

Issue #6

CARCASS CRAWLER

The official Old-School Essentials zine

Issue #6



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TABLE OF CONTENTS

Introduction	3	Inns and Taverns	16
Welcome	3	Pike's	16
In This Issue	3	The Morning Star	17
New Character Classes	4	The Goddess of Mercy	18
Dwarf Brewmaster	4	The Resounding Clang	19
Dwarf Runesmith	6	Tavern Games	20
Runes of Power	8	Contests	20
Deities and Cults	10	Axe-Jack	20
Assedh	10	Hectare Poker	21
Spells of Assedh	11	Warg Bite	21
Barg	12	Dungeon Flora	22
Spells of Barg	13	Dungeon Mounts	24
Ghredga	14	Elemental Monsters	26
Spells of Ghredga	15	The Tavern of Elemental Evil	30



PETER PAGANO



INTRODUCTION

WELCOME

Welcome to issue 6 of *Carcass Crawler*—the official *Old-School Essentials* zine.

IN THIS ISSUE

Character Classes

Introduce these new classes as NPCs for player characters to encounter or add them to the roster of character types players can choose from.

Dwarf brewmaster: A demihuman class with the ability to brew potent dwarf ales with special qualities.

Dwarf runesmith: A demihuman class focused on forge-craft and the secret arts of rune magic.

Deities and Cults

Three example deities favoured by dwarf adventurers—one Lawful, one Neutral, and one Chaotic. Each deity is described along with details of their cults and the spells and tenets of clerical spell casters in their service.

Inns and Taverns

Four example establishments to drop into any setting, each detailed with price lists, proprietors, and possible happenings.

Tavern Games

Simple rules for three common tavern games, along with guidelines for contests of strength, wits, and more.

Dungeon Flora

Twenty weird plants and fungi that thrive in the Mythic Underworld.

Dungeon Mounts

Four subterranean creatures that can be captured in dungeons and trained as specialised underground mounts.

Elemental Monsters

Eight new monsters themed around the elemental planes.

The Tavern of Elemental Evil

A short adventure set beneath a tavern, in the long-forgotten workshop of an order of runesmiths, now overrun by wayward elementals.

NEW CHARACTER CLASSES

By CHANCE DUDINACK AND GAVIN NORMAN

DWARF BREWMASTER

By Chance Dudinack

Demihuman Class

Ability minimums: CON 9

Prime requisite: CON and STR

Hit Die type: 1d8

Combat aptitude: Martial

Maximum level: 10

Armour: Leather, chain mail, shields

Weapons: Battle axe, dagger, hand axe, mace, short sword, war hammer

Languages: Alignment, Common, Dwarvish, Gnomish, Goblin, Kobold

Brewmasters are dwarves who dedicate their lives to the craft of brewing alcohol. In combat, they are unpredictable brawlers who fight with drunken fury. Dwarf brewmasters are driven to adventure in search of rare ingredients, secret recipes, and ever-stronger drinks.

Prime requisites: A dwarf brewmaster with at least 13 in one prime requisite gains a 5% bonus to experience. If both STR and CON are 16 or higher, the dwarf brewmaster gets a +10% bonus.

Brewing

Working with sufficient brewing equipment, a dwarf brewmaster can brew potent dwarf ales with special properties.

Chance of failure: 25% minus the character's level (minimum 15%).

Time and cost: See table (cost listed per dose, 1 pint).

Materials: At the referee's discretion, creating specialty brews may require rare or expensive ingredients that the character must obtain by adventuring.

Specialty Brews Time and Cost

Ale	Time	Cost
Blood of the Mountain	2 weeks	500gp
Blue Salamander	1 month	1,000gp
Dragonfire	2 months	1,000gp
Liquid Courage	3 weeks	500gp
Strongarm Brew	1 month	1,500gp

Brewery Construction Costs

See *Strongholds* in *OSE* for full details on building.

Standard brewery (any level): 3,000gp.

Alchemical brewery (from 9th level): 20,000gp.

Specialty Brew Effects

Duration: Brews with non-instantaneous effects have a duration of 1d6 turns + 1 per level of the brewmaster.

Blood of the Mountain: Dark, earthy stout. Drinking it restores 1d3 hit points +1 per level of the brewmaster.

Blue Newt: Minty stout that sheds frosty mist. The drinker is resistant to heat (as *resist fire*). Can be poured onto the ground to create a slippery sheet of ice in a 5' diameter area. Creatures who walk onto the ice must **save versus paralysis** or fall to the ground.

Dragonfire: Deep red ale that leaves fire in the belly. Drinkers are resistant to cold (as *resist cold*). Can be burned like oil.

Dwarf Brewmaster Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1	19 [0]	8	9	10	13	12
2	2,500	2	19 [0]	8	9	10	13	12
3	5,000	3	19 [0]	8	9	10	13	12
4	10,000	4	17 [+2]	6	7	8	10	10
5	18,500	5	17 [+2]	6	7	8	10	10
6	37,000	6	17 [+2]	6	7	8	10	10
7	85,000	7	14 [+5]	4	5	6	7	8
8	140,000	8	14 [+5]	4	5	6	7	8
9	270,000	9	14 [+5]	4	5	6	7	8
10	400,000	9+3*	12 [+7]	2	3	4	4	6

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

Liquid Courage: Hearty, bitter-sweet, amber ale. Drinking it removes fear. +2 to saves versus magical fear.

Strongarm Brew: Buttery, golden lager. The drinker gains a +2 bonus to attack rolls, saving throws, and morale.

Drunken Fighting

When drunk (referee's judgement), a dwarf brewmaster gains 1d4 bonus hit points and a +1 bonus to melee damage rolls. This increases to 2d4 and +2 at 4th level and to 3d4 and +3 at 8th level.

Penalties: While drunk, a brewmaster suffers a -1 penalty to attack rolls and saves.

Bonus hit points: These can increase the character's hp total above the normal maximum. Damage is subtracted first from the bonus hit points. Any remaining bonus hit points are lost once sober.

Duration: A brewmaster sobers up and loses these effects after 6 turns.

Infravision

Dwarf brewmasters have infravision to 60' (see *Darkness* in OSE).

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.



PETER FAGANO

Ingested Poison Resistance

Dwarf brewmasters gain a +2 bonus to saving throws against ingested poisons.

Listening at Doors

Dwarf brewmasters have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in OSE).

After Reaching 9th Level

A dwarf brewmaster may construct a special alchemical brewery at the heart of a stronghold. This allows the character to research new specialty brew recipes, using the guidelines for spell research (see *Magical Research* in OSE).

When the alchemical brewery is complete, 1d6 1st level brewmasters arrive to train under the character.

DWARF RUNESMITH

By Chance Dudinack and Gavin Norman

Demihuman Class

Ability minimums: CON 9, INT 9

Prime requisite: INT and STR

Hit Die type: 1d8

Combat aptitude: Semi-martial

Maximum level: 10

Armour: Any, including shields

Weapons: Small or normal-sized

Languages: Alignment, Common,
Dwarvish, Gnomish, Goblin, Kobold

While dwarves typically have no skill as magic-users, the wondrous magical armaments of their smiths are legendary. Masters of an ancient secret tradition, dwarf runesmiths wield magic by binding it into runes of power.

Prime requisites: A dwarf runesmith with at least 13 STR and INT gains a 5% bonus to experience. A dwarf runesmith with a STR of at least 16 and an INT of at least 13 receives a +10% XP bonus.

Weapons: Dwarves' stature means they can only use small or normal-sized weapons. They cannot use longbows or two-handed swords.

Forge-Craft

Working in a suitable forge, a dwarf runesmith can craft battle axes, war hammers, shields, and mail of exquisite quality. The items that can be created depend on the character's level:

- ▶ **1st level:** Normal armour and weapons at half the standard sale price. A weapon or shield takes 1 week, chain mail 2 weeks, and plate mail 4 weeks.
- ▶ **5th level:** +1 magic armour / weapons.
- ▶ **8th level:** +2 magic armour / weapons.
- ▶ **10th level:** +3 magic armour / weapons. Requires a runic forge (see below).



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Magic Armaments

Chance of failure: 25% minus the character's level (minimum 15%).

Time and cost: See table.

Materials: Creating magic armaments often (at the referee's discretion) requires rare materials such as special metals, expensive gems, or the body parts of monsters. Often, adventures will be required just to acquire these materials.

Magic Armaments Time and Cost

Item	Time	Cost Per Plus
Chain mail	4 months	8,000gp
Plate mail	6 months	10,000gp
Shield	1 month	2,000gp
Battle axe	5 weeks	10,000gp
War hammer	3 weeks	6,000gp

Forge Construction Costs

See *Strongholds* in *OSE* for full details on building.

Standard forge (any level): 3,000gp.

Runic forge (from 9th level): 25,000gp.

Infravision

Dwarf runesmiths have infravision to 60' (see *Darkness* in *OSE*).

Listening at Doors

Dwarf runesmiths have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *OSE*).

Dwarf Runesmith Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1	19 [0]	8	9	10	13	12
2	2,800	2	19 [0]	8	9	10	13	12
3	5,600	3	19 [0]	8	9	10	13	12
4	11,200	4	19 [0]	8	9	10	13	12
5	23,000	5	17 [+2]	6	7	8	10	10
6	46,000	6	17 [+2]	6	7	8	10	10
7	100,000	7	17 [+2]	6	7	8	10	10
8	200,000	8	17 [+2]	6	7	8	10	10
9	300,000	9	14 [+5]	4	5	6	7	8
10	400,000	9+3*	14 [+5]	4	5	6	7	8

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Rune Magic

Dwarf runesmiths learn to craft runes of power—secret, carved symbols imbued with magic. At 1st level, a runesmith only has knowledge of a single rune of power, selected by the referee (who may allow the player to choose). The runes of power are described on *p8*.

Learning new runes: Upon gaining an experience level, a runesmith can learn a single new rune through training (1 week with a mentor) or magical research.

Carving runes: A runesmith must perform a special ritual to carve a rune into an object and imbue it with magic. Once carved, the rune glows with magical energy. When its power is expended, the rune dims, becoming a mere carved pattern.

Restrictions: Carving runes requires a simple tool, such as a dagger. An object can only hold 1 active rune at a time, and runes cannot be carved onto magic items.

Time: Carving a rune of power takes 1 turn. If the runesmith is interrupted at any point during the carving ritual, the magic is lost and they must begin again.

Maximum number of runes: Laws of deep magic govern the runes. A runesmith can carve each rune they know but once per day and can only have active runes equal to their level at a time. If a runesmith carves runes beyond their limit, their other runes lose their power, starting with the first carved.

Magical research: A dwarf runesmith of any level can spend time and money on magical research. This allows them to learn new runes (2 weeks, 1,000gp) and to research other magical effects. Researched effects must be within the scope of the runesmith class, as judged by the referee. See *Magical Research* in *OSE*.

After Reaching 9th Level

A dwarf runesmith may construct a special runic forge at the heart of a stronghold. Some magic items can only be created in this forge: +3 armaments, *dwarven throwers* (24,000gp), and other items with unique powers.

When the forge is complete, 1d6 1st level runesmiths will arrive to apprentice under the character.

RUNES OF POWER

By Chance Dudinack

Talismans: Roughly fist-sized pieces of stone, wood, or bone onto which runes can be carved. Whoever keeps the talisman on their person is affected by the rune's magic.

Rune of Alarm

Medium: Talisman

Duration: 1 hour per level



If any creature aside from those declared when the rune is carved comes within 20' of this rune, it emits a loud ringing sound audible up to 240' away.

Rune of Ale

Medium: Drinking vessel

Duration: 1 hour per level, until used



This rune is carved onto the rim of a goblet, horn, bowl or other liquid-bearing vessel. If a poisoned, rotten, or contaminated liquid is placed into the vessel, it evaporates into black smoke.

Rune of Finding

Medium: Melee weapon

Duration: 6 turns



The weapon inscribed with this rune is caused to glow when a certain type of creature comes within 60' + 10' per level of the runesmith. It has two usages (chosen when carved):

1. **Specific type:** The rune responds to the presence of a specific type of creature (e.g. spiders, dragons, magic-users, undead).
2. **Individual:** The rune responds to the presence of a specific individual, either named or described (e.g. "the red dragon who lives in the ruined castle").

Rune of Fire

Medium: Weapon

Duration: 2 turns



This rune enchants a weapon with flame. It has two usages (chosen when carved):

1. **Flaming weapon:** Carved onto a melee weapon, the wielder's strikes are imbued with fire. The weapon gains a +1 bonus to attack and damage rolls and is able to harm creatures which are immune to mundane damage.
2. **Exploding missile:** Carved onto a missile (e.g. arrow, quarrel, sling stone), this rune causes the missile to explode in a 5' radius blast of flame on a successful hit, inflicting 1d8 damage +1 per level of the runesmith.

Rune of Grounding

Medium: Talisman

Duration: 6 turns



This rune causes the wearer to become a magnet for magical energy. For the duration, whenever a spell is cast within 60' of the rune, the caster must **save versus spells**. On a failed save, the spell targets the wearer of the rune instead of its intended subject.

Touch spells: Spells that require the caster to touch the intended subject are unaffected.

Rune of Healing

Medium: Drinking vessel

Duration: 1 turn



This rune is carved onto the rim of a goblet, horn, or other drinking vessel. When the vessel is filled with water, the water becomes enchanted, healing whoever drinks it for 2 hit points per level of the runesmith.



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Rune of Luck



Medium: Talisman

Duration: 1 hour per level,
until used

One who wears this rune can expend its power to gain a +4 bonus to a saving throw, attack roll, or ability check. The rune must be expended before rolling.

Rune of Shielding



Medium: Shield

Duration: 2 turns

The wielder of the shield inscribed with this rune only suffers half damage from one specific type of weapons (e.g. swords, bows, claws, etc.), selected when the rune is carved.

Magical weapons: Magical weapons and the attacks of magical creatures still inflict full damage.

Rune of Slaying



Medium: Melee weapon

Duration: 1 turn per level,
until effective

The weapon inscribed with this rune is enchanted to kill a certain type of foe.

Damage: The weapon inflicts double damage when used against creatures of one specific type (e.g. spiders, dragons, magic-users, undead) selected when the rune is carved.

Treated as magical: If a creature of the selected type can only be harmed by magical weapons, the rune-inscribed weapon can harm them.

Rune of the Forge



Medium: Talisman

Duration: 1 turn per level

The subject who wears this rune is protected from fire, as follows.

Normal heat: Unharmed by non-magical fire and heat.

Save bonus: Gain a +2 bonus to saving throws versus fire-based effects (e.g. magic or breath attacks).

Fire-based damage: Is reduced by 1 point per damage die rolled. (Each die inflicts a minimum of 1 damage.)

Rune of Thunder



Medium: Blunt weapon

Duration: 2 turns, until used

The wielder can slam the rune-enchanted weapon into the ground to create a thunderous shockwave in a 5' radius per level of the runesmith. All within the area must **save vs paralysis** or be stunned for 1d3 rounds ($\frac{1}{3}$ move, -2 AC, unable to act).

Rune of Warding



Medium: Talisman

Duration: 1 turn per level,
until effective

While wearing the rune, the subject gains a +4 bonus to saving throws against magical effects. If the subject is affected by a spell that permits a saving throw for reduced damage, they instead take no damage on a success. Once the subject passes a saving throw against magic, the rune's power is expended.



DEITIES AND CULTS

By CHANCE DUDINACK WITH GAVIN NORMAN

ASSEDH

The Rich God

God of gold and precious metals, patron deity of bankers, miners, and treasure-seekers. Assedh favours individuals with the strength and cunning to claim the hidden treasures of the earth.

Depiction: A smiling dwarf with silver or golden skin, eyes that glow like molten bronze, and a great beard braided with gold and jewels. Assedh wears a golden helmet topped with a burning candle, and wields a gilded mining pick.

Domain: Krysoqlarm, a glittering grotto deep underground, where rivers flow with liquid gold.

Alignment: Neutral, favours non-reversed spells.

Worshippers

Cults of Assedh goad their members to unearth forgotten treasures from deep within the earth and hoard them in their great vault-temples as gifts to their god. These cults sometimes operate as bankers and money-changers, offering their services in exchange for a small donation.

Alignment: Any.

Holy symbol: A gold coin stamped with Assedh's face.

Holy garb: Yellow robes or cloak with embroidered golden runes and a dozen small pockets (100gp). Upon gaining the ability to cast 1st level spells, a worshipper may wear a tiny chest made of fine wood and platinum on a chain around their neck (50gp). Upon gaining the ability to cast 3rd level spells, a worshipper may wear a golden helmet topped with a candle (500gp).

Prayer: Worshippers of Assedh must sacrifice 1gp to pray for spells. The coin disappears, magically transported to Assedh's vaults.

Strictures: Worshippers of Assedh must tithe 10% of their wealth to a temple of Assedh.

Alternative Spells

Bless pick: 1st level, replaces *resist cold*.

Vaultpockets: 2nd level, replaces *snake charm*.

Locate precious metals: 3rd level, replaces *growth of animal*.

Secret chest: 5th level, replaces *insect plague*.

Marks of Servitude

When a worshipper of Assedh gains the ability to cast spells of a certain level, they also gain an associated trait:

1st level spells: Golden tooth.

2nd level spells: Golden irises.

3rd level spells: Gold or silver hair.

4th level spells: Patches of skin turn gold.

5th level spells: Blood turns silver.

SPELLS OF ASSEDH

Bless Pick

1st level cleric spell

Duration: 1 turn per level

Range: Touch

A mining pick touched by the caster is enchanted to strengthen its digging capabilities. The pick can be used to dig out up to 5 cubic feet of earth per turn.

Mining picks: Cost 3gp. Can be used as a melee weapon (1d4 damage).

Vaultpockets

2nd level cleric spell

Duration: 12 hours + 1 hour per level

Range: Touch

A specifically constructed garment, woven with gold and with at least a dozen small pockets sewn in, is enchanted to increase the capacity of its pockets.

Weight reduction: The pockets can collectively hold up to 1,000 coins (or equivalent weight in precious metals) as if it were only 100 coins.

Visibility: The pockets show no visible bulge, even when completely full.

Restrictions: Items larger than 1 cubic foot cannot be placed in the pockets.

At the end of the spell's duration: If any items remain in the pockets, the wearer of the garment must **save versus spells**. On a success, the items are dumped at the wearer's feet. On a failure, the items vanish, lost in an alternate dimension.

Material cost: The garment enchanted by this spell must be of at least 100gp value.

Locate Precious Metals

3rd level cleric spell

Duration: 6 turns

Range: 360'

The caster can sense the presence of precious metals within range.

Direction and distance: The character gains an awareness of the direction and distance of precious metals.

Concentration: The character must concentrate in order to sense this information.

Multiple hoards: The largest treasure hoard within range is sensed.

Secret Chest

5th level cleric spell

Duration: 60 days

Range: Special

A finely crafted chest and a tiny replica are enchanted. The chest vanishes into an alternate dimension, where it can be summoned to the caster's location using the replica.

Restrictions: The chest can hold up to 1 cubic foot of non-living material per level of the caster.

Summoning: The caster can cause the chest to appear at their location or vanish again at will, so long as they are holding the replica.

At the end of the spell's duration: If the chest remains in the alternate dimension, it and all its contents are irrevocably lost.

Material cost: The chest enchanted by this spell must be constructed of quality wood and platinum worth at least 5,000gp. The replica must be of the same materials and be worth at least 50gp.



BARG

Lord of Crushing Earth

God of evil earth creatures, subterranean doom, and crushing earth. A greedy and selfish god, Barg sees himself as the ruler of all mountains and caves, and master of all who dwell within them.

Depiction: A hunchbacked giant made of rock with an angry, tusked visage and black eyes like cut obsidian. Jagged crystals grow from his head in the shape of a crown. Sometimes depicted as a mound of craggy stone with a face.

Domain: Karag Kragnon, a subterranean fortress deep in the elemental plane of earth.

Alignment: Chaotic.

Worshippers

Cults of Barg view their god as the rightful owner of everything that grows within the earth, and honour him by stealing back the treasures which were taken from him. They also punish those who seek to control or abuse the earth, such as miners or stonemasons, as Barg is the sole master of earth. Barg is usually favoured by sentient beings who dwell underground (e.g. duergar, kobolds, troglodytes) and dwarves who are disillusioned with dwarven traditions or rejected by society.

Alignment: Neutral or Chaotic.

Holy symbol: An inverted triangle bisected by a horizontal line carved into a chunk of basalt, feldspar, or black quartz.

Holy garb: Brown or grey robes interwoven with quartz shards (20gp). Upon gaining the ability to cast 1st level spells, a worshipper may wear a necklace bearing a carved stone totem of Barg (50gp). Upon gaining the ability to cast 3rd level spells, a worshipper may wear a crown of spiky crystals (100gp).



KENNEDY JAMES

Prayer: Worshippers of Barg must daub their face with mud when praying for spells.

Strictures: Worshippers of Barg must bury an offering of precious metals, jewels, or other mineral wealth before venturing underground. Unearthing such an offering causes deity disfavour.

Alternative Spells

Bury: 1st level, replaces *purify food and water*.

Earthen grasp: 2nd level, replaces *hold person*.

Tremorsense: 3rd level, replaces *growth of animal*.

Rockfall: 5th level, replaces *insect plague*.

Marks of Servitude

When a worshipper of Barg gains the ability to cast spells of a certain level, they also gain an associated trait:

1st level spells: Clothes are always dirty.

2nd level spells: Deep, gravelly voice.

3rd level spells: Thick, cracked, stone-like skin.

4th level spells: Hair falls out.

5th level spells: Solid black eyes.

SPELLS OF BARG

Bury

1st level cleric spell

Duration: Permanent / Instant (*unearth*)

Range: 20'

Objects selected by the caster within a 5' radius area are dragged beneath the earth, buried up to 10' deep. The surface of the earth closes cleanly over the buried objects, leaving little sign that it was disturbed.

Detection: *Detect magic* reveals an enchantment on the affected area.

Reversed: Unearth

Objects buried within a 5' radius area up to 10' beneath the earth rise to the surface. The spell does not grant any knowledge of what objects may lie beneath the earth—the caster is assumed to have some inkling of an interesting spot to unearth.

Earthen Grasp

2nd level cleric spell

Duration: 3 rounds + 1 round per level

Range: 180'

A giant hand of compacted earth and rocks rises from the ground beneath a single target within range, crushing them in its grasp if they fail a **save versus paralysis**.

Against human-sized or smaller creatures: The victim takes 1d4 damage per round and is unable to move or act, but may **save versus paralysis** each round to escape.

Against larger creatures: As above, but the victim may still attack with a -2 penalty.

Restrictions: This spell only affects creatures who are touching the ground.



KENNEDY JAMES

Tremorsense

3rd level cleric spell

Duration: 6 turns

Range: The caster or a creature touched

Grants the ability to sense vibrations in the ground out to 60'. The subject gains awareness of any creatures or objects in contact with the ground, including direction, distance, and size.

Concentration: The character must concentrate in order to sense this information.

Rockfall

5th level cleric spell

Duration: Instant

Range: 120'

This spell causes stalactites or other fragments of rock to fall from the ceiling or walls of a cave, collapsing onto a 20' radius area. All creatures in the area suffer 6d6 damage, with a successful **save versus paralysis** indicating half damage.

If the ceiling is 30' or higher: Creatures in the area gain a +2 bonus to their saving throw.

Restrictions: This spell only functions underground.

GHREDGA

Lady of Sanctuary

Goddess of shields and subterranean fortifications. Ghredga protects her faithful from the horrors of the deep earth.

Depiction: Dwarf woman with red hair and a wrathful expression. Wears a horned helmet and shining mail engraved with runes of protection. Wields a hammer and a round shield with a monstrous face.

Domain: Dokkenhaal, a great stone hall of feasting and drinking nestled deep in the roots of the world's tallest mountain.

Alignment: Lawful.

Worshippers

Worshippers of Ghredga are usually people who dwell underground, who swear to guard their settlements from invaders and subterranean monsters. They may also serve as guards for temples of other Lawful deities. Dwarves view Ghredga as the mythological founder of many dwarven settlements and traditions.

Alignment: Any.

Holy symbol: A shield with a monstrous face.

Holy garb: A belt buckle with the image of Ghredga's face (20gp). Upon gaining the ability to cast 1st level spells, a worshipper may wear a horned helmet (15gp). Upon gaining the ability to cast 3rd level spells, a worshipper may carry a round shield engraved with a monstrous face (50gp).

Prayer: Worshippers of Ghredga must sing a battle song while banging on a shield to pray for spells.

Strictures: When a worshipper of Ghredga offers their protection to someone, they must swear on Ghredga's shield to do so with their life. Failure to uphold this oath causes deity disfavour.



Alternative Spells

Shield of sanctuary: 1st level, replaces *purify food and water*.

Mirror shield: 3rd level, replaces *growth of animal*.

Dome of protection: 4th level, replaces *speak with plants*.

Wall of stone: 5th level, replaces *insect plague*.

Marks of Servitude

When a worshipper of Ghredga gains the ability to cast spells of a certain level, they also gain an associated trait:

1st level spells: Booming voice.

2nd level spells: Battle scars appear all over body.

3rd level spells: Runic tattoos appear on limbs.

4th level spells: Fiery, red hair.

5th level spells: Robust, muscular build.

SPELLS OF GHREDGA

Shield of Sanctuary

1st level cleric spell

Duration: Concentration (up to 2 turns)

Range: The caster

Conjures a magical barrier in a 10' radius circle around the caster, who must be holding a shield. Characters within the barrier are protected from creatures of a specific type (e.g. spiders, dragons, magic-users, undead) chosen when the spell is cast.

Affected creatures: Cannot pass the barrier.

Ranged attacks: The circle does not prevent affected creatures from using magic or missile attacks against those within it.

Breaking: If anyone within the circle attacks an affected creature in melee, the circle is broken, ending the spell.

Concentration: If the caster moves or loses concentration, the barrier dissipates, ending the spell.

Mirror Shield

3rd level cleric spell

Duration: 1 turn

Range: Shield touched

A shield touched by the caster is enchanted to reflect magic.

Spells: Spells that directly target the wielder are reflected back onto the caster. Up to 3d4 spell levels can be reflected, after which this spell ends.

Gaze attacks: Are reflected back onto the attacker. Any number of gaze attacks can be reflected.

Restrictions: The shield cannot reflect spells that target an area or spells that require the caster to touch the target.



Dome of Protection

4th level cleric spell

Duration: 1 hour per level

Range: 60'

A domed structure of solid stone rises from the ground at a point of the caster's choosing, 10' in diameter and 10' tall.

Exterior: The dome has 4 arrow slits and a single entrance.

Opening: The door only opens at the caster's command. *Knock* spells cannot open it.

Damaging: The dome is treated as a vehicle (see *Vehicles* in *Old-School Essentials*) with AC 5 [14] and 20 hull points.

Wall of Stone

5th level cleric spell

Duration: Permanent

Range: 60'

A wall of solid rock appears.

Size: The wall can be of whatever shape the caster desires and is of 1,000 cubic feet in volume. (For example, a 2' thick wall, 50' long and 10' high.)

Location: The wall must be supported (e.g. by the ground) and cannot be created in an area occupied by objects.



INNS AND TAVERNS

By BRAD KERR

PIKE'S

A modest two-storey halfling-owned inn, dark and homey, stained with tobacco smoke and the oil of a thousand roast ducks. Though it's secretly a front for a guild of aging halfling assassins, the staff bring an uncompromising sense of craft to their hospitality that makes Pike's a "hidden gem" in spite of itself.

Sign: A wooden cornucopia. Unembellished lettering reads "PIKES" in all caps.

Common room: Darkly stained wood, dimly lit by tallow candles. Humans bend over low to rest their elbows on the halfling-sized bar; long legs splay awkwardly from squat barstools. Three shelves behind the bar hold exotic-shaped bottles in textured, coloured glass, too tall for a halfling's reach.

Guests: Until recently: always empty. Now, too many rosy-cheeked humans, men mostly. Guffawing, banging mugs, and swaying in song. A trio of white-haired halflings just nurse their mugs and scowl (see below).

Services

- ▶ Small private room (5sp)
- ▶ Brandybrook ale (house brewed) (3cp)
- ▶ Phantoomian gin (imported) (2sp)
- ▶ Whole roast duck (1sp)
- ▶ (After **Happening #1**): A pikeman hireling (1gp per day)
- ▶ A contract assassination (not advertised, 500gp+)

Proprietor: Pike

A charismatic and calculating business-halfling who over-articulates every word and laughs in a lispng hiss. His bar is an (admittedly profitable) front for a guild of assassins. He favours poison and hides this weapon of choice in plain sight amidst the many exotic bottles behind the bar.

Happenings (d3)

1. Pike's recently became a popular carousing spot for soldiers of the pikeman's guild because of the name association, much to the disapproval of the "old regulars." They rue the new attention to their meeting hall but hesitate to act against the pikemen for fear of increasing attention further. They discreetly seek a third party to drive off the pikemen.
2. An uncouth tall-folk guest grabbed a top-shelf bottle of spirits while Pike's back was turned, took a swig, and promptly died in the privy. It was poison of course, hiding in plain sight. Pike seeks a big distraction and some muscle to get the body down to the sewers before the big galoot's friends notice he's gone.
3. An agent of the crown believes that a legendary and extremely elderly halfling assassin, "the Black Fern" secretly dwells in a guest room at Pike's. The crown has no authority to search the premises but offers a reward to enterprising meddlers willing to attempt an extraction.

THE MORNING STAR

A beached sailing ship converted into a permanent habitation. Cold and creaky, even in summer.

Sign: “Morning Star” in faded white paint on the ship’s stern. A spartan wooden sign hangs over a door built into the star-board hull: “INN. ROOMS AVAILABLE.”

Common room: The ship’s hull; always dark. The bar stretches the entire length of the ship. A bard in baggy clothes forlornly plucks a dulcimer, hair in her eyes.

Guests: Not many; a few solitary booze-hounds. Curious out-of-towners finish their drinks quickly to seek friendlier fare. Strangely, sailors seem to congregate on moonlit nights.

On moonlit nights: The Morning Star is haunted by its former crew, a morose group of hangdog sailors who appear in the common room when the moon is visible. They speak nostalgically of a lost treasure and a “pale still sea” and bid patrons to “come with us, out to sea.” Anyone who leaves hand in hand with the sailors must save versus death or join their number.

Captain’s cabin: A locked room in the stern. Anyone who sleeps here wakes up hundreds of miles away in a wrecked duplicate of the ship on a dinosaur-haunted lost world desert island. The ship’s cursed treasure, a demonic idol, is buried under a tyrannosaurus skull at the peak of a pterosaur infested mountain. The idol whispers for the sea; sinking it in the ocean brings eternal rest to the dead sailors (but does not return PCs to the Morning Star tavern).

Services

- ▶ Warm grog (1cp)
- ▶ Dusty rum (2sp)
- ▶ A cold bunk (1sp)
- ▶ ~~Private room—captain’s chamber~~ NOT AVAILABLE (1gp)

Proprietor: Old Grig

The former cabin boy and sole survivor of the wreck of the Morning Star, Old Grig acts as teary-eyed steward to the condemned souls of his crew-mates. A terrible bartender, Old Grig offers unprompted, esoteric utterances of misery to customers. “This world is a hell of my own creation.” “The captain’s bed is his own!”

Happenings (d3)

1. A wizard’s apprentice came to town on an errand and was last spotted at the Morning Star before disappearing. A barfly recalls hearing them complaining about the stiff mattresses in the bunks. They left behind a spell book—its only spell: knock. (The apprentice opened the lock to the captain’s cabin and was spirited away to the distant lost world.)
2. A flamboyant traveling exorcist and his retinue of pilgrims comes on a spiritual crusade to cleanse the Morning Star. Old Grig desperately opposes him.
3. The bard, Meila, stops performing to weep sometimes. She can’t speak but she can write: a witch took her voice in exchange for saving her sick sister’s life. Her ungrateful sister (Leina, a thief) subsequently robbed the church and is now locked in the royal prison. She can hear the witch singing in the woods with Meila’s voice.

THE GODDESS OF MERCY

Suddenly: a tavern in a dungeon. A crowded, echoing, high-ceilinged chamber of hewn orange stone.

Sign: Painted on a dungeon door: “GODDESS OF MERCY. ENTER IN PEACE AND MERRY SPIRITS”

Common room: 4 small tables, and a horseshoe-shaped bar wrap around a 12' statue of a winged goddess with folded hands. Extremely cramped. Three exits lead to disparate wings of a vast dungeon complex.

Guests: Errant warriors and magicians. “The locals:” dwarves and gnomes who pay in ore. Orcs, goblins, an occasional ogre or well-meaning ghost.

Winged statue: The unknown goddess statue radiates a divine aura. Anyone in her presence is unable to engage in violence. This has created a neutral zone in an otherwise hostile dungeon complex where humans hobnob with denizens of Chaos. Additionally, drinking a toast to the goddess restores 1 hp (once per day).

Services

- ▶ Cave ale (1sp, Aranea brews it)
- ▶ Fungal berry wine (1gp)
- ▶ Mushroom steak (5sp)
- ▶ “Dungeon stew” (don’t ask, 1sp)
- ▶ A dungeon map (100gp)
- ▶ Dungeon intel (information on 3 wandering monsters, 50gp)



PETER FAGIANO

Proprietor: Aranea

A seasoned veteran of the spider wars. Aranea discovered the goddess statue while pursuing intel on alternate surface routes for the spider army. In the divine presence of the unknown goddess, Aranea knew her destiny was to open a tavern in her Lady’s honour. She now serves as high priestess and innkeeper, spreading the good will of the goddess one pint at a time to all creatures who would find pleasure in drink.

Happenings (d3)

1. Hig, a hobgoblin, sold out information about the goblinoid faction’s lair; now the goblinoids want him dead. He’s holed up at the bar and seeks safe passage out of the dungeon. Bugbears offer a bounty for his head.
2. An ochre jelly slithered in and wedged itself under a table. It can’t hurt anything because of the goddess’ blessing but it’s grossing out the guests and nobody can figure out how to make it leave.
3. Aranea’s fungal berry wine supply runs low. She needs some rare sea-fungus that grows in the flooded dungeon depths and offers cleric scrolls and free drinks in exchange.

THE RESOUNDING CLANG

A cavernous dwarven mead hall which echoes with laughter, the twang of a string band, and the thwack of axes from endless rounds of axe-jack. Dwarves and dwarf-friends come for miles to carouse in the unending festivities which resemble something between family reunion or unhinged wedding reception.

Sign: An entire anvil, held aloft by thick chains, painted with a portrait of a laughing dwarf and the dwarven rune for “welcome.”

Common room: Enormous. High arched ceilings and rounded corners. A massive hearth, its flagstones carved in the likeness of notable dwarves, dominates the centre of the room. Rows of training dummies, and shields circle the hearth, setup for dwarven axe-throwing games.

Guests: Dwarves! Nearly 100 at all times. It's said that a dwarf can't visit the Resounding Clang without meeting at least 3 cousins. All fair folk are warmly greeted and special rooms are furnished with special “long beds” for humans and their ilk.

Iced drinks: A major claim to the inn's fame is their famous cold drinks. Each mug of dwarven brew comes with clean, pure ice cubes. Many speculate the ice's mysterious origin.

Services

- ▶ Cold ale (1sp)
- ▶ Dwarven liquor (2 sp)
- ▶ Roast hopper (5gp, dwarven delicacy, giant insect, feeds 8)
- ▶ Dwarven hot plate (1sp, common fare)
- ▶ Private room (1gp)
- ▶ Marriage ceremony (10gp, see below)



PETER FAGIANO

Proprietor: Fedchokk

Fedchokk, a former adventuring cleric of Assedh, manages front of house, training all of his wait staff in the art of the mace if festivities get out of hand. Fedchokk no longer has access to spells but offers his religious services to officiate weddings.

Happenings (1d3)

1. The famous cold drinks have suddenly gone warm. Front-of-house staff assures belligerent patrons that all will be resolved shortly while discreetly pulling aside adventurer-types with pleas for aid (see *The Tavern of Elemental Evil*, p30).
2. Branvoort, legendary dwarven hero, left his noble steed, the war goat Yuliana, here at the Resounding Clang before disappearing into the western mountains. Yuliana refuses to leave although would-be heroes line up to woo the legendary mount into honouring them with her service.
3. Notorious duergar slaver, Hilja Quill and her cadre of blaggards wager the freedom of a quartet of gnome slaves against anyone who beats her in “Hill Dwarf” style axe-jack (p20). Competitors must wager their own freedom to the steely-eyed duergar to participate.



TAVERN GAMES

By BRAD KERR

Games played in taverns can spawn memorable evenings, feuds between rivals, or even launching points for wide-spanning adventures. Spice up a tavern with the following games and contests.

CONTESTS

Ad hoc challenges, contests, and tests of skill are common in drinking halls when rough and ready adventures are involved. Simple one-on-one contests can easily be adjudicated by rolling opposed ability checks: whoever rolls the highest while also rolling under or equal to the relevant ability score is the winner. A contest can be decided with a single roll, best of three, etc. These tests of dice should not take the place of good role-playing, especially for the mind-related abilities; a referee should always reward a player with a particularly clever idea or turn of phrase.

Example contests include:

- ▶ **STR:** Arm wrestling.
- ▶ **DEX:** Dancing, knife game (quickly stabbing the table between splayed fingers).
- ▶ **CON:** Drinking.
- ▶ **INT:** Trivia, tests of lore, riddle games.
- ▶ **WIS:** Philosophical or religious debate.
- ▶ **CHA:** Rhyming games, insult contests.

AXE-JACK

A simple throwing game which originated in dwarf taverns. Players take turns throwing hand axes at targets and attempt to accrue as close to 25 points in three or fewer throws.

Setup: Participants stand 15' from two different targets: a wooden training dummy and a wooden shield hung from the rafters.

Dummy's body: AC 9 [10], 5 points on a successful hit. On a natural 20 attack roll, the dummy's head is hit (see below).

Dummy's head: AC 4 [15], 10 points on a successful hit.

Shield: AC 3 [16], 20 points on a successful hit.

Bust: A player who earns more than 25 points "busts" and is disqualified.

"Hill Dwarf" Rule Variant

In this lesser-popular version of axe-jack, the wooden shield is held by a player (taking turns) instead of hanging it from the rafters.

Shield: A natural 1 attack roll or an attack roll that misses by 10 or more strikes the player holding the shield. Roll damage. Traditionally, a struck shield-holder (if they survive) is awarded an honorary retaliatory axe throw.

HECTARE POKER

Popular in thieves' guilds and sometimes used as a method for recruiting members, hectare poker (an anagram for "cheater" poker) is a poker variant which by all rights resembles 5 card stud. Its sole difference is the unspoken rule that cheating in all forms is tolerated.

Cheating: A player may attempt to cheat via sleight of hand (DEX check), distraction or intimidation (CHA check), or by careful study and countering of a cheating opponent's stratagem (WIS check). A player with the most successful manoeuvres wins.

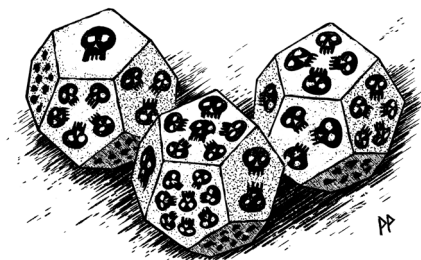
Limits: There is no limit to the number of attempted manoeuvres; however, a single failed check "busts" and disqualifies that player from victory as their attempt at cheating is revealed.

Ties: In the case of a tie, determine victory through a die of fate (highest roll on a d6).

Pick pockets: Successful utilization of the pick pockets skill trumps any number of successes generated by a non-thief character. In the case of a tie between thieves, the lowest roll wins. In the rare case that this again is a tie, consult the die of fate.

Ignorant players: Any participants ignorant to the unspoken rules of hectare poker automatically lose. It is impossible to win hectare poker by playing fairly.

Hands: These rules may be used to represent a single hand or abstracted into general success over an evening of play.



PETER PAGANO

Cheating

Cheating (beyond the confines of hectare poker) is always possible but should generally be adjudicated in an ad hoc manner. Weigh the nature of a PC's scheme (loaded dice, careful preparation, etc.) against the cunning of an opponent or bystander. It's not unreasonable to rule that even a well-crafted plot has a 1-in-6 chance of failure.

WARG BITE

A simple betting game played with three dodecahedrons (d12s). To begin play, each player places an agreed-upon ante into the pot. Play then proceeds around the table. On a player's turn, they roll 2d12. They then wager an amount of coin between 0 and the pot total whether a third roll on a d12 will fall in between the values of the first two rolls.

If the third roll falls between the first two rolls: The player takes the wagered amount from the pot.

If the third roll equals one of the first two rolls: The player adds double the wagered amount to the pot.

Otherwise: The player adds the wagered amount to the pot.

If the first two rolls are the same number: The player bets if the next number will be higher or lower. If the third roll is the same as the first two rolls, the player must add three times the wagered amount to the pot.

When the pot is depleted: All players pay ante to the pot and play continues.

DUNGEON FLORA

By GAVIN NORMAN

The depths of the Underworld are home to many plants, fungi, and lichens, thriving on the weird energies that permeate the lightless realms. Some of these strange species are hazardous, some edible, some poisonous, and some magical.

1. Ashen ivy: Grey-hued, variegated ivy that chokes dungeon corridors. When exposed to light, it disintegrates into white smoke filling double the area occupied by the ivy, lasting 1d4 turns. Anyone in the cloying, acidic smoke must **save versus poison** each round or suffer 1d3 damage.

2. Blood horns: Deep carmine antler fungus that grows on rotting wood, sometimes found sprouting from dungeon doors. Their sweet cinnamon odour belies their toxicity: if eaten, **save versus poison** or become violently ill for 1d4 turns, suffering 1d4 damage per turn.

3. Custards: Lacy sheets of pale blue fungus with spherical fruiting bodies oozing yellow cream (2d6 fruits per 10' × 10' area). 4 fruits count as 1 fresh ration. Each fruit has a 1-in-6 chance of being magical (heals 1 hp when eaten) and a 1-in-6 chance of being toxic (**save versus poison** or vomit and suffer 1d3 damage).

4. Darkthorn: An invisible bramble bristling with wicked, 1"-long barbs, detectable by its rust-like odour. Characters unwittingly wandering into a darkthorn patch must **save versus paralysis** or become entangled: 1d4 damage to escape. Moving through a patch inflicts 1d4 damage per 10'.



PETER PAGANO

5. Elfbane: Delicate, white-leafed ferns that thrive in magic-infused areas. Their gentle odour, reminiscent of violets, is repulsive to elves, who must **save versus poison** or suffer a -2 attack roll penalty when within 30' of the plant.

6. Fried eggs: Rubbery white fungus, pocked with ochre bubbles that look like egg yolks. Oozes in great masses from dungeon ceilings. The "yolks" are delicious and nourishing (a 10' × 10' area yields 1 fresh ration, 1 turn to gather), but notoriously gassy.

7. Grave moss: Dense, damp moss, vivid green in hue, that forms luxuriant, rolling carpets across dungeon floors. Its acid-laced roots slowly erode stone, forming a natural pit beneath the moss carpet. Anyone stepping on the moss falls in. Such pits are usually 10' deep, but some reach a greater profundity and can even form chutes to deeper dungeon levels.

8. Hallowbone: A ground-creeping plant whose clusters of brittle white stems look like bone piles. Exudes an odour undetectable to living creatures but repulsive to the undead, who will not come within 20' of a hallowbone patch.

9. Licheness: Slimy lichen that grows in great swathes across dungeon walls, often patched with likenesses of humanoid faces amid its multi-hued swirls. When touched by a sentient creature, a small section of the lichen gradually (over 1 turn) forms into a portrait of the being's face.

10. Neepers: Fuzzy, purple-leafed creepers that scramble across floors and walls. At the centre of each leaf cluster is a tiny yellow eye-stalk and toothless maw. The eyes bend to observe passersby, while the mouths squeak out the Common name of the last species of creature that passed (or "neep!" if none have passed this week).

11. Night tomatoes: Black, thorned ivy that clambers over dungeon walls, bearing delectable, obsidian fruits (1d8 fruits per 10' × 10' area). Eating a fruit restores 1 hp and turns the character's eyes misty black for 1d3 hours. There is also a 1-in-10 chance of becoming addicted (eat a fruit daily or suffer a -2 penalty to attack rolls and saves).

12. Pointers: Pink moss whose tiny fronds sway like seaweed in the gyre. Grows in long streaks, leading towards the nearest stairway or other means of ascent/descent.

13. Puffskulls: Bone-white puffballs shaped uncannily like humanoid skulls. Appear in clusters of 2d4. Breaking open a puffskull releases a carrion stench and reveals a gooey pink interior. The stench triggers a wandering monster check, and is especially attractive to undead and carrion eaters, if present in the dungeon. The pink flesh is delectable; treat as 1 fresh ration per puffball.

14. Quanes: Deep purple ferns that thrive in moist caverns, swathed in the gentle violet mist they exude. The fresh shoots are edible (a 10' × 10' area yields 1 fresh ration, 2 turns to gather), but larger fronds are toxic (**save versus poison** or be sickened: -2 to attack rolls and saves until a day of complete rest).

15. Rainbowries: Wisp-like fronds of indigo blue that dangle from cavern ceilings, dotted with miniature rainbow-hued berries. Eating a berry turns the character's skin and hair the colour of the berry for 1d6 turns.

16. Scarlet cleavers: Straggling scarlet creepers that sprawl across great patches of dungeon floor. Anyone passing through is scratched by the hook-like hairs covering the stems: **save versus poison** or suffer a burning itch for 1d6 turns (-2 attack roll penalty). Setting flame to scarlet cleavers causes it to explode: 2d4 damage to all within 10' (**save versus breath** for half).

17. Shadow vines: Leafy, draping black vines, entirely intangible, visible as shadows on dungeon walls, wafting gently in an unfelt breeze. Shadow vines sometimes bear a plump, mango-like fruit, which intangible creatures (including in shadow or gaseous form) can pluck. Eating the fruit grants the ability to detect invisible and magic within 30' for 3 turns.

18. Squealers: Tiny yellow mushrooms that grow in great colonies across dungeon walls. Emit a piercing squeal triggered by light (up to 60' away) or movement (up to 30' away). The squeal is not loud enough to attract wandering monsters, but eliminates the chance of surprising nearby monsters.

19. Titters: Pale white, pansy-like flowers with indigo leaves. Grow in patches among dungeon rubble, slime, and carrion. Their faces turn towards passersby and titter discouraging phrases such as "wrong way!", "turn back!", "bad luck!", etc.

20. Torch moss: Dense black moss that grows in orb-like clumps on walls. Glows lambent cream for 3 turns when exposed to torchlight.

DUNGEON MOUNTS

By BRAD KERR

Dungeon explorers may invest in specially trained mounts to aid in subterranean delving. Such creatures provide comfort, security, and enhanced navigation capabilities, but each brings with it specific risks and challenges. These creatures can be caught in the wild or raised from infancy; in all cases, dungeon mounts lack the trustworthiness of horses and always retain some degree of risk.

Training: An animal trainer specialist (see *Specialists* in *OSE*) is required to safely train monsters captured in the wild, including those raised from eggs / infants. The required training time is listed in the table opposite.

Upkeep: Dungeon mounts have specialised food and care requirements, making them expensive to keep. Monthly costs are as follows: cave grub 50gp, giant mole 100gp, goliath ant 200gp, grizzly bat 1,000gp.

Cave Grub

Giant 10' maggots. Simple, plodding creatures that are easy to train. Ideal companions for hauling massive treasure hoards out of sacked tombs and ancient ruins.

AC 9 [10], **HD** 4+1 (19hp), **Att** 1 × bite (1d3), **THAC0** 15 [+4], **MV** 75' (25'), **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 125, **NA** 2d4 (3d6), **TT** None

► **Delicious:** Other monsters are likely to attack cave grubs first.

► **Short life cycle:** 3 months after hatching, cave grubs form hard chitinous shells around their bodies and pupate for 3 days before metamorphosing into cave flies.

Cave Fly (Mature Cave Grub)

12' long, feral psychopaths of the insect world. These predators are impossible to domesticate and stand in sharp contrast to their tranquil larval form.

AC 5 [14], **HD** 6 (27hp), **Att** 1 × bite (1d8) or digestive vomit, **THAC0** 14 [+5], **MV** 90' (30') / 120' (40') flying, **SV** D12 W13 P14 B15 S16 (3), **ML** 9, **AL** Chaotic, **XP** 500, **NA** 1d2 (1d2), **TT** None

► **Digestive vomit:** Cave flies can vomit a 30' cone of acid once per day, 4d6 damage (save versus breath for half).

Giant Mole

Tough and strong, giant 10' moles defend themselves with their massive claws. Giant moles can dig tunnels in anything but the hardest stone, providing huge utility for navigating the underworld.

AC 5 [14], **HD** 6 (27hp), 2 × claws (1d10), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Neutral, **XP** 500, **NA** 1 (1d3), **TT** None

► **Burrow:** A giant mole can dig a 10' long, 5' diameter tunnel through soft earth in one turn, or through solid stone in 1d3 hours.

► **Scent-sight:** Moles have poor eyesight and depend heavily on smell for navigation. Unusually fragrant environments confuse a mole (make a morale check or move randomly).

► **Naturally solitary:** Giant moles are hard to train.

Dungeon Mounts

Animal	Time to Train	Unencumbered			Encumbered		
		Miles per Day	Movement Rate	Max Load (Coins)	Miles per Day	Movement Rate	Max Load (Coins)
Cave grub	1 month	12	60' (20')	6,000	6	30' (10')	12,000
Giant mole	12 months	18	90' (30')	3,000	9	45' (15')	6,000
Goliath ant	6 months	36	180' (60')	4,500	18	90' (30')	9,000
Grizzly bat	8 months	36*	180' (60')*	1,500	18*	90' (30')*	3,000

*: Flying movement rates listed.

Goliath Ant

Mighty 6' long insects capable of carrying armoured riders and heavy loads. Goliath ants use claws, adhesive foot pads, and hairs on their legs to stick to nearly any surface. These climbing abilities, paired with their natural strength and powerful defences make them desirable and versatile dungeon mounts, capable of navigating extreme cavernous terrain.

AC 3 [16], **HD** 4+2* (20hp), **Att** 1 × bite (3d4), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 200, **NA** 2d4 (4d6), **TT** None

- **Wall crawlers:** Capable of walking up sheer surfaces and along ceilings.
- **Hydrophobic:** Will not ford a river no matter its width.
- **Pheromone driven:** Riders control goliath ants with chemical signals released by bottled pheromones, manufactured by alchemists (see **Accessories**). These are thrown into the ant's path to command it to attack, guard, or walk (following the rider's directions).
- **Pack mentality:** When encountering other giant ants, goliath ants must make a morale check. If the check fails, they revert to their instinctive hive mentality, losing all training and domestication.

Grizzly Bat

Winged, woolly mammals with 15' wingspans: large, loyal, and intelligent. Capable of carrying small riders and using echolocation to navigate in the dark.

AC 6 [13], **HD** 3+1 (14hp), **Att** 1 × bite (1d6), **THAC0** 16 [+3], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d10 (1d10), **TT** None

- **Echolocation:** Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.
- **Flying mounts:** Grizzly bats can carry small riders (e.g. halflings or gnomes). Riders must be unencumbered (no metal armour or heavy packs).
- **Roost:** Grizzly bats can hang upside down from cave ceilings.
- **Big eaters:** An active grizzly bat requires 50 lbs of meat per day.

Accessories

Dungeon Mount Accessories

Item	Cost (gp)
Ant pheromone (1 command)	10
Barding (AC 5 [14], 800 cn)	300
Saddle and bridle	50
Saddle bags (hold 500 coins)	15

ELEMENTAL MONSTERS

By CHANCE DUDINACK AND GAVIN NORMAN

This article presents 8 new monsters that may be encountered in the elemental planes or primal regions of the natural world. Pure elementals (such as the ice, mud, smoke and steam elementals) can optionally be summoned by the usual means (e.g. a *conjure elemental* spell).

Crystallisk

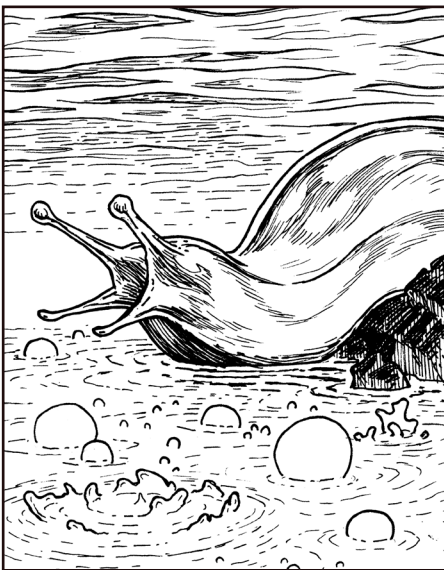
Clusters of living crystal with segmented appendages and spiked, scorpion-like tails. Natives of the elemental plane of earth, but sometimes enter the Material Plane where they consume gems and minerals.

AC 0 [19], **HD** 6+6*, **Att** 2 × appendage (1d6), 1 × tail (2d6) or crystal missile (2d8), **THAC0** 13 [+6], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (3), **ML** 10, **AL** Neutral, **XP** 650, **NA** 1d6 (1d6), **TT** L × 3

► **Damage reduction:** Half damage from cutting and piercing attacks (e.g. arrows, spears, swords).

► **Crystal missile:** In dire circumstances, a crystallisk can shoot the spiked tip of its tail at a target. 180' range. Regrows in one day. Until the spikes regrow, it cannot use its tail attack.

► **Disguise:** While immobile, a crystallisk is indistinguishable from a natural outcrop of crystals.



CHRIS HUTH

Fire Slug

5' long slugs of flame-spurting molten magma. Dwell in the elemental plane of fire, but can also be found in volcanic regions of the Material Plane.

AC 5 [14], **HD** 5* (22 hp), **Att** 1 × bite (1d8), **THAC0** 14 [+5], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 10, **AL** Neutral, **XP** 300, **NA** 0 (1d4), **TT** None

► **Fire blood:** When damaged in melee, emits a spurt of liquid fire: attacker takes 2d6 damage (**save vs breath** to avoid).

► **Fire immunity:** Unharmful by fire.

► **Vulnerable to cold:** If a fire slug is damaged by cold, it is slowed for 1d3 rounds: half movement rate, only able to attack or perform other actions every second round.



CHRIS HUTH

Ice Elemental

Huge humanoid figures of ice and frost, found in the borders between the elemental planes of air and water.

AC 2 [17] / 0 [19] / -2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 120' (40'), **SV** By Hit Dice (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- **Size:** 8' tall / 12' tall / 16' tall.
- **Mundane damage immunity:** Only harmed by magic and magic weapons.
- **Freezing touch:** The touch of an ice elemental freezes water at a rate of 6" deep, 100 square feet (e.g. 10' × 10') per round.
- **Regeneration:** When in contact with snow or ice, a damaged ice elemental regains 2hp at the start of each round, as long as it is alive.
- **Cold resistance:** Half damage from cold attacks.
- **Vulnerable to fire:** Double damage from fire attacks.



Magma Worm

6' long worms with carapaces of hardened igneous rock. Able to burrow through solid stone using their superheated beaks like a drill. Dwell in the elemental planes of earth and fire, but can also be found deep underground in the Material Plane, where they dig for minerals to eat.

AC 2 [17], **HD** 3* (13hp), **Att** 1 × bite (2d6) or magma squirt (3d6), **THAC0** 17 [+2], **MV** 120' (40'), 120' (40') burrowing, **SV** D12 W13 P14 B15 S16 (1), **ML** 9, **AL** Neutral, **XP** 50, **NA** 1 (1d2), **TT** L × 2

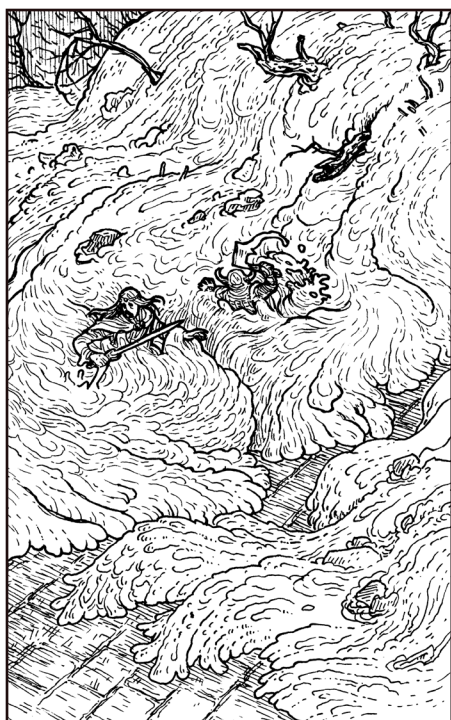
- **Fire immunity:** Unharmed by fire.
- **Burrowing attack:** While burrowing, the magma worm can lunge 30' out of the ground and make a bite attack. This counts as a charge and inflicts double damage.
- **Magma squirt:** Can be used once per day. 30' long line of magma. All in the area suffer damage (save vs breath for half).
- **Vulnerable to cold:** Double damage from cold attacks.

Smoke Elemental

Huge, creeping masses of black smoke and ash, found in the borders between the elemental planes of earth and fire.

AC 2 [17] / 0 [19] / -2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 120' (40'), **SV** By Hit Dice S(8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- ▶ **Size:** 8' tall, 8' across / 12' tall, 12' across / 16' tall, 16' across.
- ▶ **Mundane damage immunity:** Only harmed by magic and magic weapons.
- ▶ **Blinding aura:** Creatures within 20' must **save versus poison** or suffer a -2 penalty to attack rolls due to blinding smoke.
- ▶ **Harm plant-based creatures:** Inflict extra 1d8 damage.



Mud Elemental

Huge, seething, slimy masses of mud and silt, found in the borders between the elemental planes of earth and water.

AC 2 [17] / 0 [19] / -2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8 + grab), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 90' (30') / 90' (30') swimming, **SV** By Hit Dice (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- ▶ **Size:** 4' tall, 16' across / 6' tall, 24' across / 8' tall, 32' across.
- ▶ **Mundane damage immunity:** Only harmed by magic and magic weapons.
- ▶ **Grab:** A victim hit by a mud elemental's attack is pulled into the creature's body and smothered, suffering 1d6 automatic damage each round. The victim can only escape if the mud elemental is slain.
- ▶ **Seep:** Can squeeze through small holes and cracks.

Spark Wisp

Tiny (6"), floating, hyperactive balls of lightning native to the elemental plane of air. Intensely curious, spark wisps always want to experience new things, especially by touching them.

AC 2 [17], **HD** 1* (4hp), **Att** 1 × bounce (1d4), **THAC0** 19 [0], **MV** 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 10, **AL** Neutral, **XP** 13, **NA** 2d6 (3d6), **TT** None

- ▶ **Mundane damage immunity:** Only harmed by magic and magic weapons.
- ▶ **Electrical immunity:** Unharmed by electrical attacks.
- ▶ **Bounce:** The spark wisp flies into a target and bounces off. On a successful hit, the spark wisp ricochets off the initial target and makes another bounce attack on an adjacent target within 10'. The spark wisp continues bouncing until it fails to hit (up to a maximum of three times).
- ▶ **Harm metal-wearing creatures:** Inflict extra 1d4 damage.



CHRIS RUTH



CHRIS RUTH

Steam Elemental

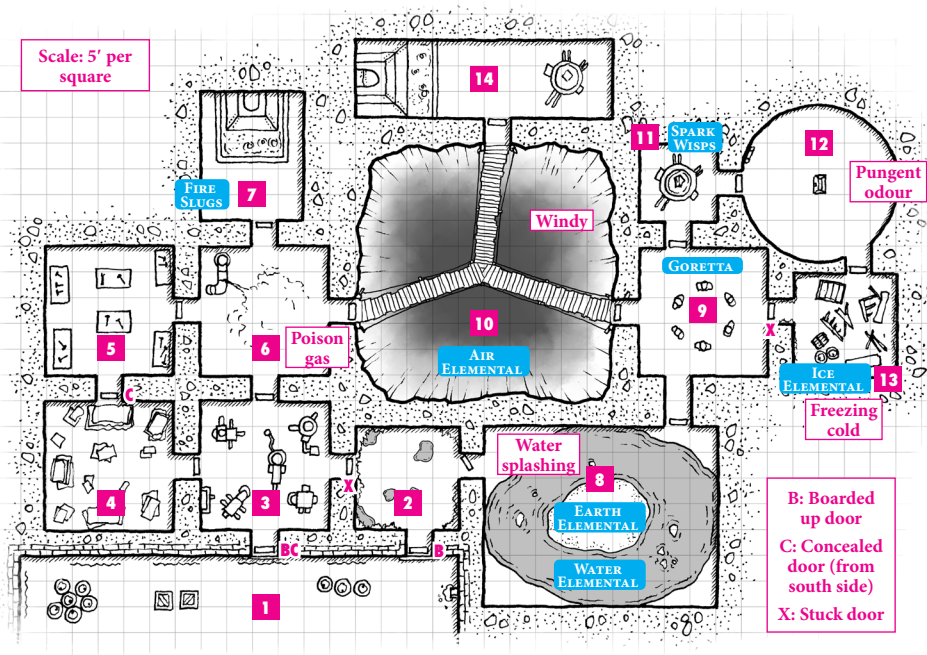
Huge, amorphous clouds of burning-hot steam, found in the borders between the elemental planes of fire and water.

AC 2 [17] / 0 [19] / -2 [21], **HD** 8/12/16* (36/54/72hp), **Att** 1 × blow (1d8/2d8/3d8), **THAC0** 12 [+7] / 10 [+9] / 8 [+11], **MV** 180' (60') flying, **SV** See main entry (8/12/16), **ML** 10, **AL** Neutral, **XP** 1,200/1,900/2,300, **NA** 1 (1), **TT** None

- ▶ **Size:** 16' tall, 4' across / 24' tall, 6' across / 32' tall, 8' across.
- ▶ **Mundane damage immunity:** Only harmed by magic and magic weapons.
- ▶ **Heat aura:** All creatures within 20' suffer 1d6 damage per round.
- ▶ **Kill normal plants and insects:** Direct contact with a steam elemental causes death.

THE TAVERN OF ELEMENTAL EVIL

By BRAD KERR



Level 4-5 Dungeon Adventure

Centuries ago, an order of dwarven rune-smiths entrapped elementals to power a magical rune-forge hidden beneath the city. The order is long ago vanquished but their elemental-haunted lair remains, lying hidden beneath the Resounding Clang tavern (p19). Yesterday, a rune of imprisonment finally faded, releasing a trapped ice elemental to restlessly wander the dungeon. All the proprietor, Fedchock, knows of this is that his “ice machine” is broken. He offers free drinks for life to anyone able to fix it.

Construction: The dungeon is constructed of chambers of hewn purple stone with 10' ceilings. Doors are constructed of reinforced wood.

Lighting: All rooms are unlit.

Monsters: Names underlined. Descriptions in *Elemental Monsters*, p26, unless noted otherwise.

Random Happenings: 1-in-6 per Turn

1. 2d6 spark wisps (p29).
2. A steam elemental (8 HD, p29).
3. A mud elemental (8 HD, p28).
4. The ground rumbles.
5. Slippery floor. Water dribbles from a leaky ceiling.
6. Winds of chaos blow all doors shut and extinguish flames.

Special Items

Viridium crystals: Iridescent, fist sized crystals mined from meteorites, used in powering elemental devices. Each crystal is worth 1,000gp.

The elemental snare: Puzzles in this dungeon hinge on clever usage of the *elemental snare*, a magic item found in Area 5. The *snare* is an 18" iron box with handles emerging perpendicularly. Buttons are labelled in Dwarvish: "CATCH" and "RELEASE." Pointing the box at an elemental within 30' (including the new monsters in this issue) and pressing CATCH entraps the elemental within the snare (**save versus spells** at -5). Only one elemental can be held at a time. A **magma worm** (p27) is currently held within the *elemental snare*.

Goretta, the Runesmith Spirit

The spirit of an apprentice runesmith is bound to a statue in Area 9 by a rune of soul-binding that flickers and fades upon its breast. **Personality:** Goretta is cordial, energetic, and helpful. She'll help repair runes, give advice, or assist with the auto-forge (Area 14). **In return:** She wishes to be freed from her statue prison via immolation in Area 7. She requests an escort there to seal her in the furnace so that her spirit may pass on. **Combat stats:** **Rock living statue** (OSE).

Area Descriptions

Effects related to the *elemental snare* are denoted with "⊙".

1. BASEMENT: Cramped tavern basement storage. **Water drips** from a fist sized **ice chute** along the eastern wall. **Door to Area 2** is boarded up. **Moth-eaten tapestries** of forgotten dwarven heraldry conceal another boarded up door (to Area 3).

2. MELTING ICE: A pudgy, spartan chamber **sheathed in melting ice**. The **door to Area 8** has been bashed open. The **door to Area 3** is frozen stuck. A **dwarven rune** ("imprison, ice"), pocked, and faded, is etched into the ceiling.

⊙: Releasing an **ice elemental** after repairing the rune causes ice to pour once again from the chute in Area 1.

3. BROKEN EQUIPMENT: Dusty **piles of exotic equipment** (broken auto-forges and sorcerous engines) lie strewn about the floor. **Torches suddenly burn blue** near the door to Area 6. Unless previously cleared, the door to Area 1 is boarded up from the other side. **Treasure:** A coil of gold wire (750gp), a *viridium crystal*.

4. NOTES: Scraps of **tacked parchment** with indecipherable dwarven shorthand cover the walls. **Searching for 1 turn** reveals a coherent formula: "Auto-forge: charge coil, ignite furnace (recommend slug), etch fire rune on viridium crystal, press to weapon." (See Area 14). Attached is a diagram of a *rune of fire* (p8). The **door to Area 5** is hidden under parchment swathes.

5. WORKSHOP: Dusty, **grease-stained workbenches** covered in hammers, awls, files, and tongs. The *elemental snare* sits prominently on a central table. **Torches suddenly burn blue** near the door to Area 6. **Treasure:** Masterwork tools (500gp), a *viridium crystal*, a diamond lapidary saw (2,000gp).

6. POISONOUS GAS: Odourless **fog** hisses from a **large broken pipe** emerging from the floor. Each turn in the room, PCs must **save versus poison** or take 2d6 damage from the poison gas. **Open flames** flare blue and ignite the gas (6d6 damage, **save versus breath** for half). Gas returns after 1 turn.

⊙: Releasing an **air elemental** cleans the air, making it breathable and non-flammable. (The elemental is not destroyed.)

7. BLAST FURNACE: An enormous **black iron furnace** dominates the room. Behind its latched iron door, **4 fire slugs** bob through a pool of shimmering magma.

☉: Releasing a **water, ice, or mud elemental** into the furnace destroys the elemental but hardens the magma, allowing access to 2 diamond clusters (5,000gp each) formed by heat and pressure.

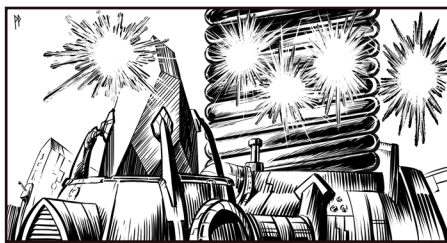
8. ISLAND: A 10' deep **moat of churning water** surrounds a **sandy island** where a raging **earth elemental** (8 HD, OSE) bashes its fist against the waves. A **water elemental** (12 HD, OSE) lurks in the water, bound by a rune to the moat. **Chunks of ice bob** in the water, left by the **ice elemental** (originally chained in Area 2) that passed through to Area 13.

☉: Capturing the **water elemental** instantly drains the moat. This frees the **earth elemental**, which can't cross water but isn't otherwise trapped.

9. STATUES: A ring of 6 bulbous, unornamented, **humanoid statues**. One suddenly steps forward, controlled by the bound spirit of **Goretta (p31)**. The **door to Area 13** is stuck and cold to the touch (blocked from the other side), unless the elemental in Area 13 is moved. It only opens with a combined STR of 32+.

10. BRIDGE: Windy. A shaky **plank bridge** hung from the ceiling spans a 100' deep chasm (3-in-6 chance of heavy creatures collapsing it—e.g. living statues, earth elementals). An **air elemental** (8 HD, OSE) uses its blow attack to extinguish light sources or knock trespassers off the bridge (victim may **save vs death** to catch a ledge and avoid falling). **Torches suddenly burn blue** near the door to Area 6.

11. SPARKING COIL: A humming bit of **esoteric machinery** with an embedded **viridium crystal** and a large **golden magnetic coil** from which **5 spark wisps** spring. **PCs in metal armour** within 10' must **save versus paralysis** or be dragged



PETER FAGGIO

to the coil (1d6 electrical damage per round). Removing the **viridium crystal** disables the machine, allowing safe removal of the gold coil (3,000gp).

12. ACID TRAP: A sharp, **pungent odour**. A **treasure chest** sits bolted to the middle of the circular floor. **When 200lbs or more** steps on the floor, the entire coin-shaped floor flips over 180° on its lateral axis, dumping PCs 25' into a 6' deep pool of acid (**save versus death** to grab the wall, 1d6 per round from acid). A ladder on the pit's western wall leads back up. **Treasure:** In the chest is a solid gold prosthetic arm (6,000gp).

☉: Releasing a **water elemental** dilutes and neutralizes the acid. (The elemental is not destroyed.)

13. MATERIALS STORAGE: **Freezing cold**. Contents of **topped shelves** and **smashed barrels** litter the room: gold ingots (6 × 500gp), weapons (3 halberds, 2 battle axes), and coins (400pp, 1,000gp). The fussing **ice elemental** (8 HD) from Area 2 sits against the door to Area 9 blocking it.

14. THE RUNIC AUTO-FORGE: A huge **forge-like machine** dominates the room. It comprises a **furnace chamber** similar to Area 7, a **gold coil** similar to Area 11, and a **diamond shaped indentation**.

☉: As hinted by Area 4, by powering the furnace with a **fire slug**, charging the coil with a **spark wisp**, etching a **rune of fire (p8)** onto a **viridium crystal**, and inserting it into the indentation, PCs may stamp a weapon with a fire rune, creating a **flaming weapon +1**. This destroys the **viridium crystal**.

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