culmination of thousands of years of tales and stories.

He is gigantic, with wings capable of creating hurricane-force winds, scales as hard as armour, claws as dangerous as spears and a breath of fire capable of melting stone.

Not only is he a powerful creature, but he has an iconic and malevolent personality, filled with an enormous desire for greed and a despicable sense of pride.

While his appearance is near the end of the book, and he only has a couple of pages dedicated to him, he managed to leave a big enough impression to serve as a starting point for many more writers to come in the future in all sorts of subgenres.

Smaug is, in his own way, the classic fantasy dragon who represents the primordial archetypes of the dragon in fantasy.

Of course, Tolkien would create not only Smaug, but other dragon characters as fantastic as they are iconic. What makes Smaug stand out is that he is an evolution from the simple fatal creature that most stories would depict before him, giving Smaug a personality, a unique and evil touch, inspired by different Nordic and Germanic stories, such as Fafnir and Beowulf.

After Tolkien, a horde of epic writers would re-emerge ready to create entire worlds in a fantasy theme.

The genre exploded in such a way that high fantasy became a pillar of literature and, of course, dragons one of the most popular icons of the genre.

Tolkien's dragons function as the main archetype that would see inspirations born, from their physical appearance to the personality of many of these draconic characters.

The dragon in fantasy, from literature to movies to video games, is depicted as a fire-breathing winged creature capable of destroying entire kingdoms. A magnificent beast, lethal and full of mystery. There are hundreds, if not thousands, of examples of such personifications in the form of dragons.

Many times, they only serve as lethal creatures to provide an intense narrative to the story, but other times they are central points of the story that represent different facets or ideas that the author wishes to convey.
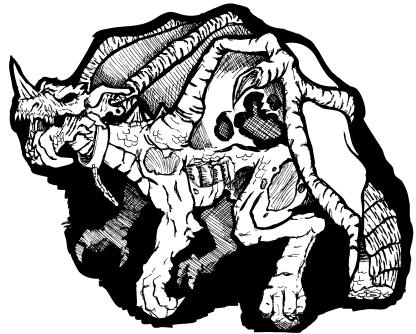
The dragon has become not only an icon in itself, but a concept designed to convey intensity, epic proportions and primordial emotions.

Sometimes it can represent fear or anger, other times it can represent patience and wisdom, but without a doubt, we can see that, from a literary point of view, speaking as a writer, dragons are perfect machines to create stories either around them or with them as pivotal characters.

Even in stories where their appearances are short or brief, such as *The Hobbit*, or *Harry Potter* with its wyvern-like creatures, dragons are seen as epic, magnificent beings, capable of leaving long impressions in the minds of readers or viewers, giving us a glimpse of what is a design of magnificent intensity.

As you can see, this is an iconic character that makes different presentations in different art forms. Dragons are my favourite creature in any genre or field. I see them as the apex of an emotion or an ideal; they can represent evil in its crudest and most powerful form, or good in its most admirable and potent form.

Pillars of a select group of archetypes that gave life to the entire genre, the dragon is simply synonymous with fantasy and a creature you can use in any way you wish.

As a writer, dragons are transported to idealise an epic work in its most magnificent, or deplorable, form. It all depends on what the author wishes to do and that is why I see these creatures as perfect artistic methods to encapsulate the most epic form of the genre. And oh boy, are they great to use on TTRPGs!

Dragons? Yes, please!

The Arcane and Divine
Lost Tomes & Other Spells

Alrinn's Lost Tome

Alrinn the Cursed was an apprentice to the druid-necromancer Thornrot when the latter was still mortal, some 550 years ago.

He left Thornrot's employ, taking with him some of the necromancer's spells.

Alrinn met a violent end, but his spellbook was believed to have been taken from his corpse by a thief from the city-state of Grimport. It was then sold to a passing wizard by the name of Altes the Crimson.

Unfortunately, Altes was ambushed by goblins on his way home and the book was lost to the *Gloomblade Goblin* tribe.

It is believed to contain the following spells, although others may also be present (spells with an asterisk denote a new spell described below).

1st Level: *Detect Magic, Protection from Evil, Ray of Enfeeblement**

2nd Level: *Detect Evil, Detect Invisibility*

3rd Level: *Hold Person, Curafael's Rune of Vengeance**

Ray of Enfeeblement
Necromancy 1

Duration: 1 Turn
Range: 120-ft

The caster shoots a ray at a single target which reduces its Strength by D6 points. Monsters reduce their dmg die type by 1 (roll of 1-3) or 2 (roll of 4-6).

- ➔ **Ranged Attack:** A roll is necessary for the ray to successfully hit the target
- ➔ **Minimum Strength:** A subjects Strength cannot drop below 1

Curafael's Rune of Vengeance
Necromancy 3

Duration: 1 day per caster level
Range: Touch

The caster inscribes a rune of vengeance against a rival they have battled previously on to a weapon.

- ➔ **Target's Presence:** The weapon starts to crackle with energy
- ➔ **First Hit:** The attacker does an additional D6 damage per level of caster, or half if save Vs. Spells is successful
- ➔ **Failure to Hit:** If the attacker fails to hit the target before the spell ends, they suffer D6 per caster level

This spell was created by Pat Eyler (@Mountain_Foot on Twitter)

The Black Book of Cassimyr
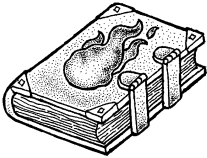
Cassimyr of the Blackhand was an adventuring wizard of some power many years ago, who vanished suddenly for as yet undiscovered reasons.

He was a master of touch spells, delivering them to weaken, shock, and kill his enemies.

Even though he is still missing, his Black Book suddenly showed up in the Freelands some 6 months ago and is now in the hands of another adventurer.

The following spells are believed to be contained within his Black Book.

Shocking Grasp

Transmutation 1

Duration: Instantaneous
Range: Touch

The caster's touch delivers D8 +1 per caster level of electrical damage to the target.

➔ **Touch Attack:** Ignore target's armour when determining attack chance (any magical bonuses still apply)
➔ **Metal Armour:** If target is wearing metal armour, they suffer maximum damage

Chill Touch

Necromancy 1

Duration: Varies
Range: Touch

The caster touches the target, causing D6 damage plus possibly 1 Strength.

➔ **Touch Attack:** Ignore target's armour when determining attack chance (any magical bonuses still apply)
➔ **Strength Drain:** The target makes a save Vs. Death or lose one point of Strength temporarily (monsters reduce damage die by one)

Ghoul Touch

Necromancy 2

Duration: D6+2 rounds
Range: Touch

The caster paralyses the target who is touched.

➔ **Touch Attack:** Ignore target's armour when determining attack chance (any magical bonuses still apply)
➔ **Paralysis:** Any living target must save Vs. Death or become paralysed for D6+2 rounds.

Spectral Hand

Necromancy 2

Duration: 1 Turn
Range: 120-ft

Creates a disembodied glowing hand to deliver touch attacks.

- ➜ **Lose Hit Points:** Upon casting, the caster loses D4 hit points which return upon the spell ending.
- ➜ **Deliver Touch Attacks:** The hand may move up to maximum range to deliver a touch spell of 4th level or lower.
- ➜ **Incorporeal:** The hand cannot be damaged by normal weapons

Crawling Claws

Necromancy 3

Duration: 1 Turn
Range: 120-ft

The caster summons D6 claws, in the form of his own hand, that attack his enemies.

- ➜ **Attack:** The claws will attack the caster's enemies if they are within range
- ➜ **Specify Target:** The caster can specify the target each round
- ➜ **Crawling Claws:** AC: 5 [14], HD ½ [2hp], Att: 1 x claw (D4), THAC0: 20 [+0], MV 60' [20-ft], SV: D14 W15 P16 B17 S18, ML - AL Neutral

More Wizard Spells

These could be found in ancient tomes or spell scrolls.

Flaming Sphere

Evocation 2

Duration: 1 round per level
Range: 120-ft

The caster creates a rolling ball of fire.

- ➜ **Movement:** The flame sphere can move up to 30-ft per round in the direction the caster points
- ➜ **Damage:** Anyone hit by the ball suffers 2D6 damage, save Vs. Breath Weapon for half damage
- ➜ **Flame:** It will ignite flammable objects and illuminates as a torch

Grease

Conjuration 1

Duration: 1 round per level
Range: 60-ft

The caster makes an area 10-ft square or one object slippery.

- ➜ **Cast on ground:** Those in the area make a save each round vs. Breath Weapon or become prone
- ➜ **Movement:** Half speed for those who saved, none if failed
- ➜ **Cast on object:** Whoever is holding the object must save Vs. Breath Weapon or drop the item, or fail to pick it up

Cleric Spells

Invisibility to Undead

Abjuration 1

Duration: 1 turn per level
Range: Touch

When cast, undead cannot perceive one subject per level of the caster.

- ➔ **Unintelligent Undead:** Are automatically affected
- ➔ **Intelligent Undead:** Get a saving throw Vs. Spells to negate
- ➔ **Spell Ends:** If the subject attacks, touches, or casts a spell, the invisibility is broken

Magic Weapon

Transmutation 1

Duration: 1 Minute per level
Range: Touch

The weapon touched gains a +1 bonus.

- ➔ **Magic Weapon:** Gains a +1 bonus to hit and damage
- ➔ **Blessed:** If the caster is of good alignment, the weapon is also blessed.

Druid Spells

Animal Messenger

Enchantment 2

Duration: 1 day per level
Range: 30-ft

The caster can send a small animal to a specific place.

- ➔ **Messenger:** The animal can carry a message to the caster's allies
- ➔ **Location:** The caster mentally impresses a certain place to the animal

Meld into Stone

Transmutation 3

Duration: 1 turn per level
Range: Personal

The caster (and their gear) meld with stone.

- ➔ **Size:** The stone must be large enough to accommodate your size
- ➔ **Senses:** The caster is aware of what is happening outside the stone and can cast spells on themselves

OSE + Westmarches

I run a West Marches-style campaign using *Old School Essentials* (OSE) and find it, in a word, a blast.

What is West Marches?

West Marches is a style of playing that is slightly different to most campaigns.

In most campaigns you have overarching plots and missions that take you from one location to another.

The premise of a West Marches campaign is that you use a town or city as a place of safety and explore an unknown land, making it back to the safety of the town at the end of each session.

It is a campaign of exploration, as the characters try to survive long enough to gain riches and fame from this new, as yet unexplored, region.

And it's a great way to fill in a part of your campaign world.

It also involves each player having multiple characters to play (and choosing which one to play depending on the mission at hand), as well as having an "open table".

An Open Table

An open table means the same players don't necessarily play each session. The GM has a roster of players and whoever can make a particular session does so.

My campaign is more of an "East Marches" campaign, as the characters are held up in the halfling town of Longhope and explore the eastern lands that were, up until recently, closed off to most outsiders by powerful magic.

The initial work involved in fleshing out the unknown regions to explore does take a little more prep than usual, but once that is done, you can run hundreds of sessions with little or no prep as it has all been done - you are just reacting to what the characters do.

And that's a big part of the world too - to make it a living and breathing world, you need to have the world change and react to the characters and others.

The party clears out a dungeon? What moves in and when?

They secure a fort and decide to rebuild it? How will this be done? What are the challenges the characters will face?

West Marches goes so well with OSE as it is quick and easy to create characters, an easy system to learn, and encourages group play - something that is really important to survival.

I would recommend this style of play to anyone who enjoys the exploration part of our favourite game, which could work for almost all editions. But for OSE, it is a perfect fit.

Goblins' Rest
A New Location

By Christian Blair
& Russ from YUMDM

There are few places in the world where a goblin can lie down and die in peace.

Tombs are ransacked, crypts are forbidden, but in *Goblin's Rest*, any little green fellow can die an easy death among calm waters and the company of their brethren.

Hooks

There are a myriad of ways to get characters to this location, here are a few.

Table: Hooks

D4	Hook
1	PCs track injured goblin here
2	PCs stumble upon this place
3	PCs hear rumours this is a fortress
4	A Goblin asks the PCs to save this place from raiders

ENDLESS QUESTS
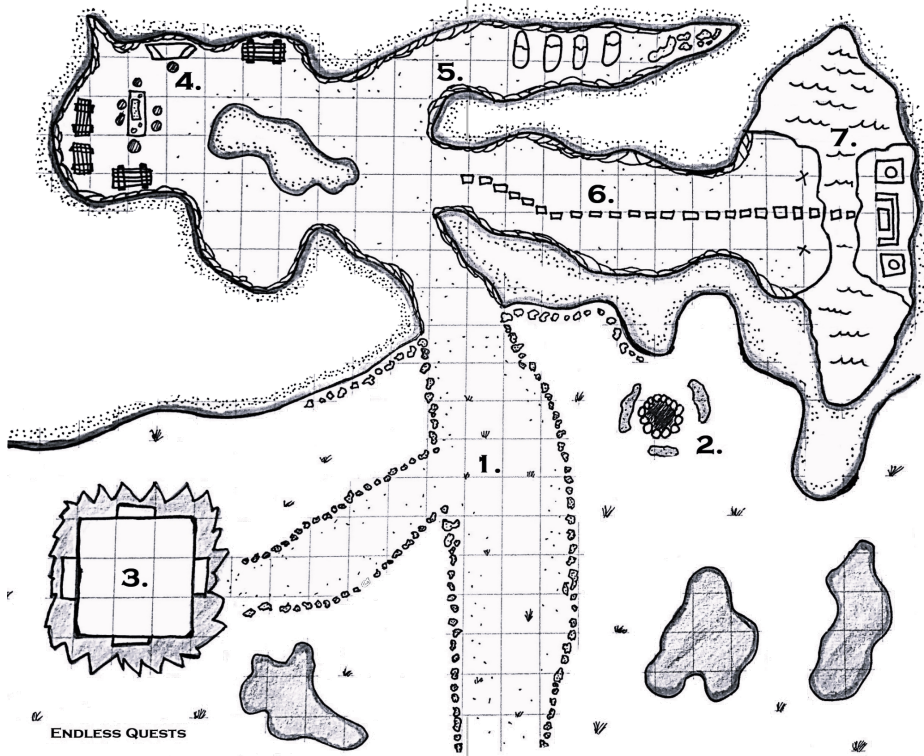
About This Location

Goblins come here to die. The goblins here are either injured or old and will never have full HP (except for the guards).

The Goblins will be none too pleased that their final resting place has been raided by the PCs and will try and placate any violent characters. **Failing that, feel free to use the All Mother to deal with the characters who continue.**

She has spells that could stop the whole party. Those who are asleep will be carried away and left in the surroundings. Charmed characters will be given missions.

Areas

Expand these areas as needed.

1. Path

A dirt trail, fenced with smooth round rocks, leads inside a cave. Goblins who are on their deathbed make the journey along this path, which could meander for some time depending on the location of the Rest.

There is a 3 in 6 chance of encountering D6 Goblins along the path.

2. Campsite

A small campfire, with stones acting as chairs. Goblins sit here when they are waiting to go inside for the final rest.

D6 goblins can be found eating their final meal here. There is also an Ogre cook, *Bethra* (Neutral alignment).

3. Watchtower

A three-story wooden watchtower is roughly 12 feet wide and 16 feet tall.

Ground Floor: Rests *Gorax*, an Ogre (Neutral alignment, and partner to the Ogre cook (see location 2).

Second Floor: The barracks of the Goblin guards - D4 Goblins can be found here.

Top Floor: Two Goblin guards are on duty here, watching the approach. Roll on the following table as the characters approach:

Table: Goblin Guards

D4	Goblins are…
1	Sleeping (always surprised)
2	Arguing over a dice game (surprised on 3 in 6)
3	Eating (surprised normally)
4	Alert (only surprised on a 1 in 6)

You can see up to about 4 miles from the top of the tower (assuming no other obstructions are present).

4. Storeroom

This area inside the Goblins' Rest works as a small warehouse for all kinds of objects, mostly food.

One fat goblin can be found here, gobbling up raw food. PCs can hear him munching from the entrance.

5. Barracks

An area where Goblin guards go to sleep.

There are D6 Goblins here at any time, sleeping.

The whole area is covered in lice and other biting insects. Anyone searching the beds will be infected and will take a -1 to attack and Dexterity checks until cured (a long bath would do it). They will find D6 silver pieces of varying denominations and currencies (and perhaps another hook).

6. Stone Slabs Trail

This trail marks the sacred path towards the ritual pools, where goblins go to die in hopes of finding peace in the afterlife.

Each stone must be walked on as each Goblin makes their journey. **There is a 2 in 6 chance that a Goblin is making the journey.**

7. Ritual Pools

The waters are deep and murky. A considerable number of half-burnt candles surround the entire pool, filling the cave with a flicking light.

This is the place where goblins have their final rest. The pool may lead somewhere else, ready for adventure.

Two sentinel goblins stand guard here. These are the best warriors (+1 to hit, Max HP) the goblins can muster.

The whole ceremony is overseen by the *All Mother*.

If a Goblin is in the middle of their final minutes, the *All Mother* will be here, overseeing it. And she will not be pleased that it has been disturbed. Otherwise she is here contemplating life and death.

She will happily give various missions to peaceful and willing adventurers.

All Mother
She is a 2HD Goblin with max HP and the following spells at her disposal:

Charm Person, Sleep, Phantasmal Force.

Changing This Location

You can increase or decrease the number of Goblins as needed.

Substitute the Goblins and Ogres with any other monster - humanoid or not.

Something could live in the waters. Something very hungry.

The *All Mother* could be a Goblin deity in avatar form.

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