

Old-School Gazette

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Contributors: Joseph Browning, Matthew Finch, and Trevis Powell

Artist: V. Shane

Within this Old-School Gazette you'll find the history of Artemista Autumntree at three distinct points in her life along with the 5 new spells she's researched. Also we continue our tricks and traps to test your player's wits by Matthew Finch with the ethereal hemisphere, the cold room, the keyhole floor, the sliding room, the stone boots, and invisible dirt. So enjoy this seventh Old-School Gazette and look forward to many more!

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

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

The Betrayed Lover, Artemista Autumntree

Female Human CG Magic User; 2nd-Level

Str: 9 Int: 17 Wis: 8 Dex: 13, Con 12, Chr: 14 HP: 7 AC: 10

Magic Items: **Potion of healing, scroll of unseen servant**

Spells:

First Level: Burning hands, shocking grasp

Spells in Spellbook:

First Level: Affect normal fires, burning hands, identify, read magic, shocking grasp, unseen servant

Description:

Solid and short, Artemista was born with jet-black hair, a rarity in her family. Sharp, intelligent eyes and prominent nose revealed her family's relationship with the ruling class and hint at an ancient elven progenitor. Her clothes are normally new and always reflect the latest style. She favors a quarterstaff of willow.

Background:

Artemista was a promising young student in the Wizard's Academy. Her parents were far from destitute,



and she was amply spoiled as a child. It was a rare occasion when she did not receive whatever it was that she wanted.

Even while at the university she was given special privileges, such as being allowed to live off campus and have special meals prepared. This extraordinary attention was lavished due as much to her magical potential as the enormous endowments given to the poverty-stricken academy by her parents and a host of rich relatives. Her family carries some significant political weight.

Used to having whatever she wanted, Artemista saw no reason not to indulge herself in a love affair with a handsome young warrior named Magard that she met shortly after graduation. Initially meant to be a business arrangement between a wizard and a bodyguard, the relationship of Artemista and Magard soon became infatuation, then love. Unfortunately her family did not approve, as the young warrior, though comely of face, was not human. Although he strongly resembled his human side, he was the offspring of an orc father.

Fleeing the wrath of her conservative father, Artemista and her new husband fled their homeland, traveling to a wild borderland region with a quantity of gold stolen from her father. There they sought word of Magard's father who is thought to be a warrior from the Tainted Blade Clan known to infest the nearby mountains.

The couple built a home for themselves in a strategically placed village. With this house as their

base of operations they began following leads and rumors concerning the Tainted Blades and Magard's father. After a year of investigation they were beginning to believe that they were close to resolving the issue when they received word that Magard's father had been found and, while suspicious of Magard's motives, was willing to meet with them.

With the arrangements for the meeting made, Magard left his very pregnant wife to meet with his father. Both of them had agreed that she was too far along to travel although Magard had plenty of time to be at the rendezvous with his father and return before the birth.

Two days after Magard left, Artemista went into early labor. The child was stillborn. Now, six weeks later, it is beginning to look as if Magard will not be coming back and for the first time in her life Artemista is beginning to run out of available money. She is urgently trying to find someone to accompany her on a search for her husband and is loath to resort to digging up their hidden gold reserves for funding.

Personality:

Artemista is generally aloof and is used to being waited on. She will have difficulty accepting others, particularly those not of her race, as her equals. For all her haughty ways she is not unkind or unfriendly but the loss of her child combined with the disappearance of her husband has left her depressed, anxious, and short-tempered. She is desperate to find Magard.

Artemista Autumntree

Female Human CN Magic User; 7th-Level

Str: 9 Int: 17 Wis: 8 Dex: 13, Con 12, Chr: 14 HP: 21 AC: 8

Magic Items: **+1 quarterstaff, potion of healing, ring of protection +2, scroll of unseen servant**

Spells:

First Level: Affect normal fires, burning hands, shield, shocking grasp

Second Level: Pyrotechnics, scare, web

Third Level: Artemista's cannonade, fireball

Spells in Spellbook:

First Level: Affect normal fires, burning hands, identify, read magic, shield, shocking grasp, unseen servant

Second Level: Audible glamer, knock, pyrotechnics, scare, web, wizard lock

Third Level: Artemista's cannonade, Artemista's conversion field, darkvision, fireball, tongues

Description:

Her clothing has decreased in quality due to her current shortage of funds, however Artemista still

does the best she can with what she has. Her willow quarterstaff has been replaced with a more elaborate one of mahogany with a carved dragon's head, and she often smells faintly of bat guano, sulfur, and pitch due to the quantities of spell components she carries.

Background:

A long, exhausting search for Magard revealed nothing. No one recalls him arriving at the meeting place arranged by messenger with his orc father. Three months spent in the mountains rewarded her with a chance meeting with Magard's sire, a venerable orc who had not left his village in several years. When questioned about the meeting with his long-lost son the old orc scoffed at the story, saying that he knew Magard quite well and had seen him every summer as the lad grew up, but hadn't seen him for more than two years since he had caught Magard stealing from him.

Calling the old orc a liar, Artemista fled the village and returned to the burned-out house where she and Magard had hidden their reserve money, fearful of it being stolen from their home. She found the money gone and the metal box carefully reburied. Worried, confused, and hurt, she returned to her home to visit the grave of her child, passing through a town she had

never before visited along the way. There in the taproom she saw Magard with a local prostitute, and her denials of his wrong doings finally fell apart in her mind.

She was able to recover enough of her unspent gold from Magard's body to pay the owner to rebuild the burned-out inn, but she now found herself completely broke. Unwilling to return to her family as such a complete failure, she returned to her small house and began taking minor wizardly jobs as well as occasional expeditions after lost gold or hidden treasure. Using this income she has expanded her home numerous times, eventually enclosing her child's grave in a roofed-in

garden in the center of her home. There she maintains the garden by use of a skylight, fertilizing heavily with bat guano.

Personality:

Artemista is bitter over the way her life has turned out. She is short-tempered and prone to throw *fireballs* now and ask questions later. Recent adventures have shown her to be somewhat out of control with her magic, and it is beginning to look as if she has both a death wish for herself and a powerful urge to destroy as well.

Artemista Autumntree

Female Human CN Magic User; 12th-Level

Str: 9 Int: 17 Wis: 8 Dex: 13, Con 12, Chr: 14 HP: 32 AC: 3
Magic Items: **Bracers of defense AC 5, +1 quarterstaff, potion of healing, ring of protection +2, scroll of unseen servant, wand of fire (65 charges)**

Spells:

First Level: Affect normal fires, burning hands, shield, shocking grasp

Second Level: Invisibility, pyrotechnics, scare, web

Third Level: Artemista's cannonade, Artemista's conversion field, fireball (x2)

Fourth Level: Confusion, fire shield, minor globe of invulnerability, wall of fire

Fifth Level: Artemista's volcanic shroud, cloudkill, hold monster, teleport

Sixth Level: Artemista's flaming pressure

Spells in Spellbook:

First Level: Affect normal fires, burning hands, identify, read magic, shield, shocking grasp, unseen servant

Second Level: Audible glamor, invisibility, knock, pyrotechnics, scare, web, wizard lock

Third Level: Artemista's cannonade, Artemista's conversion field, darkvision, fireball, tongues

Fourth Level: Confusion, fire charm, fire shield, fire trap, minor globe of invulnerability, wall of fire

Fifth Level: Artemista's volcanic shroud, cloudkill, hold monster, teleport, wall of force

Sixth Level: Anti-magic shell, Artemista's flaming pressure, invisible stalker, legend lore

Description:

Her clothes were once rich, but are often dirty from her experiments. Still beautiful and youthful through longevity magic, her mahogany staff always at her side.

Background:

Expanding her home over time has turned the former one room shack into a very large house complete with defensive walls. The interior garden is still the center of her world; although a second exhibit showing Magard's blackened skin nailed to a wall is sometimes shown to friends.

Artemista is fascinated with fire and spends a great deal of her time researching new and fascinating ways of casting fire-based spells or making existing ones more powerful. Wealthy enough to have servants, she orders them to keep a fire burning in every room at all times, so she can stare into the flames whenever she wants.

Known as a powerful wizard, Artemista is often hired for missions that will likely result in combat. She prefers missions that allow her the opportunity to drop a *fireball* on some deserving male. She doesn't mind being thought of as a man-hater or as a mercenary and defends her home with a variety of fire-based traps as well as other defenses.

Personality:

Artemista is now completely distrustful of men and rarely deals with them directly. She tends to be hateful and spiteful more often than not and only opens up to other women who have lost children or been betrayed by lovers.



Spells Created by Artemista

Artemista's Conversion Field

Arcane Transmutation

Level: Magic User 3

Components: V, S

Range: 25 ft. +5 ft./2 levels

Duration: 1 turn/level

Area of Effect: 1 creature

Casting Time: 4 segments

Saving Throw: None or negatives

This spell creates a field of magical energy that surrounds the subject and converts one specified type of energy (fire, cold, electricity, or acid) into an equal amount of energy of another type (fire, cold, electricity, or acid). All forms of the first type of energy that pass through the field are automatically converted into an equal amount of the second type of energy. The type of energies converted must be selected at the time of casting and cannot be altered thereafter. An unwilling target is allowed a save.

Artemista's Cannonade

Arcane Evocation

Level: Magic User 3

Components: V, S, M

Range: 100 ft. + 10 ft./level

Duration: Instantaneous

Area of Effect: 10 feet square/level

Casting Time: 5 segments

Saving Throw: Half damage

When Artemista's cannonade spell is cast, several fiery explosions occur in the area. Each explosion has a 10-foot radius and causes 2-12 points of damage. There is one explosion for every 2 levels of the caster. The caster may select the exact location of each blast within the area. Creatures struck by more than one explosion must make saving throws against each one separately. The material component is a small ball of pitch the size of a thumbnail.

Artemista's Volcanic Shroud

Arcane Evocation

Level: Magic User 5

Components: V, S, M

Range: 0 (100 ft. +10 ft./level)

Duration: 1 round per level

Area of Effect: Caster

Casting Time: 1 segment

Saving Throw: Half damage

Artemista's volcanic shroud cloaks the caster in a molten mantle of fiery energy that protects against attacks and hurls bolts of lava at will. Anyone striking the caster with a melee weapon while the shroud is

active suffers 1-6 points of fire damage per three caster levels (save for half). Once per round, in addition to other actions, the caster may also strike any target within medium range (100 ft. + 10 ft./level) with a dart of lava. This dart causes 1-6 points of damage. The material components are a piece of volcanic glass or a bit of fur, an amber, crystal or glass rod.

Artemista's Flaming Vortex

Arcane Evocation

Level: Magic User 6

Components: V, S

Range: 0

Duration: Instantaneous

Area of Effect: Cone (5 ft. long/level)

Casting Time: 5 segments

Saving Throw: Half damage

This spell creates a whirling cone of flames and powerful winds that incinerates targets for 1-4 +1 points of damage per level of the caster. Additionally, anyone struck by this spell suffers a -2 on their saving throw, due to the winds blowing into the center of the cone, making it more difficult to avoid. All unprotected items in the area of effect may be destroyed if they fail an item saving throw.

Artemista's Flaming Pressure

Arcane Evocation

Level: Magic User 6

Components: V, S, M

Range: 100 ft. + 10 ft./level

Duration: Instantaneous

Area of Effect: One creature

Casting Time: 5 segments

Saving Throw: None

This spell combines a *wall of force* with a *fireball* to temporarily envelop a target in a small sphere of force that compresses the blast of the *fireball* and negates any chance to save. To use this spell, the target must fit in a 10 ft. diameter sphere. The caster hurls a small glass sphere at the target and the creature is suddenly surrounded in a sphere of force and then struck by a *fireball*. Being trapped inside the sphere of force with the explosion negates any chance of escaping or minimizing the damage. Furthermore, the force of the blast is compressed by the sphere and reflected back on the target creature, increasing the damage. Creatures struck by this spell suffer 1-8 points of fire damage per level of the caster. After the explosion, the *wall of force* dissipates and the target is free. The material component is bat guano, sulfur and a small glass sphere.

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

The Ethereal Hemisphere

A raised stone hemisphere, tilted slightly to one side, forms a chair-like dish in this room. The stone basin is lined with cushions like a couch, and indeed it would be possible to sit in it. If anyone should sit in the basin, it will suddenly close, extending its edges all around to form a stone sphere with no means of entrance or exit. The person within the sphere immediately becomes ethereal, and the condition persists for a period of $2d4+1$ turns. This means, of course, that the character will become invisible to the other party members and be unable to communicate with them. On the plus side, the character will be able to step through the sphere's stone walls and explore the dungeon at will – until the effect wears off and he returns to the material plane wherever he stands at that moment. This trick gives the party an excellent opportunity to scout out the nearby regions of the dungeon, but creates a risk that the ethereal character will get stranded far from his companions. The trick will only function once per day, and will never work twice for the same character.

Invisible Dirt

The floor of one of the dungeon rooms is thickly coated in invisible dirt, from which invisible grass grows. Anyone walking through the room will find that his feet do not quite touch the ground, and the invisible area beneath feels spongy underfoot. Touching the grass will likely reveal its nature, of course. This trick has no beneficial or dangerous consequences in and of itself, but it might be coupled with a monster or an NPC who can cast entangle or some other spell that would turn normal grass into a hazard.

The Cold Room

A room in the dungeon is rimed with ice; icicles hang like stalactites from the ceiling and frost is heavy upon the stone walls and floor. Anyone entering the room is instantly chilled to the bone (although there is no game effect to this unless the player does something stupid like making the character sleep in the room). Scattered and hidden on the floor of the room, many of them crusted with ice or frost, are six amber-colored gems. These are actually a frozen acid that will melt slowly into liquid at room temperature. If they are taken by the party, they will begin to melt, releasing acid into whatever containers they may be kept in, and likely damaging anything else in the container (item saving throws versus acid).

The Keyhole Floor

The players will find a room in the dungeon that has a door on the far side and a strange pattern of flagstones on the floor. In the middle of the room, beginning about two feet from each door, a keyhole pattern is marked out on the floor in green stones. The crimson stones are safe to walk upon, and it is easy to hop into the marked-off area, walk to the other side, open the door, and hop across the threshold. However, stepping onto the room's normal-looking stones is dangerous. These stones do not respond to most normal "trap checks," such as probing with a staff or tossing a stone onto them. If a person should step onto them, they seem normal enough, but after one or two steps they suddenly turn into a churning mass of emerald-colored quicksand. Anyone standing upon these stones, anywhere in the room other than in the safe area, will be caught in the quicksand. It requires a strength check (equivalent to bending bars) to pull oneself out, or to pull out another person. Several people may combine their strength to rescue a victim from the clinging muck.

The Sliding Room

This trick is used to separate the party so that they cannot arrive at a dangerous objective at the same time. It will be situated in some area that must be crossed in order to fight a monster and, presumably, to gain some loot. To cross the floor of this area, a character must make a successful saving throw versus spells for every five feet he attempts to cross. If he fails the saving throw, the floor slides him backward ten feet. As the party tries to move across the area, unless they are high enough level to reliably make their saving throws, they will become separated and arrive at different times. In all likelihood, the magic user will be the first one to reach the other side, having a better chance to succeed on this particular saving throw. Unfortunately, there is a monster waiting on the other side to attack the characters once they get across the sliding floor...

The Boots of Stone

In the middle of a hallway, a pair of stone boots stands upright on the floor, apparently part of the floor itself. If a character puts his feet into the boots, he must make a saving throw versus paralysis or be turned to stone. However, if the character makes the saving throw successfully, the boots will become a pair of magic boots (of whatever kind the GM decides).

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