

Old-School Gazette

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This Old-School Gazette gives you all the statistics you need to pit amalgam golems, blessed rings, haemovroids and mus maximi against your players. Also, there are 3 new traps and tricks from Matthew Finch. So enjoy the eleventh Old-School Gazette and look forward to many more!

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

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

ALMALGAM GOLEM

SIZE: Large (12 ft. tall)
MOVE: 90 ft.
ARMOR CLASS: 1
HIT DICE: 100 hp
ATTACKS: 2
DAMAGE: 3-24, 3-24
SPECIAL ATTACKS: Adhesive orb
SPECIAL DEFENSES: Weapon adhesion
MAGIC RESISTANCE: See below
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: See below
INTELLIGENCE: None
ALIGNMENT: Neutral
LEVEL/X.P.: 10 / 16,300

General information: Considered by some as the pinnacle of golem creation, the amalgam golem is a fearsome guardian created from stone and natural tar coupled with a fiery elemental spirit. Amalgam golems are dire foes who usually open combat by throwing a flaming adhesive orb at the most heavily armored opponent. If it hits, an adhesive orb deals 2-12 hp of



damage plus an additional 1-4 points of fire damage. Furthermore, the tar adheres to the target's armor, causing the target to be entangled for 2d6 rounds -1 round for every point of Strength and Dexterity above 14 the target possesses. Every round spent entangled in an adhesive orb deals another 1-4 points of fire damage. An amalgam golem then targets other opponents with its powerful fists. In addition to striking, it will hurl another adhesive orb every 8 rounds focusing foremost upon heavily armored opponents.

The thick tar that holds the golem together is a powerful adhesive and it holds fast any items that touch it. A weapon striking an amalgam golem is stuck fast unless the wielder makes a successful open doors roll. Any stuck items are easily removed if the golem is somehow slain. This trait results in older golems accumulating large amounts of weaponry. The golems will typically move all adhered weapons to their core after a day on their surface. If slain, 2-20 differing weapons will be found in the center of an amalgam golem. The majority will be non-magical, but 1 out of every 5 of them will possess some magical ability.

After 5 rounds of combat, the fiery elemental spirit within the amalgam golems asserts its will and immolates the golem in a flaming inferno causing 3-18 points of damage to any creature within 10 feet of the golem and 1-6 points of damage to any creature within 15 feet. An immolated amalgam golem is an awesome opponent, implacable and ruthless: all fist attacks are made at a +2 to hit and +5 to damage from the terrible spirit within the golem. Immolation ends 5 rounds after the end of martial activities.

Only magical weapons of +3 or greater enchantment can harm an amalgam golem. The only spells which affect an amalgam golem are: *move earth*, *passwall*, and fire-based magic. *Move earth* slows the golem 50% for 5 melee rounds, *passwall* causes 5-20 points of damage, and fire-based attacks repair the golem on a 1 to 1 hit point basis. Amalgam golems are twice as strong as flesh golems. Amalgam golems always detect *invisible* creatures.

Physical description: Amalgam golems are roughly humanoid in shaped. They stand a full 12 feet tall and weigh over two tons. Globbs of sticky black tar connect its rocky appendages to its 7 foot-wide torso. Although largely humanoid in appearance, two curved stone horns protrude from its forehead, just above its two black eyes of smouldering tar. Unlike most golems, amalgam golems possess a fluid gait and are able to easily run, a byproduct of its adhesive tar joints.

An amalgam golem may be created through the use of a magical tome or through the combined efforts of an 18th or higher level magic user employing the following spells: *wish*, *polymorph any object*, *geas*, *conjure fire elemental*, *hold person*, and *web*. 1,000 gp per hit point must be spent in materials and 4 months of time are required for construction of an amalgam golem.

A created golem is controlled by its creator and remains always in control. It is capable of understanding simple

commands and performing simple actions typical to the more powerful golems.

BLESSED RING

SIZE: Large (15 ft. wide)
MOVE: None
ARMOR CLASS: 4
HIT DICE: 8
ATTACKS: 1
DAMAGE: 2-20
SPECIAL ATTACKS: Digest
SPECIAL DEFENSES: Regeneration
MAGIC RESISTANCE: 75%
RARITY: Very Rare
NO. ENCOUNTERED: 1
LAIR PROBABILITY: 100%
TREASURE: None
INTELLIGENCE: None
ALIGNMENT: Lawful Good
LEVEL/X.P.: 7 /1,200 + 12/hp

General information: To the weary adventurer, the blessed ring is a gift from the gods. Although rare, these simple rings of common toadstools can be found scattered throughout the wilderness. They are distinguished from normal mushrooms by their perfect ring pattern on the ground and the odd lack of any plant growth within their circle. Close inspection reveals nothing special about the ring, but if any living creature lies down within the circle and remains still for 5 minutes, the ring begins to grow up around it, quickly forming an impenetrable dome of mushrooms roughly 10 feet across and 5 feet high. This dome can comfortably hold four man-sized creatures. Anyone within the dome can rest completely protected from the elements and any marauding predators. After precisely 8 hours, the dome recedes, and within 1 round, only the original ring of mushrooms remains. There is little chance that anyone



within the dome may be disturbed, as any attempt to attack or harm the dome during these 8 hours (whether from the inside or outside) earns the offender a spray of powerful acid dealing 2-20 points of damage to a range of 40ft.

The blessed ring is, however, something of a mixed blessing: five minutes after the dome is formed, the fungus detects evil on everyone inside of it. If anyone within the circle is evil, the blessed ring attempts to digest everything within it by spraying a powerful acid dealing 2-20 points of damage to every creature inside the dome. Player characters trapped inside have only a few rounds to cut themselves out before they become fertilizer for the blessed ring. Blessed rings are often used by good or neutral adventurers as a safe place to camp in the wilderness. A more common use for the ring is as a rite of passage such as the passage into adulthood or as a final test for a new chieftain.

A blessed ring never enters combat directly, but if attacked in dome form, it sprays acid to defend itself. If attacked from the inside, it begins to digest the attacker. Anyone attempting to break through the dome must deal damage equal to one-third of the dome's total hit points in order to make room for a man-sized creature to pass through. As the dome regenerates 5 hit points per round, this is more difficult than it sounds.

Physical description: Blessed rings appear in many different fungal forms: the only consistency between rings being the utter lack of plants within the circle.

Variants: 1 in every 50 blessed rings is actually a cursed ring. These function exactly as their nobler brethren, but shelter evil creatures while digesting good ones. Cursed rings are Lawful Evil and are indistinguishable from a true blessed ring.

HAEMOVORID

SIZE: Small

MOVE: 60 ft., 160 ft. flying

ARMOR CLASS: 7

HIT DICE: 1

ATTACKS: 1

DAMAGE: 1-2

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 15%

RARITY: Very Rare

NO. ENCOUNTERED: 2-8

LAIR PROBABILITY: 35%

TREASURE: In Lair: 1-4k cp (10%), 1-6k sp (15%), 1-4k ep (15%), 1-3k gp (50%), 1-5 gems (30%), 1-3 jewelry (25%), any 2 magic items + 1 potion (15%)

INTELLIGENCE: Average

ALIGNMENT: Neutral evil

LEVEL/X.P.: 2 / 55 + 1/hp

General information: Haemovorids are a horrid fusion of a stirge and a pixie. Forced to feed on the blood of living victims while maintaining its own normal



intelligence, many haemovorids turn toward evil. Haemovorids lose their vocal abilities during the transmutation ritual and developed a crude sign language that allows them to express simple ideas to one another, though first generation haemovorids still know the languages they knew as pixes. What exactly is required to transform a stirge and a pixie into a haemovorid is uncertain, and as yet, no haemovorid has made the ritual common knowledge.

Pixies and other fey creatures view haemovorids as unnatural abominations to be killed on sight. This hatred is matched in full by the haemovorids, although in their case it is because the pixie represents everything that they have lost. Stirges, on the other hand, accept haemovorids amongst their ranks. Haemovorids are usually found lairing with stirges, seeking additional safety in numbers.

A haemovorid attacks by landing on a victim, finding a vulnerable spot and plunging its sharp proboscis into the flesh. Haemovorids often first render their victims immobile with their special sleep arrows. Haemovorids attack as if they were 2 HD creatures and each hit causes 1-2 points of damage. After the initial hit, and until 8 points of damage has been inflicted, the haemovorid sucks up another 1-2 hit points worth of blood. Once full, it flaps away to fully digest its meal.

Haemovorids possess two different types of special arrows they shoot with their tiny bows to a range of 60 feet with a +2 to hit. The first mimics the sleep spell, except that it only affects the hit target, can affect up to creatures with 10 HD, and it lasts 1-3 hours. The second causes temporary memory loss when it hits. The victim forgets what happened in the previous 24 hours.

This is very disconcerting and results in a -2 to all rolls for the next 2 rounds. The memories return after 1 week and up to 1 week of memories can be temporarily erased in this manner.

Three times per day haemovorids can cast *audible glamor* and modified form of *invisibility*. Haemovorid invisibility lasts an additional 2 rounds after attacking. Once per day they can cast a modified version of *mass invisibility* that lasts an additional round after an affected creature attacks. Haemovorids are immune to *polymorph*, *sleep*, and *confusion* magics as well as being immune to the magical effects of pixie arrows.

Languages: Haemovorids "speak" a crude sign-language, but they understand common, pixie and the language of sprites.

Physical description: Haemovorids are a horrid fusion of a stirge and a pixie. The stirge progenitor provides the head structure, wings and appetite for blood, as well as a modification to the pixie's hands and feet, allowing the haemovorid to latch onto its victims yet still have enough manual dexterity to accurately wield bows.

MUS MAXIMUS

SIZE: Small
MOVE: 120 ft.
ARMOR CLASS: 7
HIT DICE: 2+1
ATTACKS: 1
DAMAGE: 1-3
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: None
MAGIC RESISTANCE: 25%
RARITY: Very Rare
NO. ENCOUNTERED: 5-50
LAIR PROBABILITY: 25%
TREASURE: Individual: 2-8 gp; In Lair: 1-10k cp (5%), 1-12k sp (25%), 1-6k ep (15%), 1-8k gp (25%), 1-12 gems (15%), 5-40 jewelry (50%), any 2 magic items + 1 potion (15%), 1-4 scrolls (50%)
INTELLIGENCE: Above average
ALIGNMENT: Neutral good
LEVEL/X.P.: Regular: 3 / 125 + 2/hp
Visionary: 4 / 265 +2/hp

General information: Mus maximus are intelligent, magic-using, giant mice; the result of a normal mouse population drinking or feeding from a highly magical source for dozens of generations. They are a cautious, some may even say timid, folk favoring retreat. They rely heavily upon their magical abilities when forced to combat.

Mus maximus lair in underground tunnels with multiple exits and entrances. They tirelessly dig new tunnels to form large underground nests not much unlike a prairie dog's. They prefer traveling underground to get to feeding and watering locations and only travel on the surface during the night. They are a good people, and typically make friends with any local halfling or gnome populations, sometimes trading their labor

(such as digging potatoes) for brightly-colored cloth with which they adorn themselves in odd fashion. No two mus maximus are exactly same in dress: one has a belt around its waist, another scraps of cloth on each ankle, a third with an extensive purple tail wrap, and a fourth a ridiculous bright-orange eye-patch covering a perfectly functional eye.

Mus maximus have the following magical abilities: tongues (no alignment languages however), audible glamor, and phantasmal force at will; sleep, blur, and blindness three times per day; invisibility, and scare once per day. Mus maximus take full advantage of their abilities, often using them to fake a haunting, ensuring their folk remain undetected. Mus maximus have a 75% of moving silently as a thief and a 90% of hiding.

For every 10 mus maximus encountered there will be a leader with 16 hit points who attacks like a 3 HD creature (AC 6, 1-4 damage). When encountered in their lair, there will always be a chieftain with 22 hit points who attacks like a 4 HD creature (AC 5, 1-6 damage), and a visionary (16 hit points, AC 6). The lair will also contain young and females equal to, respectively, 150% and 50% of the males present.

Visionaries are the seers of the tribe and possess additional natural magical abilities: cure light wounds, detect lie, and detect magic three times per day; identify and hold monster once per day; commune (3 questions) once per week. Visionaries possess light blue eyes and the birth of a new visionary is taken as a sign that a new nest needs be created once the new visionary is an adult. Visionaries can cast spells from scrolls without failure, and typically keep them on their person for emergencies.

Mus maximus worship Folda, the goddess of the undersoil: she who protects and nurtures and mus maximus can reach up to 5th level in the cleric class through worship. This is commonly found only in visionaries, but there is a 25% chance per lair of another mus maximus having cleric levels. Mus maximus possess darkvision to 60 ft.

Languages: Mus maximus speak their own private clan language that varies from lair to lair and gnomish naturally, while relying upon their tongues ability to speak with other intelligent species. They may also communicate with any normal burrowing animal and these are often found in cohabitation with a mus maximus lair.

Physical description: Mus maximus are almost indistinguishable from the common giant rat when they chose to forgo their typical bright body adornments, for Mus maximus love colorful cloth and jewelry. However, they are true giant mice, not rats. Calling a mus maximus a rat is a dire form of insult.

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

The Water Tank and the Dials

This trick functions like a trap, but the solution is complex enough to consider it a trick. It is predicated on getting the characters, or at least one of them, into a room, area, or tank that floods with water. The trick is how to get out without being drowned. Obviously there are many ways to accomplish this task, and it is left to your own ingenuity to get the party into the right situation.

Somewhere in the flooding room there is a series of metal dials, six of them. Each dial runs from 0 to 10, and the first dial is set immovably at "0." To successfully make the water recede, the dials must be set to the proper numbers, one at a time, starting with the second left-hand dial (the first one, set at zero, cannot be moved). The proper sequence is to add 2 to the last number, then 4, then 6, etc. When the sum rises into 2-digit numbers, the tens are ignored. So, the proper sequence is as follows: 0 (the immovable dial), 2, 6, 0, 8, 8.

If an incorrect number is entered, that dial will spin back to 0, so the players will know that the numbers previously entered are correct. This will make the trick relatively easy to solve after the first couple of numbers are entered in the sequence. However, while the dial spins back from an incorrect number it cannot be reset. It takes a full round for the dial to return to the "0" position, meaning that setting the dials will take time even though they retain correctly entered numbers. Meanwhile, the room is filling with water at whatever rate the game master determines.

Note that the formula for setting the dials can be varied. It could be as simple as the sequence of even or odd numbers, or the series of 1,1,2,3,5,8 (adding the two preceding numbers). The possibilities are endless, but make sure you've got the numbers right. A few more sequences, and the rule used to generate them, are listed below:

Rule: add 6, subtract 2. *Progression:* 0,6,4,10,8, 14, 12

Rule: subtract 5, add 6. *Progression:* 5,0,6,1,7, 2, 8

Rule: multiply by 2, subtract 3. *Progression:* 4, 8, 5, 10, 7, 14

Rule: multiply by 2 and subtract 1. *Progression:* 2, 3, 5, 9, 17

Rule: multiply by 3, subtract 1. *Progression:* 1, 3, 2, 6, 5, 15, 14.

The Riddle Passage

An archway in the dungeon is blocked by a force field that inflicts one hit point of damage whenever

it is touched. Over the top of the archway a carved bas-relief of a king's head glowers down at the party with a regal but forbidding expression. After the first time the force field inflicts damage on a character, the bas-relief head will glow for a moment and its features will animate. It will speak, posing a riddle (see below). The carving repeats the riddle every time the force field causes damage.

The riddle is: "Red haired sacrifice; night banishes, then vanishes."

Anyone carrying a lit torch will be able to pass harmlessly through the force field.

Fishing for Treasure

In a lost and forgotten room of a dungeon somewhere, the party comes across a stone pedestal with an obviously valuable amulet placed atop its smooth and polished top. The pedestal itself stands in the center of a circle in which the flagstones of the floor are an almost luminescent crimson hue. The radius of the red flagstone area around the pedestal is 20ft.

Virtually any player worth his salt will assume that the red flagstones are dangerous and that the solution to this trick is getting the amulet off the pedestal without activating whatever deadly power the flagstones possess. This is exactly the case. Stepping into the area with the red flagstones (or touching the stone flooring in any way) will cause the entire area to flare with magical fire, causing 3d6 points of damage. If the amulet touches the red flagstones, the area will ignite even more powerfully, blasting flames as much as five feet beyond the perimeter of the flagstones.

Exactly how the amulet is fished off the stone is left to the Game Master, because players may try all kinds of methods for getting the amulet. In general, one of two methods will be attempted. One method is to improvise two long tools, one for pushing, and one to act as a bag. The other common method is to actually fish the amulet off the pedestal with an improvised fishing pole.

This trick can be varied in a number of ways, of course. It might be that even an item passing over the top of the stones will trigger the pedestal's defenses – and there's nothing to say that the fiery explosion wouldn't extend beyond the perimeter every time. If this is to be the case, some sort of material should be safe to use – metal, wood, stone, clay, etc. – but there should generally be a "right" answer to a trick rather than just a quantity of inevitable damage.

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