

GARY'S APPENDIX

A Thoughtful Zine

ISSUE 2



DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

GARY'S APPENDIX

A Thoughtful Zine

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Table of Contents

Bestiary.....1

 Blink Dog

 Brigand

 Buccaneer

 Bugbear

 Caecilia

 Carcass Crawler

 Cats, Great

 Centaur

The Language Tree..... 19

Gamifying Devotion.....23

Flip the Scrip[t].....31

Gary’s Guidance35

Sage Mages41



BLINK DOG

Highly intelligent, dingo-like dogs that live in packs. Have the innate ability to blink in and out of existence.

AC	5 [14]
HD	4* (18hp)
ATT	1 × bite (1d6)
THACO	16 [+3]
MV	120' (40')
SV	D10 W11 P12 B13 S14 (4)
ML	6
AL	Lawful
XP	125
NA	1d6 (1d6)
TT	C



SPECIAL

- **Blink:** In combat, teleport close to an enemy, attack, then reappear 1d4 × 10' away. If they have initiative, can blink away without the opponent being able to counter-attack.
- **Disappear:** If in serious danger, the pack can flee by entirely disappearing.
- **Hate warp beasts:** Always attack.

Introduction:

Blink dogs are highly intelligent extra-dimensional creatures that are the size of a mastiff. Streaked with purple and blue, their pelt scintillates as they move, charging the surrounding atmosphere with electricity.

While they look like large dogs, they are not the brutish creatures take them to be. Unfortunately, they cannot communicate through a spoken language and they lack the patience to work through any meaningful dialogue with "tongue speakers."

While not native to this realm, they possess a protective nature to protect defenseless creatures and people against Chaos. Bards share recount many tales of blink dog packs showing up from nowhere to save travelers from dangerous monstrosities.

They are tireless hunters of the tainted creatures of Chaos. They view such monsters as aberrations to destroy because they defile the nature of reality.

How Came They Hither?

Their existence in this realm is a mystery and the following are popular theories explaining their presence here.

1. Divine mission. There are seventy-seven blink dogs who devote themselves to the service of Juntra, a lawful deity revered across many realms for her unwavering hatred for Chaos. When sensing an outbreak of Chaos, Juntra sends blink dogs out to hunt and kill those profane creatures. This pack is an instruments of justice, dedicated to removing any vestige of Chaos that stains the world.

2. Summoning gone wrong. Several thousand years ago, the wizard Thockte-Nul attempted a ritual to bind an archon of Law, Duj. He planned to extract the secrets of primal magic from this being but the ritual was an utter failure. The magical rift pulled one hundred and twenty-seven blink dogs into this realm by mistake. While the blink dogs could not divine the wizard's reason for summoning them, they discerned the wizard's devotion to Chaos. That as sufficient reason to tear the startled wizard apart.

Thereafter, they split into small packs and sojourn through this land, fighting Chaos, hoping to find a way back to their home.

3. Hunters of the planes: These blink dogs travel the planes of existence, hunting down specific creatures of Chaos. They are not under the unction of a higher being; they do this of their own volition. Their instincts lead them to hunt down and kill any creatures of Chaos they encounter.

Once they sense the spoor of their chosen prey, they follow in relentless pursuit. If the creature is too strong to kill in direct combat, they will practice guerrilla tactics and exhaust prey down over a period of days or even weeks.

CLOSE ENCOUNTERS

Because they hunt monstrosities of Chaos, a random encounter with a blink dog may indicate that the adventuring party comes upon a scene where the blinks dogs are locked in mortal combat with their prey.

Roll	Creature
1-3	Warp Beast
4	Doppelganger
5	Invisible Stalker
6	Chimera

ASSISTANCE

If the adventuring party is in a dangerous area, and doesn't have any characters aligned to Chaos, have a party make a reaction roll. On a result of 9+, the blink dogs will accompany the party until the next combat.

Afterwards, the blink dogs leave.

SPOOR: The smell of ozone. The tingle of static electricity. The corpse of a hunted creature.

BRIGAND

Outlaws and mercenaries who make a living by raiding settlements and attacking travelers.

AC	6 [13]
HD	1 (4hp)
ATT	1 × weapon (1d6 or by weapon)
THACO	19 [0]
MV	120' (40')
ST	D12 W13 P14 B15 S16 (1)
ML	8
AL	Chaotic
XP	10
NA	0 (1d4 × 10)
TT	A



SPECIAL

- **Footmen:** Half the group has: leather armor, shield, sword, shortbow.
- **Cavalry:** The other half is mounted on riding horses and has: chainmail, shield, sword.
- **Leaders and commanders:** For every 20 brigands, there is a leader (2nd level fighter). For every 40 brigands, there is a commander (4th level fighter). Leaders ride war horses (with barding) and have: plate mail, sword, lance.
- **Fortified camps:** Bands combine and live in a camp of 5d6 × 10 brigands.
- **Camp leaders:** Combined camps are led by a 9th level fighter, plus a 5th level fighter for every 50 brigands. Also 50% chance of a magic-user (level 1d3 + 8); 30% chance of a cleric (8th level).

Introduction

Brigands represent a number of different people who choose violence, or the threat of violence, to extract money and resources from people and communities. They are an organized group that practices military discipline.

It takes a constant flow of money and resources to keep the group fed and morale high.

There are a multitude of reasons that a group chooses a path of violence to live out their lives. Such a life comes with physical risks as well as separation from society at large.

A Political Slant

1. They are warlords who operate in the absence of a kingdom or empire. They fill the power vacuum and make strong-arm attempts to establish their rule over an area. While they are an oppressive force that seeks to dominate a region to enrich themselves, it is possible that they also bring stability and order to a region. Even the most debased and malevolent of warlords see the need to protect their people and their property from outside threats and to create some form of civil structures

These warlords rule the wilderness and border regions and have 1d4 additional warlords competing for the same scarce resources. Truces among bands are short-lived contract that break once one group gains the upper-hand.

Warlords have an established base that is at least semi-permanent and isn't kept secret.

2. They are warlords who operate on the fringes of a kingdom or empire. The ruling powers are unable to stop the warlord from raiding. Even if an empire sends out its armies to eradicate the warlord, vast stretches of land, dense forests, rolling hills or mountain ranges makes the warlord hard to find or pursue.

Such warlords are brutal because they do not possess a secure base. Hence, they are constantly on the run, abiding in hidden areas. There is no rest because they are always prepared to flee on short notice.

3. They are an army from a neighboring hostile kingdom.

Malicious rulers of a neighboring kingdom pay mercenaries to wander around and wreak havoc upon the populace and destabilize the kingdom. These bandits do not have elaborate goals other than to pillage and wreak mayhem and fear. From terrorizing citizens to disrupting trade, they carry out their mission with great relish. They are forced to plunder to provision and finance their campaign. Such brigands are always on the run and their have temporary camps.

4. The leader is a former member of royalty that has been removed from power. This highlights an internal conflict within the kingdom where a ruler was deposed. The noble may be imprisoned (1-3) or may be leading the band of brigands. (4-6). These bandits exist to remain cohesive and be prepared for when the right moment arrives.

The brigands are the soldiers who remained loyal to their ruler, and they bide their time to strike back and reestablish the leader. They do not attack the populace but instead pick military targets. If their ruler was benevolent, they will have the support of the citizenry.

SPOOR: Caravan ruins, wandering victims, extinguished camp fires, multitude of hoof prints.

BUCCANEER

Sailors who make a living by raiding coastal settlements and robbing other ships. Typically ply rivers, lakes, and coastal waters; occasionally oceans.

AC	7 [12] or 5 [14]
HD	1 (4hp)
AT	1 × weapon (1d6 or by weapon)
THACO	19[0]
MV	120' (40')
SV	D12 W13 P14 B15S16 (1)
ML	6
AL	Neutral
XP	10
NA	0 (see below)
TT	A



SPECIAL

- **Ships and crew:** Depends where encountered. Rivers or lakes: 1d8 river boats (1d2 × 10 buccaneers each); coastal waters: 1d6 small galleys (1d3+1 × 10 buccaneers each); any: 1d4 longships (1d3+2 × 10 buccaneers each); ocean: 1d3 small warships (1d5+3 × 10 buccaneers each). (See Water Vessels for details on ships.)
- **Arms:** 60% of group have: leather armor, sword; 30% have: leather armor, sword, crossbow; 10% have: chainmail, sword, crossbow.
- **Leaders and captains:** For every 30 buccaneers, there is a 4th level fighter. Each ship has a captain (7th level fighter).
- **Fleet commander:** 9th level fighter. 30% chance of a magic-user (level 1d2 +9); 25% chance of a cleric (8th level). **Treasure:** Divided between vessels. Instead of carrying aboard, may have a map to where it is buried.
- **Havens:** Lawless, fortified, coastal towns are a haven for buccaneers and pirates.

Introduction

These warriors are the bane of coastal towns. Their ships silently and quickly transport their soldiers, often rendering a nation's armies ineffective against their lightning raids.

They are not a psychopathic lot; they conduct raids to seize wealth and to provision their ships. They prefer to threaten violence to get their victims to hand over their wealth rather than engaging in violence.

The more "refined" buccaneer leaders see themselves as dutiful gardeners entering the vineyard to prune the plants and pick their ripe fruit. Causing undue harm to the "plants" would keep them from producing fruit for future harvests. But they pillaging and burn towns or cities that resist or fight because failing to properly address a diseased plant will only bring ruin the rest of the orchard.

Add a little Zest

1. The leader is a woman (or demi-human). Just like in our world, some of the most successful and nefarious leaders of buccaneers were women.

2. The buccaneers want to press the group into service. Because it is often hard to replenish manpower, kidnapping is a common practice. Many a drunken sailor stepped out of a tavern to find themselves aboard a strange ship the next day without recollection of how they got there. By the time the kidnapped come to their senses, the ship has already sailed miles away from shore.

3. The buccaneers want to capture the group. The slavers know the characters are worth significant money at the slave markets. They may try to con the characters into trusting them, they may resort to force, or they may hang back until an opportunity presents itself.

4. They are cursed. They have no choice but to follow the path that they do not wish to tread.

5. The characters realize that the buccaneers have something they want or something they need. The buccaneers are unwilling to give the item/person/land up.

6. The buccaneers want to trade. They have items for sale that the characters can purchase at a discount. Unfortunately, many of the items are large and bulky, but offer a windfall profit if the adventurers can safely transport the goods to a city.

7. The buccaneers are looking for allies. They are having a tough go and will pay the characters handsomely if they assist in gaining entrance into a city, or act as spies.

8. The buccaneers are looking for business partners. They have large quantities of goods on their ships but need partners on land move the merchandise. They cannot do the work themselves as their accents, demeanor, etc. would give them away to the authorities.

SPOOR: Homes set ablaze, bodies of victims, lost and wandering livestock.

BUGBEAR

Large, hairy goblins with an ungainly gait. Favor attacking by surprise.

AC	5 [14]
HD	3+1 (14hp)
ATT	1 × weapon (2d4 or by weapon +1)
THACO	16[+3]
MV	90' (30')
ST	D12 W13 P14 B15 S16 (3)
ML	9
AL	Chaotic
XP	50
NA	2d4 (5d4)
TT	B

SPECIAL

- **Surprise:** On a 1–3, due to stealth.



Introduction

These large, brutish creatures enjoy inflicting harm and suffering upon others; relishing the sound of screaming victims.

Embracing vileness, they smear wet feces on their short brown fur. The smell of scat combined with their own foul-smelling musk, imbues the atmosphere about them with a stench of death and decay.

Their claws are formidable natural weapons, and use their filthy, jagged claws to rend their victims apart.

Joining armies, or large mercenary bands, forces them to use artificial weapons. While they demonstrate master of a variety of arms, they favor killing opponents with their claws.

When using weapons, they prefer using crushing weapons that splinter bones and tear muscle. They delight in the suffering of their foes and find joy in leaving their fallen foes alive but permanently broken.

SPOOR: Extinguished campfire with partially eaten remains of humans (2-in-6), or humanoids, scattered nearby. The screams of a human (2-in-6) or humanoid are heard in the distance. The remains of a deer or elk whose legs are broken and left to mew in pain until a predator finally finds it. A lingering foul smell.

As Troops

Armies like to employ bugbears as shock troops. When placed in the front of the conflict, their opponents often break rank when faced with the savage ferocity of these vile creatures. Indeed, just the threat of facing a bugbear causes a drop in the opposing troops' morale. Undisciplined, these monsters take breaks during a battle to start eating the bodies of the fallen (and sometimes living) enemies. They do not feast to satiate their hunger, but for the crushing effect it has on the enemy's morale.

Hearing the horrific cries issue forth from their fallen comrades breaks even the most stalwart soldiers. Many have quaked at the sight of these brutes tearing chunks of flesh from their pleading victims.

While the leaders of armies value bugbears to augment their forces, the other troops in the army do not find having bugbears serving beside them to be desirable. Bugbears are brutish, vile creatures that have a continual hunger for cruelty. If they do not have a battlefield opponent to satiate that hunger, they turn to those nearest non-bugbear to enact their cruelty.

It takes a strong, and vigilant, officer to keep bugbears in line during the doldrums between battles. Unless a commander keeps the bugbears fighting, they run the risk of bugbears destroying the morale of the army. Seasoned leaders keep captives and slaves available to divert the bugbear's brutal attention diverted away from their valued troops.

Sadistic Monsters

While they are brutish creatures that exhibit a propensity for explosive violence, they prefer a more subtle approach with their prey.

For beings of such size, they are surprisingly dexterous and nimble. Their favorite tactic is to use their stealth to capture any stragglers from a group. This leaves the group wondering what happened to their companion. After having their fun with the victim, the bugbears place the broken corpse in a location for the victim's companions to stumble upon.

Bugbears terrorize villages for decades using this method and never grow tired of it. They use this same tactic on adventuring parties wandering through the wilderness.

Hirelings?

The party comes across a group of bugbears who are mercenaries wanting to fight. Rather than seeking to kill the party, they want to join for high payoff (2d6 x10 gp) and a large percentage of treasure (2 share each).

For low level characters, this is "an offer that they cannot refuse." The party must keep the bugbears fighting or they will turn on the characters.

If an adventuring party "ditch them," they will take offense. This is a "riding the tiger" situation: riding it is dangerous, but getting off the tiger is even more dangerous.

CAECILIA

Gigantic (30' long), grey, worm-like amphibians, with huge, toothed maws.

AC	6 [13]
HD	6* (27hp)
ATT	1× Bite (1d8)
THACO	14 [+5]
MV	60' (20')
ST	D12 W13 P14 B15 S16 (1)
ML	9
AL	Neutral
XP	500
NA	1d30 (1d3)
TT	B



SPECIAL

- **Swallow whole:** On an attack roll of 19 or more. Inside the monster's belly: suffer 1d8 damage per round (until the caecilia is killed); may attack with a dagger at -4 to hit; body digested in 6 turns after death.
- **Surprise:** On a 1-3, due to stealth.

Lore:

Yig, the great primal serpent, sired three children: Ormungan, Nacon and Torith. Ormungan grew jealous of the gods and their might and found a child of Vizneer, the sun god, swimming in the ocean. Seeing an opportunity for mischief, Ormungan swam out to the godling and swallowed her alive. The godling remains in the belly of the maleficent snake, unable to die and unable to be free. Vizneer could not kill Ormungan, (on a technicality, the serpent did not break the Great Accord). Instead, Vizneer burned Ormungan with a divine and piercing light that burned

out her eyes. The divine magic made the blindness incurable and a curse. The malady passes down to all of Ormungan's descendants. For them, the touch of the sun is painful, bearable for a short amount of time.

Senses:

They are nearly blind creatures whose eyes only detect light. Illusions will not fool them and flashes of light will not blind them. Small tentacles surround their mouth that provide a sense of smell and a sensitivity to ground vibrations, making them very capable hunters.

Predators:

When encountered on land (they are also aquatic), they remain underground, burrowing through the earth, consuming the soil. They draw sustenance from the dirt, but they derive little pleasure from eating it. They prefer to consume fresh flesh and blood.

They prefer to ambush their prey, waiting underground until a victim wanders above them. They tunnel with frightening speed to surprise their prey, swallowing them whole before they are aware of its presence.

If the prey does not wander close enough, they burrow towards the victim. The action causes light tremors, providing a warning for those on the lookout for caecilians.

They are aquatic creatures, burrowing into the banks to catch creatures coming for water. This makes them excellent swimmers, capable of reaching any prey that is in, or on, a body of water. It is a small matter for them to sink a boat and eat the crew.

Value:

Eggs of value - They bury their eggs (1d3+3) in the mud underneath, or beside bodies of water. If an adventure is brave enough to enter an exposed tunnel, they may find a clutch of eggs (2-in-6). If taken to a city is worth 200 gp. Each egg is ten pounds and one foot in diameter. To keep it alive carrier must keep the egg encased in moist mud for the entire journey.

Castings of Value - Around each tunnel entrance, the caecilia produces a mound of dirt castings. When spread and mixed into the soil, it improves the quality of the soil making even barren land arable. Each casting suffices to cover 1 acre of land and provide jump in yield and quality. For example, it will make poor soil "good" and good soil excellent.

Flesh of Value - The more gastronomically robust populations, such as goblins, place great value on this creature's flesh because it can feed a tribe for weeks. For others, the flesh is not fit for consumption because of its foul taste. It also creates severe intestinal distress that lasts for days. A successful barter with a population who can "stomach" caecilia meat provides an opportunity for profit (200 gp.) or the goodwill of the tribe.

Tunnels of Value - If the abandoned tunnels become the home to a variety of beasts and intelligent races. The residents may vary from the land-bound (kobolds and goblins) to aquatic (lizard man and gullywogs).

Depending on the needs of the GM, these tunnels serve as ideal passageways to further adventures because they connect the upper world with a subterranean world.

SPOOR: Earthen mounds that are 10 feet tall that have a tunnel entrance in the top, a pile of tarnished and corroded armor at the bottom of the mound, Upturned trees with along the path of a burrow.

CARCASS CRAWLER

9' long, 3' high, many-legged, segmented worms with a ring of 2' long tentacles around their mouths.

AC	7 [12]
HD	3+1 (14hp)
ATT	8 × tentacle (paralysis)
THACO	16 [+3]
MV	120' (40')
ST	D12 W13 P14 B15 S16 (2)
ML	9
AL	Neutral
XP	75
NA	1d3 (d3)
TT	B



SPECIAL

- **Paralysis:** A hit by a tentacle causes paralysis for 2d4 turns (save versus paralyzed victims will be devoured, if the crawler is left in peace).
- **Cling:** Can walk on walls and ceilings.

Combat

These creatures inhabit subterranean locations seeking live prey to devour. In combat, they have no damaging bite, but a paralytic poison coats their tentacles. If they fail a morale check in combat, they grab their paralyzed prey and retreat to their nest.

Their ability to cling onto walls and ceilings makes them a deadly opponent. They use the physical space to sneak up on adventures or to keep themselves out of the reach of a skirmish's melee when retreating.

Background

In ages past, the sorcerer kings summoned these creatures from a distant dimension to serve as guards for their treasure vaults. Just the knowledge that these deadly creatures haunted the premises was enough to keep many a thief or adventuring party from breaking into dungeons that they know that carcass crawlers inhabit.

They make perfect guards because these monsters have the ability to go centuries without food by entering a dormant stage before starvation sets in. They remain slumbering until they sense prey. They then quickly come to life. Surprise!

If the creature is not surprised by passing adventurers or intruding thieves, the carcass crawler attempts to stay outside the notice of the adventurers and stalks them until it finds the right moment, such as the party splitting, a person getting left behind, etc.

If the adventurers surprise the crawler, the creature retreats into the shadows, biding its time for a better opportunity.

Feeding

They prefer rotten flesh over a fresh kill. Upon securing its meal, the carrion crawler takes its living food to its lair or a safe place. Once it is ready to eat, it wraps its tentacles around the victim until the slimy paralytic poisons stop the victim's heart. Then it places the slimy corpse in a moist location to hasten the body's decay. Upon achieving the desired amount of putrefaction, the crawler returns to the corpse to feed.

Dangerous Creatures:

These are deadly creatures because they possess numerous paralytic attacks each round that can lead to a total party kill. Here are some ways to work around this.

1. Characters know a crawler is in the dungeon. Give the characters knowledge of the creature, either through reports (An adventurer tells them how it killed most of the adventuring party). Or by obvious telltale signs placed in front of them (a dead body covered in paralytic slime).

To align this suggestion with the standard fare for Sword and Sorcery tales, make this creature wander a forbidden temple. The locals fear this creature and worship it as a god.

2. Characters know of ways to mitigate the risks a crawler poses. This can include the lore given below.

3. Crawlers are opportunistic. Upon paralyzing a person, they quickly retreat with their prey. They are more interested in feeding than attacking the entire party.

4. Crawlers are “greedy.” They cannot resist snatching a properly decomposed human or demi-human corpse and running off with it. They have to make a save vs paralysis to resist a freshly killed corpse. Giving players' knowledge of this ahead of time can lead potentially fun (and gruesome) planning on the players' parts.

5. Their paralytic venom has a weakness. There are several means to mitigate the paralytic venom, including the application of oil upon one's skin. In generous amounts, characters gain a +4 save vs petrification. They do have to reapply fresh oil every four hours because the oil loses its effectiveness. Reapplication, of course, requires removing any armor.

SPOOR: Patches of clothing and armor covered in slime. A corpse “hidden” in a moist area. Large, circular foot impressions in soft soil.

GREAT CAT

Cautious hunters that usually avoid combat with humans unless starving or cornered. While they inhabit caves, they rarely venturing far underground.

It is not in the nature of most great cats to hunt humans but when they do choose people as their prey, they are fierce some enemies for the following reasons:

They can climb trees. That makes them less noticeable because people are not accustomed to looking upward for threats.

They are cunning hunters. They silently shadow their intended victim for miles, waiting and positioning themselves for the right moment to attack.

They are stealthy creatures. They take their time approaching their prey, seeing how to catch their victims by surprise

General Mythology

Most of the world's mythologies portray these cats as benevolent creatures that serve as protectors of people.

It is also common for different cultures to venerate them for their hunting abilities and they seek to gain that ability for their own hunts.

Lion

Hunt in groups called "prides". Live in hot regions, typically in savannah or scrublands close to deserts.

AC	6 [13]
HD	5 (22hp)
ATT	2× claw (1d4+1) 1x bite (1d10)
THACO	16 [+3]
MV	120' (40')
ST	D12 W13 P14 B15 S16 (2)
ML	9
AL	Neutral
XP	175
NA	1d4 (1d8)
TT	U

SPECIAL

- **Pursuit:** Always pursue prey that flees

World Mythology

In the mythologies of our world, lions represent strength, power and royalty. They have a strong association with a variety of deities, some of whom take the form of a lion.

Spiritual Protectors:

1. Spiritual Mediators: These are intelligent lions capable of speaking numerous languages. They serve as mediators between the material plane and the spirit world. This makes them memorable a narrative device to convey history, past events, and current situations to players because they can speak to ghosts and spirits. Legends says these creatures can take the form of a human.

2. Protectors of the Faith: They are intelligent and wise protectors of a good faiths. Their presence indicates the following: (1-2) There is a diabolical threat to a nearby temple or shrine, (3-4) There are 1d8 Acolytes nearby that are being attacked and the lions are on the way to aid them. (5-6) If the adventuring party isn't aligned with evil, the lions arrived to aid them against an evil force that is about to attack them.

Formidable Adversaries

The true-life account of the Tsavo man-eaters, which spurred the movie *The Ghost and the Darkness*. The story focuses on two male lions who systematically hunt down and kill people. Their cunning, "planning", coordination, and stalking ability made their killing spree seem both supernatural and evil.

1. Play this straight forward encounter. The characters find corpses of people, and the number of deaths continue to increase until the lions are found and killed. Throw in some red herrings, and you have a grand mystery.

2. A spirit possesses these lions. This is a spirit that must be satisfied, placated, or dispelled. Killing the lions isn't enough because it will possess other lions. Maybe the community upset the spirit of the wild for encroaching on sacred land. Maybe a human spirit is aggrieved at a community and seeks revenge, which, to appease the spirit, requires a community apology, or perhaps an honorable laying to rest of its remains

Mountain Lion

Have yellow-brown fur and favour mountains, deserts, and forests. Will occasionally venture into dungeons.

AC	6 [13]
HD	3+1 (15hp)
ATT	2x claw (1d3) 1x bite (1d6)
THACO	16 [+3]
MV	150' (50')
ST	D12 W13 P14 B15 S16 (2)
ML	8
AL	Neutral
XP	50
NA	1d4 (1d4)
TT	U

SPECIAL

- **Pursuit:** Always pursue prey that

Water Panther—This is a mythological, magical aquatic panther that pulls air-breathing creatures into the lake to drown them, using its long powerful copper tail to tip boats. Dragging characters underwater can bring fear and dread to players.

Removed from the panther's body, the copper tail makes 1d6 luck charms. A charm (only one charm per character) allows the character to call for a re-roll of a die. One time a day they may apply a re-roll to any die the character rolls or any single roll against the character.

Hunting Partner—Characters find a mountain lion hunting a deer. If the character(s) assists the lion in the hunt, it shares the kill with its hunting partner(s). Also, the lion will appear at a later time to assist the characters with a threat or a problem.

Panther

High-speed hunters that live in the plains.

AC	4 [15]
HD	4 (18hp)
ATT	2× claw (1d4) 1× bite (1d8)
THACO	16 [+3]
MV	210' (70')
ST	D12 W13 P14 B15 S16 (2)
ML	8
AL	Neutral
XP	75
NA	1d2 (1d6)
TT	U

Sabre-Toothed Tiger

Huge, aggressive cats with foot-long fangs. Normally only found in Lost World regions.

AC	6 [13]
HD	8 (36hp)
ATT	2× claw (1d8) 1× bite (2d8)
THACO	12 [+7]
MV	150' (50')
ST	D10 W11 P14 B12 S14 (4)
ML	10
AL	Neutral
XP	650
NA	1d4 (1d4)
TT	V

Mythology

Medieval Europe believed that they were benevolent creatures who bore multi-colored coats. There is much enmity between them and dragons. While the thought of fantasy dragons fearing panthers seems a stretch, it is reasonable to apply this to small drakes and young dragons. This makes these creatures important allies to seek out if dealing with such monsters.

Murder Machines

Unlike other cats that usually avoid human contact, these creatures have no fear or dread of people. For these large cats, humans and humanoids are always “on the menu.”

Handling these apex predators requires cunning, because fighting them directly is usually lethal to their opponents.

Given the outright danger these animals pose, the GM may want to give characters foreknowledge that a saber-toothed tiger is in the area.

SPOOR: Claw marks on trees. A corpse (human or animal) in the boughs of a tree. Footprints in soft soil. A roar in the distance.

Tiger

Large, solitary hunters with striped camouflage markings. Favour woodlands and cooler regions.

AC	3 [13]
HD	6 (27hp)
ATT	2× claw (1d6) 1x bite (2d6)
THACO	14 [+5]
MV	150' (50')
ST	D12 W13 P14 B15 S16 (3)
ML	9
AL	Neutral
XP	275
NA	1 (1d3)
TT	U

- **Surprise:** On a 1–4, in woodland, due to camouflage.

Legendary Creatures

1. A Protector to Fear: In Chinese mythology, tigers chase away the three “disasters”: fire, thieves and ghosts. Assuming that is true, woe betide any thieves in the adventuring party.

2. A Force to Appease: Some cultures, fearing the tiger, make sacrifices and prayers to a goddess (spirit of the forest) before going into the tiger-infested forest or swamp. Such regions have shrines erected for this purpose. Hopefully, the characters demonstrated the proper piety before entering.

3. A ancient witch to thwart: One mythology (Tiger Aunt) tells of a spirt that tuned into an evil tiger witch that had a taste for consuming young children. Make this a unique monster by making this a Hag which has the ability to transform into a tiger. It uses trickery (it can speak while in tiger form) to gain the trust of its victims.

A Tiger Aunt is a potential mystery to solve (the reclusive witch/hag claims innocence because the deaths were from a tiger), a cunning adversary to thwart (stop here before more townspeople are killed), or a powerful

Magic Totems

Tiger charm: +1 Save vs Disease.

Tiger claw amulet: +1 to Saves involving fear and an NPC wearing it



CENTAUR

Fantastic creatures with the legs and body of a horse, and the upper body and head of a human. Live in small family or tribal groups, in wild meadows and isolated forests.

AC	5 [14]
HD	4 (18hp)
ATT	2x hoof (1d6) 1x weapon (1d6/or weapon)
THACO	16 [+3]
MV	180' (60')
ST	D10 W11 P12 B13 S14 (4)
ML	8
AL	Neutral
XP	75
NA	1d8 (2d10)
TT	A

SPECIAL

- **Weapons:** Bows, clubs, lances.
- **Lair:** Hidden in dense woods, along twisting, guarded paths.



A wandering people

Centaurs are a wandering people. In small tribes they migrate across the plains and hills of the land following the wild herds. The wandering tribes carry tents made of staves and hides that they assemble and disassemble as needed. They erect permanent halls that they return to during certain seasons. They are a people of the field and they feel an aversion to dense forests, mountainous areas and boggy low-lands.

Some centaurs choose to settle in permanent homes, much to the dismay of their kin, who believe them to be deranged for giving up the way of the people. After all, did not Channarra, the goddess of bounty and the field, bestow the open land to them?

Common Biases

Below are the general attitudes that a typical centaur has towards people.

- **They feel enmity towards humans because they lay permanent claim to land that is not theirs to take.** The horse people believe that all the land is a shared resource, not something to be hoarded. By erecting fences and building cities, the two-legged people steal choice land. Adding to that grievance, human soldiers often oppose the migration of centaurs from crossing their claimed territories

- **They feel distrustful towards elves because the Sylvan people hide behind trees deep in the foreboding forests.** The elven people do not bar the Centaur people from entering their woods, but the centaurs resent the watchful eyes of the Sylvan folk upon them. The peoples engage in trade at designated times and places throughout the year.
- **They feel repugnance toward dwarves because they forsake the nourishing light of Channarra, and choose to live in the dark.** How could any good people turn their backs from the bright blessing of Channarra and embrace accursedness darkness? Does not their diminished stature show their depravity? Who knows what abominable acts the stout people perform in their dark halls, hidden from sight.
- **They feel an affinity toward halflings even though halflings share many of the same sociological habits of the other two-legged peoples.** While halflings settle into permanent homes and take territory, they aren't as aggressiveness as humans. Their settlements expand slowly, taking generations for towns to see any notable growth.

Even though halflings live in permanent homes, centaurs still see them as part of the natural setting. They often compare halflings to rabbits, gophers, and prairie dogs. and refer to them as such as terms of endearment and irritation. For example, "Excuse me, Mr. Rabbit, I failed to see you standing there."

Interactions with Characters

Use the standard reaction table to determine the initial reaction of the centaurs to the adventurers. Halflings get a +2 modifier, but all others get a -1 modifier to the reaction roll.

Hostile reactions can mean several things, including:

1. They demand that the characters pass no further.
2. They demand the characters pay them in goods or valuable before allowing them to pass.
3. They allow the characters to pass but follow them to ensure they leave their area.

If the number of centaurs the characters encounter is no greater than four and the party gets a positive reaction roll, then this particular group of centaurs are not part of an established tribe.

These are young adults seeking to establish themselves in the world. Characters may seek to retain these centaurs as mercenaries.

Make the normal mercenary roll for each centaur but at 20 gp wage and a morale of 9. Instead of currency, they demand the equivalent value paid to them in goods. They want items and material that are useful for establishing a clan and providing for the needs of a community (cloth, metal items).

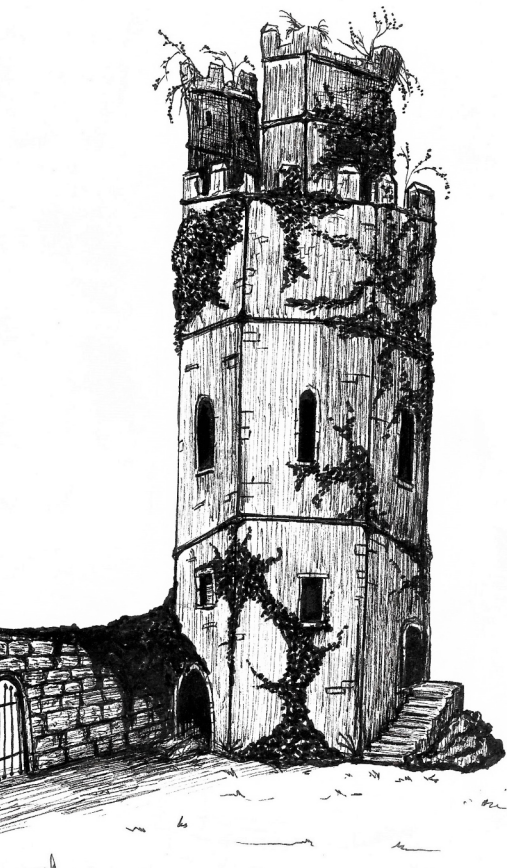
SPOOR: A large number of hoof marks on the soil. The remains of a large camp. The thundering of hooves coming towards the listener.

THE LANGUAGE TREE

Onslaught SIX

Introduction

Do you find it difficult to use language in your fantasy games? Is the way we've done things for 50 years fundamentally broken? It's neither realistic nor useful for gameplay. Languages are often binary; either you know them or you don't, and there's nothing you can do about it. Using a simple tool I call the Language Tree, we'll propose a new way to relate languages to each other and expand their use at the table.



DETERMINING LANGUAGES

After carefully examining all core documents in OD&D, B/X, AD&D 1e, 2e, and Unearthed Arcana, I came up with some assumptions regarding the languages races start with:

The common tongue is mostly spoken by humans but is known by all races who regularly interact with them.

Gnomes, Kobold and Goblin languages seem to be related to Dwarvish while Orcs, Hobgoblin and Gnoll languages are related to Elvish (as per OD&D).

In AD&D Dwarves and Elves get languages related probably to the creatures they fight, maybe not so much related to linguistics.

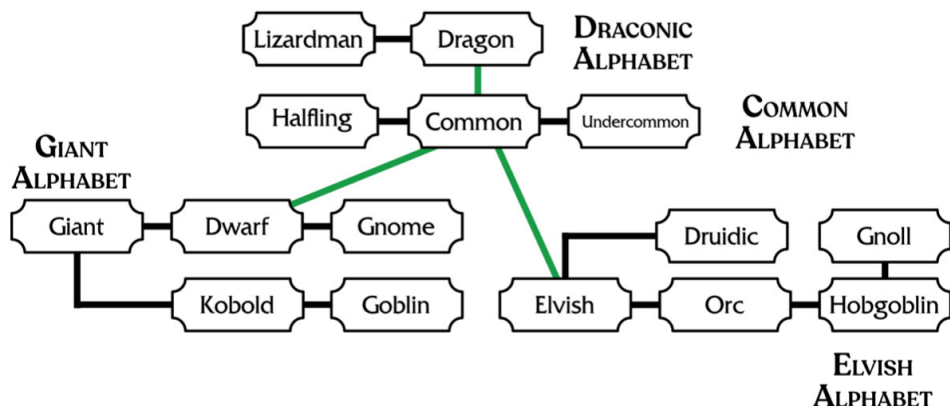
Here is the definitive list of languages we'll use for our tree. Your campaign world may differ, so you'll have to alter the list:

Languages:

Common	Dragon	Druidic
Dwarvish	Elvish	Gnoll
Gnomish	Goblin	Halfling
Hobgoblin	Kobold	Lizardman
Orc	Undercommon	

CREATING THE LANGUAGE TREE

LANGUAGE TREE



Sort LANGUAGES INTO CATEGORIES

I decided to call these categories "Alphabets." Although no vintage source separates the languages into alphabets, this is an easy way to visualize the languages as relating to and spinning out from each other; more importantly, I think the term has a lot more flavour when we're describing languages than any other term and gives both the GM and the players a quick way to visualize the languages.

You can have as many Alphabets as you wish, but I chose four. The alphabets I've chosen are Common, Draconic, Giant and Elvish. Draconic exists as the oldest language and the language of magic; imagine it as Latin. Giant is a guttural language written in runes; the Elvish alphabet is fanciful, detailed, and relates to nature. The Common "Alphabet" is a mishmash of all three.

Sort Languages Into Alphabets

Common:	Undercommon/ Deepcommon, Halfing
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Dragon:	Lizardman
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Giant:	Dwarf, Kobold, Goblin, Gnome
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Elvish:	Orc, Hobgoblin, Gnoll, Druidic
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MAKE THE LANGUAGES RELATE.

Each language has an "Alphabet" language, which is the root language that all other sub-languages come from. I arranged them based on the disposition of the creatures and the way I imagine the languages; you can instead create your own tree that follows the language logic of your own world. The important thing is that we have an example. Finally, we connect the all of the Alphabets through the Common language.

AN EXAMPLE TREE

We can see here that the Common language is primarily a mixture of the three most common languages: Draconic, Dwarvish and Elvish. This makes sense for most fantasy worlds, but you can alter the connections yourself. From there, the languages spiral out to the alphabet language and then into other variants.

When you create your own tree, you can add or remove as many languages and categories as you see fit—the only limit is the complexity of languages in your world. You can expand the tree to include extraplanar languages like infernal or celestial, if these are important to your world.

USING THE TREE

Let's say we have a Human PC, Larry, who can choose an additional language at character creation; they choose Dwarvish, so the languages they have are Common and Dwarvish. The party is in the dungeon and comes across a group of Kobolds and want to negotiate safe passage rather than fight. Larry doesn't know Kobold but can attempt to decipher some of their language and speak to them.

The amount of "jumps" from one language to another determines how difficult it is to decipher the language and communicate in it. A character who knows Dwarvish can communicate with others who know Dwarvish without issue; they can communicate with a Giant or a Gnome with minor difficulty, and with a kobold or goblin with greater difficulty.

The further away from a language you know that you have to "jump" through the tree, the more difficult it is to understand the language.

This helps simulate the way real-world languages relate to each other and how proficiency in one language can lend itself to some amount of proficiency in another language. The further away from a language you know is on the Language Tree, the less likely you are to be able to communicate in it. A language could even be so far away from one your character knows that it is impossible to communicate.

Quick Methods for resolving unknown languages

Each method is based on one of the common resolution methods in OSE and other old school games:

Method One: Make a d20 Intelligence check. Each "jump" of the tree incurs a -1 penalty.

Method Two: Player characters have a 1-in-6 base chance to understand a language. Each "jump" of the tree incurs a +1 penalty. Optionally, you can subtract your Intelligence modifier to this roll. You could increase the penalty to +2 if the languages are highly different, but still related.

Method Three: Player characters have a base 20% chance to understand a language. Each "jump" of the tree incurs a -10% penalty. Also, add +5% per Intelligence modifier to this roll.

Once I created my first Language Tree and started using it in my games, I found it absolutely invaluable. I can't imagine running an RPG with multiple languages without creating one.



GAMIFYING DEVOTION

Andrew Tyron

WHAT ARE MONASTIC ORDERS?

Clerics, paladins, and monks are characterized by devotion to ideals. Typically, these ideals are broadly defined by alignment, but a more granular approach can flesh out your game’s world and give your players more ways to engage with the fiction you create at the table. This is where monastic orders come in.

Monastic orders are factions within certain religions through which individuals exemplify their faith. They involve a way of life dedicated toward greater spirituality and devotion to deity, often through separation from the distractions of the world.

This may include living in a cloistered space (like a monastery), eschewing certain behaviors or vices, or adhering to specific rules.

The level of strictness of different orders varies, even within specific religions. In addition, some faiths forbid monasticism, focusing on moderation rather than asceticism.

Multiple monastic orders frequently exist within the same faith. As such, it’s possible to have multiple orders with different vows who adhere to the same doctrine or deity.

Common Rules in Real-World Monastic Orders:	
1.	Simplicity of dress
2.	Eating only plain foods
3.	Living within a cloistered community with other monks
4.	Prayer and meditation several times a day
5.	Vows of poverty
6.	Vows of celibacy
7.	Vows of obedience
8.	Solitary living
9.	Refraining from consuming certain foods or substances
10.	Vows of silence (typically only for limited periods of time)
11.	Eschewing all material possessions
12.	Performing charitable work

Monastic Orders in RPG Settings

For fantasy RPG purposes, monastic orders are a great way to encourage more engagement with the game world. These orders also add flavor to your world by deepening lore and fleshing out the motivations of individual factions.

However, it's important for them to be fun, which is achievable with small injections of both individual benefit and potential for mayhem. In other words, the order a player character belongs provide some in-game benefit as well as complicate interactions with other PCs and NPCs.

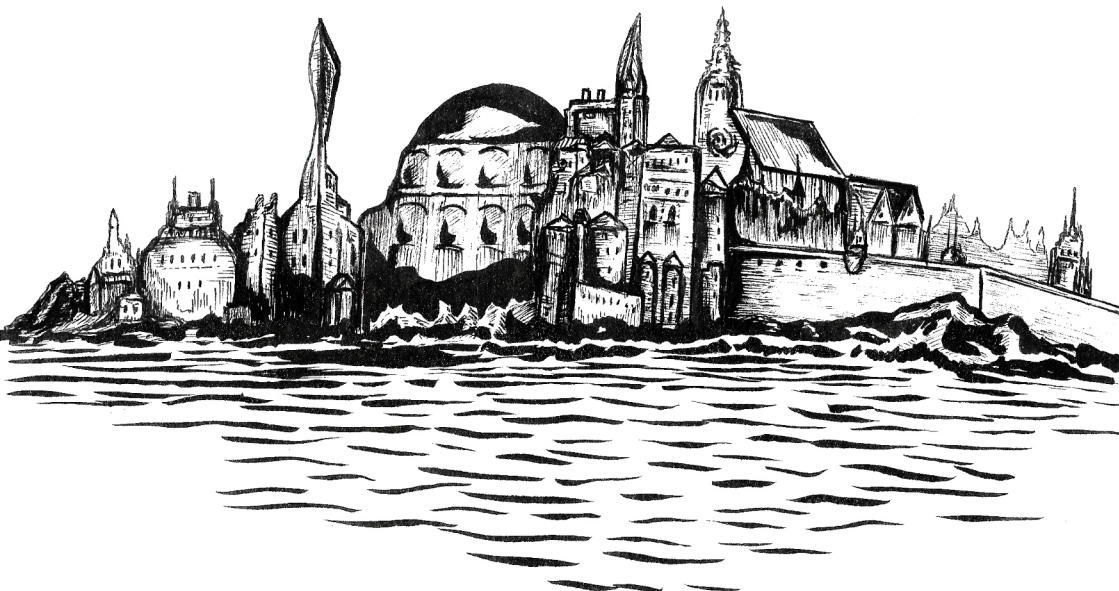
CREATING AN ORDER

When creating an order, use the steps and tables below. This process assumes OSE or B/X, and it functions as a sort of world-building exercise. Use these steps as described or tweak them as you see fit.

1. CHOOSE AN ALIGNMENT AND DEITY

First, choose an alignment for the order from Lawful, Neutral, or Chaotic (assuming B/X, OSE, or similar games). Player characters benefit most if they select orders that share their alignment, but some contrast between alignments is certain to create interesting roleplay opportunities for the player.

The deity or religious sect the order belongs to will also inform the types of vows put in place. Either choose the deity at this point, or let that decision be informed by the results you generate in the following steps.



2. GENERATE VOWS

Based on the alignment chosen for the order, roll 1d4 times on the corresponding table below. These rolls will generate vows that adherents must follow in order to gain the benefits of belonging to the order.

It is possible for duplicates to be rolled. In these cases, let the results stand. Multiple rolls of the same result indicate greater emphasis on that particular vow.

d10	Lawful Vows
1.	Vow of Nonviolence. May not harm living beings or condone the violent acts of others.
2.	Vow of Poverty. Treasure gained must be donated to charitable causes.
3.	Vow of Celibacy. No conjugal relations ever.
4.	Vow of Silence. No speaking ever. Spellcasting is the sole exception.
5.	Vow of Peace. May not eat any meat.
6.	Vow of Sobriety. May not consume strong (alcoholic) drink.
7.	Vow of Worship. Must pray several times per day at set times.
8.	Vow of Charity. Must help anyone in need, regardless of the cost.
9.	Vow of Judgment. Must seek punishment against those who commit crimes against others.
10.	Vow of Eradication. Must attempt to destroy the undead wherever they dwell, regardless of risk.

d10	Neutral Vows
1.	Vow of Nonaggression. May not personally harm living beings.
2.	Vow of Poverty. All treasure must be donated to charitable causes.
3.	Vow of Silence. No speaking ever. Spellcasting is the sole exception.
4.	Vow of Peace. May not eat any meat.
5.	Vow of Sobriety. May not consume strong drink.
6.	Vow of the Hunter. May eat only meat.
7.	Vow of Mindfulness. Must meditate or pray several times per day.
8.	Vow of Mediation. Must step in to resolve any argument in a mutually amenable manner.
9.	Vow of Survival. Lend no aid to the dying or ill. If they die, they die.
10.	Vow of Liberation. Must depose law wherever it reigns by whatever means are Monastic Benefit

d10		Chaotic Vows
1.		Vow of Vengeance. Must seek harm against those who harm you, regardless of the risks.
2.		Vow of Chance. All decisions are made by rolling dice.
3.		Vow of Prosperity. Treasure you earn may only be spent to benefit yourself.
4.		Vow of Passion. May never marry. No relationship is exclusive.
5.		Vow of the Hunter. May only eat meat.
6.		Vow of Discord. Make noise. Disrupt peaceful contemplation at every possible opportunity.
7.		Vow of Iconoclasm. Destroy any icon or item of worship you find.
8.		Vow of Mutilation. Foes are to be disfigured once felled.
9.		Vow of Merriment. Beverages are to be consumed on sight. Sobriety must be avoided.
10.		Vow of Liberation. Must depose law wherever it reigns by whatever means are necessary.



DUPLICATE ROLLS AND THEIR SIGNIFICANCE TO THE ORDER:

Duplicate: This is a major tenet. Severity is 1 higher than normal (see "Determine Penance" below).

Triuplicate: This tenet is essential to the order. Severity of penance is 2 higher than normal.

Quadruplicate: This is the core defining feature of the order. Severity is 3 higher than normal.

3. DETERMINE ADVANTAGES OF OBEDIENCE

Rather than rely solely on punitive measures (loss of spellcasting, expulsion from the order, divine retribution, etc.) to enforce adherence to a monastic order, it helps to offer players positive results for observing their characters' vows. These benefits largely entail in-world advantages that offer players additional means of gathering information, leveraging factions, or gaining resources to help them in their adventures.

Naturally, these benefits are forfeited upon breach of one's vows or if the resources are abused in any way.

Choose a few items from the table below or roll 1d4 results randomly.

d10	Monastic Benefit
1.	Access to occult or rare knowledge, libraries, etc.
2.	Access to a treasury with a stipend of 1d6 x 10 gp per week.
3.	Access to well-guarded sanctuaries where members and their companions may stay.
4.	Access to loyal specialists who perform tasks at a discount (typically half price).
5.	Access to loyal retainers who serve without a fee (normal upkeep still applies).
6.	Favor of a certain faction or local leader.
7.	Free access to monastery gardens / farms (food) or breweries (drink).
8.	Debts and travel expenses covered (up to 100 gp per month).
9.	Access to a competent information network.
10.	Access to animals or vehicles at reduced costs.

4. DETERMINE PENANCE

Breaking one's vows carries a range of possible consequences. Some orders may be lenient, giving only a slap on the wrist for most offenses, while others may favor expulsion from the order or even—in very extreme cases—active hunting of ex-members. Penance and other punishments are usually determined by the head of the order (an abbot or bishop, depending on severity). Fulfilling one's penance and righting wrongs is necessary to have all benefits reinstated.

The list below offers possible forms of penance in order of severity, beginning with the least severe first. Roll a d10 to determine the consequence randomly, or choose whatever you deem is most appropriate.

The level of severity is modified by how significant the specific broken vow is to the order (+0 to +3 with a maximum of 10). Modifications should also be made depending on how obstinate the offending character is.

d10	Consequence
1.	Repentance through confession. The breach is easily forgiven.
2.	Extra prayers or meditation for 1d4 weeks.
3.	Memorizing or transcribing scriptural passages related to the offense committed for 1d4 weeks.
4.	Extra cleaning duties or other unpleasant labor for 1d4 weeks.
5.	Teaching discourses related to the offense committed for 1d4 weeks.
6.	A quest, pilgrimage, or voyage.
7.	Self-flagellation three times per day for 1d4 weeks. -2 Constitution during that time.
8.	Expulsion from the monastery.
9.	Excommunication and loss of all Cleric spellcasting/powers.
10.	Active hunting by the order and loss of all Cleric spellcasting/powers. The sin is unforgivable.

5. GIVE IT A NAME AND FLESH IT OUT

Finally, it's time to give the order a name and flesh it out with more details.

Many monastic orders are named after patron saints, while other names stem from the types of vows taken. Sometimes, the name is more or less a statement of holiness (or unholiness, depending).

When determining details of how this order fits into your game world, consider these questions:

- What are the reasons for these vows? Their benefits? Their forms of penance?
- Who founded the order? One individual? A group? Did it splinter off from another group?
- How long has this order been around?
- Does this order have any rival orders (including within the same faith)?
- Is this order at odds with other factions? Why?
- What other factions favor this order? Why?
- Are there particular doctrines this order focuses on more than others?
- Are there any doctrines this order disdains?
- What resources does the order have?
- How much contact do most members have with the outside world?
- Are members cloistered in monasteries, or are they solitary hermits?
- The answers to these questions will help inspire details of this order's role in your world as well as add flavor to their vows, ideals, etc.

6. USING MONASTIC ORDERS AT THE TABLE

The details generated above provide a wealth of tools for fleshing out your game. However, remember that the most important tenet of monastic orders (at least when used in RPGs) is that they generate fun! Use them to create tension and intrigue at your table and to support the creation of an engaging fiction with your players.



FLIP THE SCRIP(T)

Tim Sattley

Introduction

The modern world is filled with stories of people leaving high paying jobs for careers paying much less. When questioned, typically the reason is that, at some point, money just wasn't a motivator anymore. The same can be said for gamers involved in long-term campaigns. At some point, gold pieces seem to lose their luster.

The standard game monetary system of gold and/or credits can become one dimensional, designed for ease of use but often creating dead-end situations within a campaign. At best, it promotes in-game consumerism with players always working for better gear and objects. At its worst, gold can be a story stopper, leaving players to say, "we loot the gold, now what?" It's time to "Flip the Scrip(t)" on the standard monetary systems.

What is Scrip?

1. Scrip is any form of alternate currency, also called fiat currency.
2. It can be found as notes of specially marked paper or in ledgers, indicating the value of credits and debts.
3. Each scrip is different, having been issued by a single entity.
4. Typical forms of scrip range from store credit and frequent flyer miles, all the way to actual employee pay.
5. The value of scrip is backed only by the word and honor of the scrip issuer. Any changes to that issuing business may improve or hurt the value of the scrip: at worst, changes could make it completely worthless.

Scrip is any type of alternate or substitute currency, essentially creating a completely separate and new method of monetary exchange. Minor types of scrip would be things like frequent shopper points or store credit given at an individual shop or tavern. In these cases, scrip is provided as a method of reward, encouraging specific types of behavior and loyalty to a brand.

How Different Groups View Scrip

MERCHANTS

They love scrip as it allows for price manipulation, which minimizes their own risk and gives them total control over profits. Merchants will gladly collaborate with a local company, mine, or remote community to become the sole proprietor, taking scrip as the monetary system. This attitude comes from the fact that scrip typically works to the advantage of the company issuer, not the actual consumers. Traveling merchants like the portability of scrip, as carrying a ledger of debts and credits is easier than lugging trunks full of coin.

MONEY CHANGERS

This grove love scrip, readily exchanging it for a realistic value of coinage – minus their fee of course. Fiat currency is their business and is nothing more than another medium of exchange that allows them to earn a fee for service. How ethical will your moneychangers be?

GOVERNMENTS

Civil authorities usually dislike scrip, and actively discourage its use. Scrip is harder to tax, so governments view it as a competing currency. The exception of this rule are extremely remote communities, where limited visitors and merchants may cause a shortage of normal coinage. Either way, government agents typically turn a blind eye to large employers using scrip, possible due to well-placed bribes.

THIEVES' GUILDS

They have a love/hate relationship with scrip. They understand the ways in which it can be manipulated and respect the trickery, control, and deception often linked to its use. This same understanding makes thieves leery of accepting scrip as payment. Even so, if the reward is high enough, greed will have the most cautious of thieves jumping at the chance to pinch some scrip.



RACE & ALIGNMENT

Frontier aces like goblins and half-orcs, don't like scrip, possibly even rebelling against its use. To them, scrip is just a strange piece of paper. Highly prideful races and those of lawful alignments sparingly use scrip, based on a dire situation or need. These types of issuers provide the most reliable and highly secure forms of scrip, as personal pride would require them to make good on the debt. Characters of neutral or chaotic alignments and races would be more open to the use of scrip but are also more likely to be involved with scrip related trickery.

WANDERING PEOPLE

These types of people have no use for scrip, understanding that this system of trade is designed to keep a population locked in a specific geographic area. Scrip doesn't fit their lifestyle, therefore it is something they will only accept as reward in the direst of circumstances.

NOBLES

Lawful nobles have no tolerance for fiat currencies, seeing it as a dishonorable business practice. Neutral and chaotic highborn look to impose the use of scrip when paying underlings but would never accept it as compensation for themselves.

WORKING CLASS AND SERFS

They would rather have silvers jingling in their pocket but have no choice in the matter. If the company/nobles of their area employ the use of scrip, they must comply. Some understand the potential perils, while most are oblivious, freely spending the scrip on drink, food, and goods.

Conclusion

At first glance, scrip may seem to be just another indicator of the normal monetary standard: gold pieces. Delving a little deeper, a crafty GM will see that scrip can be used as a way to drive a campaign plot. Using Scrip as an alternative economy within your world is a way to create unique and interesting plot hooks, pulling the party into areas they may not otherwise choose to go. In most situations, scrip does not replace money, but merely acts as a sub-plot, giving a campaign additional depth and character.

THE COMPANY STORE

A more complex version is a ledger of debits and credits run by a local mine operator or an extremely remote community. In this scenario all of the employees/serfs live on company property and are only able to buy from company-controlled stores.

These employees are "paid" with scrip credits as wages, then charged (debited) for the costs associated with housing, food, and store/tavern purchases. Some crooked employers use scrip as a way to lead employees into a form of indentured servitude where they always owe the company money and can therefore never leave.

16 Hooks for Using Scrip in a Campaign

1. Finding a stash of scrip notes leads the party to a location, town, or area of the world in order to cash it in.
2. The party is promised a great reward for solving the problem of a local merchant. Upon completion, the merchant informs them that he only deals in scrip, insisting this as their payment. Now what?
3. The party find's the scrip ledger in an abandon mine. The local merchant's guild would pay a pretty penny to get this back.
4. After finding a stash of scrip notes, the party learns the issuing company is on shaky footing. Their reward will be completely worthless unless they help save the company.
5. In a remote hamlet, party members are offered odd jobs. Unknown to them, scrip is the only local currency given or accepted.
6. A dishonest merchant guild strictly regulates a daily spending limit on all scrip. The party must find some way to offload their scrip or be doomed to stay in this one-hut hellhole.
7. The party accepts scrip for work without realizing they will be extorted in the form of room, board, and fees. They become trapped in the company town, unable to catch up and pay off a negative scrip balance. How will they work their way out of this debt? What happens if they try to leave?
8. They find a stash of scrip as part of a treasure hoard and must now find a place to offload it at a decent price. Do they accept less from a moneychanger or continue questing for a better exchange rate?
9. A local lord hears of scrip used elsewhere and hires the party to learn of its use. The noble wants to understand how to implement scrip in his realm. Does he pay them, with gold or his newly minted scrip?
10. The thief's guild has strong-armed locals into giving up their scrip. Your party is hired to launder it for them by trading it for goods at the company store. They make it clear that only top-quality goods are acceptable. The company store's merchant has other ideas.
11. A crooked shop owner undervalues the scrip the party is trying to use, saying "You are not company employees." The shopkeeper sends them on a "company errand(s)" to earn the employee exchange rate.
12. Different forms of scrip can be severely limited or widely accepted, depending on the favor/disfavor attached to the scrip's issuer.
13. A company is acquiring scrip of a rival company as part of a plot to pay off the personal debts and hire away some key employees. Involvement may help or hinder the party's favor with local law and nobles.
14. A merchant offers better prices on the party's loot if they accept "store credit." He claims to always have new and wondrous goods about to arrive, though they never arrive.
15. A merchant hears the party is headed to a specific town and offers to sell them another merchant's scrip at a discounted price. Is this a scam? Is the merchant still in business? Will he offer a good exchange rate?
16. A local magistrate offers "frequent slayer credits" for confirmed kills, tradable for weapons and armor.

GARY'S GUIDANCE

Travis Miller

Preface

One of the most important books in gaming history is the Advanced Dungeons & Dragons Dungeon Master's Guide (DMG). Many of us who have been around for a while have discussed the DMG as a book full of genius and contradiction. It has brilliance and it has quirks.

The primary purpose of the DMG was to convince Dungeon Masters to run their games in the style Gary thought was the best.

I recently re-read a section of the DMG called "The Campaign." It reminded me that Gary's knowledge and perspectives on the game were quite deep and far more subtle than many gamers appreciate.

In this essay, I'll give you an overview of what Gary thought DMs needed to know, how he presented that information, and my thoughts about why those ideas are still relevant.

I hope to inspire those of you who are new to the old ways to check out the 1E DMG and for the old timers to reread sections that they haven't visited in a while.

"Limitations, checks, balances, and all the rest are placed into the system in order to assure that what is based thereon will be a superior campaign, a campaign which offers the most interesting play possibilities to the greatest number of participants for the longest period of time possible."

Preface to the
Dungeon Master's Guide

Sandbox campaigns are the default.

The campaign creation process Gary describes is what we would call a “bottom up” sandbox campaign. The DM creates a small region with several local adventuring opportunities. As the players grow in level, they explore and adventure further afoot. The DM expands the campaign world for the players to explore. Gary provided an overview of how to create and start a campaign. He recommends you start small, only detail what you need, and create a few dungeons or ruins near the home base of a town or the like.

“This will typically result in your giving them a brief background, placing them in a settlement, and stating that they should prepare themselves to find and explore the dungeon/ruin they know is nearby.”

“Placing these new participants in a small settlement means that you need do only minimal work describing the place and its inhabitants. Likewise, as player characters are inexperienced, a single dungeon or ruins map will suffice to begin play.”

“Eventually, as player characters develop and grow powerful, they explore and adventure over all of the area of the continent. When this activity begins, you must then broaden your general map even farther so as to encompass the whole globe.”

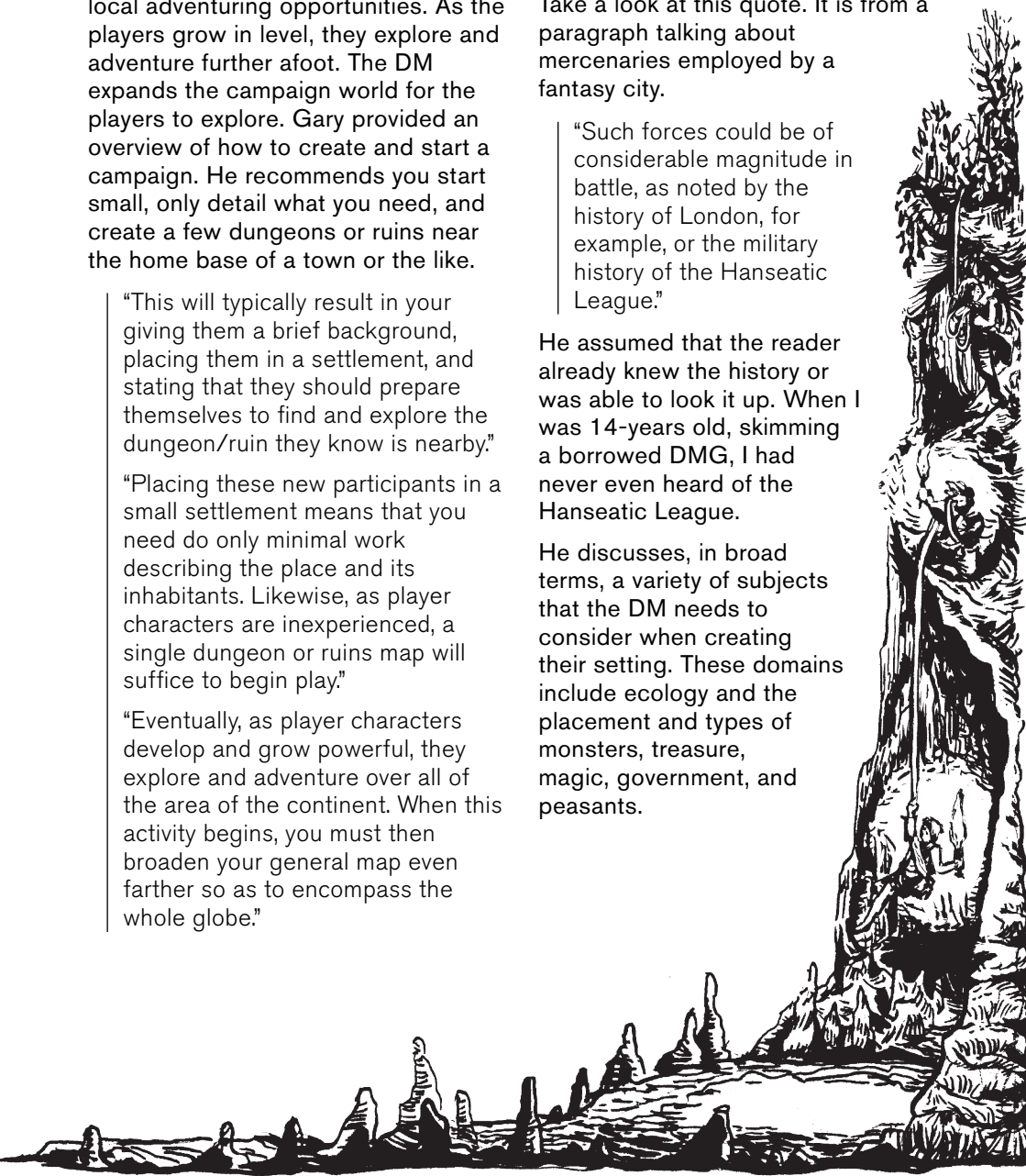
Gary reckoned the disciples perusing the tome had attained erudition.

Uncle Gary assumed you weren't a dummy. He expected that readers were creative and knew some basic math, how to use a dictionary, and search a card catalog at the library. Take a look at this quote. It is from a paragraph talking about mercenaries employed by a fantasy city.

“Such forces could be of considerable magnitude in battle, as noted by the history of London, for example, or the military history of the Hanseatic League.”

He assumed that the reader already knew the history or was able to look it up. When I was 14-years old, skimming a borrowed DMG, I had never even heard of the Hanseatic League.

He discusses, in broad terms, a variety of subjects that the DM needs to consider when creating their setting. These domains include ecology and the placement and types of monsters, treasure, magic, government, and peasants.



The DMG has a reputation for being prescriptive. I've seen many message boards and social media posts that Gary's authorial purpose was to assert a restrictive and narrow approach to the game. After reading through this section several times, I have to disagree. Consider the following:

"Thoughtless placement of powerful magical items has been the ruination of many a campaign. Not only does this cheapen what should be rare and precious, it gives player-characters undeserved advancement and empowers them to become virtual rulers of all they survey."

Gary provides a strong warning. He was trying to save you some trouble.

Gary leaves a massive space for personal expression and creation within boundaries. For example, he provides a list suggesting "a few of the possible government forms" with a brief definition of each. The list has twenty different government types—including autocracy, matriarchy, and magocracy—which provided a large variety of possibilities for DMs to explore and is not prescriptive at all.

It is well known that Gary was motivated by the desire to sell more "official" books. His admonishments suggest that he was also earnestly interested in the quality of the experience gamers were having.

The First Dungeon Adventure

The Campaign section of the DMG winds up with a sub-section called The First Dungeon Adventure. Gary provides a partially keyed sample dungeon and a sample of play.

It takes up five and a quarter pages. The sample dialogue between the DM and the players runs for half of that. The adventurers only explore three rooms and have two very brief combats. That is a lot of page count to devote to such a small example of the game. Gary thought it was important enough to zoom in on this aspect of running an adventure.

He opens by describing the beginning of a campaign and the first adventure. Players have made characters, and the DM has told them of treasure in a dungeon nearby. The first part of this section is a narrative of the events leading up to the dungeon exploration.

Gary describes what "you" do as the DM and how the players respond to it.

"You inform them that after about a two-mile trek along a seldom-used road, they come to the edge of a fen."

"One of the players inquires if the mound appears to be traveled, and you inform the party that only a very faint path is discernible—as if any traffic is light and infrequent."

Notice the assumption in that last quote. A player asks a question and the DM just answers it. There is no skill check or die roll. This seems obvious to old schoolers but gamers used to modern gaming might find that approach to be odd.

Be prepared!

“It is vital that the DM knows such details thoroughly, so that the mundane processes of dungeon adventuring can be carried out rapidly, clearly, and in a fashion which will be interesting and exciting.”

Gary writes that it is absolutely necessary to have details of the dungeon down cold. How do the doors work? What are they made of? What side are the hinges on?

I have gotten a little lazy about elements like that. I tend to improvise as I go along. It's a good reminder to think through the details when designing a dungeon.

Note the phrase “mundane processes of dungeon adventuring.” Certain parts of a dungeon adventure can be dull. Gary wants you to communicate the events happening to the players in a clear and efficient way but also engage them as you do so.

Gary insists the DM be rigorous in preparation for the dungeon adventure. He wants us to be focused on details and specifics. This is a reversal of what he said about campaigns. In campaign design, he recommends you tend toward the rough and ready. In adventure and dungeon creation, be rigorously detailed and specific.

Mastering the dungeon.

Gary told us the adventure set up and how to prepare for it, Gary takes about a page to describe the rules and processes for dungeon exploration. He begins this subsection by telling us that the rules don't cover everything and you'll have to make some rulings.

“You must make some arbitrary decisions regarding the time expended in activities which are not strictly movement.”

Gary provides a lot of detail about how to conduct a dungeon exploration. This is the only part of The First Dungeon Adventure subsection where he is focused on and insistent about rules and procedures. Movement, how long it takes to perform certain tasks, how to adjudicate listening, searching, how doors work in dungeons are included.

Doors take up roughly an entire column of a page. Gary makes it clear that doors are important in dungeon exploration. He goes into detail about how the 1 in 6 mechanic works, what happens when several characters attempt to open a door, the mechanics of secret doors and the difference between secret and concealed.

Throughout the subsection, he tells the reader why these procedures and rules are important and some fundamental guidance on his philosophy of refereeing. He doesn't just tell DMs what to do. He tells them why in Gary's signature style.

“To sum it all up, **DON'T GIVE PLAYERS A FREE LUNCH!** Tell them what they “see”, allow them to draw their own conclusions and initiate whatever activity they desire.”

Example of Play Dialogue

The final part of this section might seem a little odd and misplaced. In “The Campaign,” Gary included a subsection with a dialogue giving an example of play. It is an example of how the layout of the book seems a little arbitrary. Earlier in the DMG in “the example of play,” Gary narrates the characters traveling from the home base to the dungeon proper. He tells the reader the situation and opens the dialogue with the most important question in D&D.

“DM: ‘What are you going to do now?’”

Gary presents a game group with a DM and players that are experienced. The players know that they need to put the short characters in the front, have fighters with spears in the second rank, and burn spider webs with a torch. The players are cautious yet take some risks. They also are creative problem solvers.

In the last room of the example, the party has found some curious holes set into a wall. They inspect the holes and find splinters of wood. There is an important element to this dialogue relevant to modern gamers not familiar with old school dungeon exploration. There was no perception check or “inspiration” roll. The players merely state their characters are looking in the holes and the DM tells them what they see.

The player suspects it was an anchor point for stairs or a ramp and there is likely a door. The characters make a humanoid pyramid and inspect the wall for secret doors. The DM improvises a mechanic to see if anybody falls.

“DM: ‘The halfling at the top of the stack has a 1 in 6 chance of slipping and bringing you all down.’ (A roll of 4 follows) ‘But it doesn’t happen, and both the gnome and the halfling manage a few taps, and even that feeble work seems to indicate some sort of space beyond.’”

There is some reshuffling. The gnome gets hoisted up, finds a secret door, and opens it. There is a dark passage beyond. He enters and becomes dinner for a pack of ghouls. This is also something that might not be included in a contemporary example of play. The current edition makes it very hard for a character to be killed with no chance for escape. The gnome is surprised and ripped to shreds before he or his fellow adventurers have the opportunity to respond.

Gary finishes the section with some color commentary and tells us, “Well, that is the stuff from which adventures are spun, and now you know how to spin your own.”

Lessons Learned

As I read this section of the DMG, I found myself reflecting on how much it aligned with what I had learned from running retro-clones over the last decade. I have a tendency to skim game books to find out later that I missed some important information that would have saved me a lot of trouble had I known.

Much of Gary's guidance matches my experiences. Read history. Take a broad and expansive approach to your campaign creation. Start small and build out as the campaign grows. Be detailed and rigorous in dungeon creation and session preparation.

There is a great deal more in this section I didn't go into. I recommend taking an hour and reading through it yourself. Referees who have never read the DMG would do well to get a copy and read it through all the way. I've only commented on a brief but representative sampling of the work. Old hands might want to review sections they haven't read in a while.

If you are running an Old School Essentials Advanced Fantasy game, it is especially valuable to read the work that those rules emulate. The DMG is available in PDF and print on demand through DriveThruRPG at a far lower price than original printings.

The DMG is truly a seminal work in the hobby of fantasy adventure gaming. It is no overstatement to say that taking the time to do a close reading with a notebook at the ready should be a priority for all referees who want their campaigns to be exciting and memorable.



SAGE MAGES

Zac Goins

[In issue #1 of Gary's Appendix, I presented a deeper dive into the sage, an expert hireling and specialist found in the Advanced Player's Tome and the 1st edition of the AD&D Dungeon Masters Guide. Here, we delve even further, fleshing out the concept of a sage who has taken levels of magic-user. At times, this article will reference the previous one.

While not all sages are also spellcasters, there is certainly cross-over. It is not unreasonable nor unexpected that those scholars that push against the boundaries of what is known will find themselves awash in a sea of arcane essences, and they can hardly be faulted for surrendering a portion of themselves to gleaning an understanding of that sea. These sages will find almost certain employment across various kingdoms and in the halls of numerous powerful

persons and entities and may in fact become the rules of their own strongholds and domains.

To be both an arcanist and a sage is to be nearly omniscient and omnipotent amidst the rabble of other mortals, and even among the greatest of scholastic minds, these individuals know few peers. While the title "sage mage" may delight the tongue and be a loose term recognized throughout the realms, such persons may also be known or present themselves as archmages, King's Arcanists, magipraxists, wizard artisans, and scroll calligraphers.

A party who runs across a sage mage and is in need of information or magical assistance could hardly find a better resource, though always at a steep price.



Magical Research

Sage mages may be hired to perform magical research in place of the party's magic-user(s). To determine if this is a possibility for a given mage, first consult the following table.

Once the magic-user level of the sage is determined, they follow the same rules as PC magic-users¹, but the research costs the party an additional amount of gold equal to the daily and monthly rates of the sage. Finally, the hired sage will not spend their own coin on any required components and will not venture into the wilderness or dungeons to recover them.

Experience	Magic-User Level	Magic Item Research	Failure %
Graduate	1	Potions & other minor consumables only	18%
Intellect	2/3 (60/40%)	Potions, wands, rods, & other minor consumables only	17%
Savant	4/5 (70/30%)	Any items but staves and +3 weapons & shields	16%
Master	6	Any items	15%

Special Materials for the Sage's Scripts

Sage mages often have a penchant for rare materials and a particular distaste for acquiring said materials themselves. The below tables offer a collection of components that can be harvested from various monsters referenced in the Referee's Tome, their average value to the interested sage, and some suggestions as to their intended uses.

Certainly not every material will be of interest to a given sage. The game master may determine the interest level and modify values appropriately.

d8	VELLUMS	GP	Arcane Script Utilization
1	Blink Dog (stabilized)	5	Transportation scrolls, invisible texts
2	Catoblepas (sealed)	100	Books of Corruption, death spell scrolls
3	Hippocampus (raw)	30	Spell scrolls, mutagenic properties
4	Lich (honeyed)	150	Cursed scrolls, guides to phylacteries
5	Lycanthrope (moon-touched)	10	Transformation scrolls, damage resistance
6	Normal Human (fresh)	-	Necromancer spellbooks, infernal contracts
7	Trollhide (unburned)	75	Vacuous grimoires, regenerative books
8	Unicorn (bleached)	100	Protection scrolls, unerring religious text

¹ OSE Player's Tome, pg 126-7

d4	Parchments	GP	Arcane Script Utilization
1	Dryad (soaked)	15	Energy drain scrolls, aspects of enchantment
2	Mycelian (wrapped)	10	Spell memorization, telepathy scrolls
3	Shrieker (frozen)	5	Summoning scrolls, psychedelic scripts
4	Treant (dried)	50	Heightened scrolls, book animation

D6	Quills and Inks	GP	Arcane Script Utilization
1	Cockatrice quill (tail feather)	5	Reduced somatic/verbal aspects, paralysis scrolls
2	Hippogriff quill (bundle)	20	Librams of Arcane Power (Neutral), beast bond scrolls
3	Phoenix quill (aflame)	150	Books of Infinite Spells, fire resistance
4	Basilisk ink (venom derived)	20	Librams of Arcane Power (Chaos), petrification wards
5	Black pudding ink (sealed)	40	Decks of many things, powerful adhesives
6	Giant squid ink	10	Marvelous pigments, water resistance

D6	Oddities & Sets	GP	Arcane Script Utilization
1	Griffon vellum & quill set	60	Librams of Arcane Power (Law), mount summoning spell scrolls
2	Pegasus quill & adhesive set	100	Books of Sublime Holiness, restorative spell scrolls
3	Nightmare adhesive	75	Lich spellbooks, fire spell scrolls
4	Gibbering mouter flesh	50	Sentient grimoires, aberrant spell scrolls
5	Shambling mound cord	10	Livewood tomes, lightning spell scrolls
6	Strangle weed cord	5	Trapped tomes, binding spell scrolls

Build-A-Book

If you have an especially eccentric sage that you think might be looking for even stranger materials for his or her self-published memoir, recipe book, or twelve-part history of the local mill, roll 3d12, consult the following table, and just run with it. Some of these results may make no sense together, but that's for your party to get creative with finding a solution for; after all, no one said a sage has to be reasonable.

d12	The Sages is After...	With...	From the Legendary...	But Make Sure...
1	Amphisbaena venom-ink	The remnants of its last meal	Blood Sands	It doesn't overheat!
2	Oil Beetle ink	Albino coloration	Nine-League Catacombs	It animates at least once a day.
3	Catoblepas leather	Notes of rosemary	Cold Forest of Rehse	It never gets within a mile of silver.
4	Cave Locust carapace	Living lice specimens	Bottomless Murk	You have the creature's consent!
5	Couatl master-quill	No blemishes	Roadless Abbey	You keep it close to your skin.
6	Disenchanter adhesive	Two additional samples for reference	Urban Nether-Sprawl	You never take your eyes off it
7	Wood Golem parchment	A soil-sample	Valley Out of Time	The enemy knows nothing of it!
8	Gorgon iron-leather	Its living progeny	Blue Mountains	The beast remains alive.
9	Invisible Stalker vellum	Yellow musk-stripes	Temple of the Rising Sun	The month doesn't change ere your return.
10	Leucrocotta drool-adhesive	At least one parasite	Devil's Well Caverns	You burn the rest of it!
11	Mutoid hair-quill	A collection of its droppings	Pits of Coonkark	You harvested it during the devil's hour.
12	Wyvern wing vellum	Its maker's mark	Howling Crater	You keep it from spoiling.

~ Classic Dungeon Scenes ~



The Keep on the Borderlands

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Gary's Appendix is a collective effort by a creative menagerie to create a memorable zine for fantasy gamers. This is a first in a series of zines that explores the curious and fascinating parts of our beloved hobby in a way that is thought-provoking and useful.

The inspiration for this zine is the Advanced Dungeons and Dragons Dungeon Masters Guide. Gary wrote and collected a vast amount of information, rules, and guidance. Its haphazard nature and perplexing subjects makes it as fresh today as when he penned the work almost fifty years ago.

We do not have the audacity to believe that we can produce a work that matches that evergreen classic. We are partakers of the past who seek to share our works, our journey and our excitement about the hobby.

