



CLASSIC FANTASY ADVENTURES



Classic Fantasy Review

October 29, 2006

Volume 1, Issue 1

The *Classic Fantasy Review* is a periodical produced by **Goblinoid Games** to provide additional material for your OSRIC™ gaming needs. A typical issue will consist of 4 to 8 pages. Whether you crave new monsters, treacherous traps, or a few fresh ideas for your next gaming session, an issue of the *Classic Fantasy Review* will be there to offer suggestions.

OSRIC™ is a free roleplaying game written by Stuart Marshall and is trademarked by Stuart Marshall and Mathew Finch. OSRIC™ is produced under the Open Game License to recreate the "old-school" feel of 80s fantasy gaming.

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This Issue: Two new demons to torment your players, four treacherous traps, two cursed items, and the *Random Inn and Tavern Name Generator*!

Demons

The following breeds of demons are new to OSRIC™. Aside from the abilities outlined for each specific demon, all demons have some additional abilities in common. Consult other OSRIC™ resources or similar old-school sources for these additional abilities.

Sothustax

SIZE: Medium (6 feet tall)

MOVE: 90 feet

ARMOR CLASS: 1

HIT DICE: 6 + 4

ATTACKS: 2

DAMAGE: 1d4/1d4

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 50%

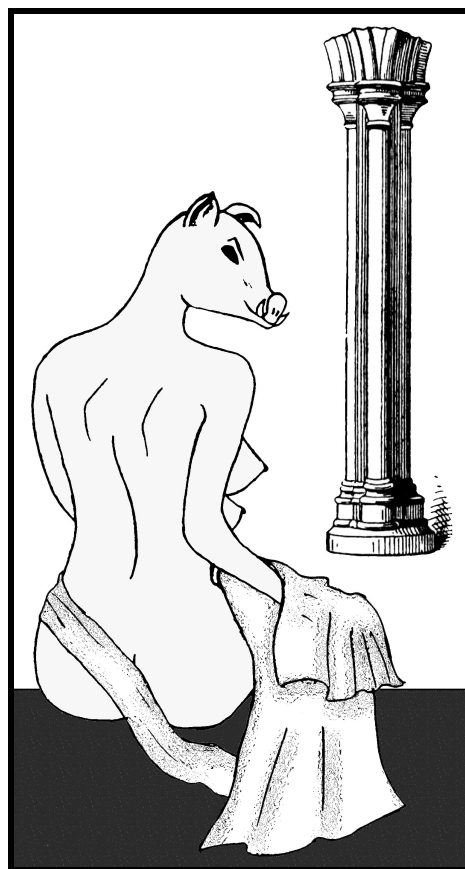
RARITY: Rare

NO. ENCOUNTERED: 1-3

LAIR PROBABILITY: 50%

TREASURE: 600-1,400 pp (30%), 2d10 gems (55%), 1d10 jewelry (25%), 1d4 + 1 magic items (25%)

INTELLIGENCE: Very



ALIGNMENT: Chaotic evil

LEVEL/X.P.: 1,020 + 8/HP

General description: Sothustax are hateful and corrupt demons that delight in the torture of good beings. They are usually found alone or in the service of an evil wizard, but can sometimes be found in small groups.

Sothustax can create *silence* within a radius of 15 feet. In addition, they can use the following abilities at whim: *ESP*, *shape change* (into another female humanoid of approximate equal size), *cause fear*, and *wither* (reverse of the cleric spell *regenerate*). Sothustax are immune to all non-magical weapons. Sothustax can *gate* 1d4 more of their kind per round when in the abyss.

It has not escaped the attention of sages that this demon has certain physical similarities to orcs, and it is believed by some that Sothustax are descended from an orc god. Sothustax will occasionally align themselves with an orc band or tribe, in which case the orcs typically worship them as god queens.

There are no male Sothustax; when these demons feel the desire to reproduce they choose a humanoid to couple with prior to their subsequent torture and death.

Physical description: Sothustax are female demons



with shapely human bodies, four breasts, and the heads of pigs. Their cackle is reminiscent of a pig's snort, which usually manifests when a Sothustax is inflicting pain on some hapless being.

Gorborith

SIZE: Large (8 feet tall)

MOVE: 120 feet

ARMOR CLASS: 0

HIT DICE: 8

ATTACKS: 3

DAMAGE: 1d4/1d6/1d6

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: 30%

RARITY: Rare

NO. ENCOUNTERED: 1d4

LAIR PROBABILITY: 20%

TREASURE: 4,000-12,000gp (40%), 4 magic items (30%)

INTELLIGENCE: Exceptional

ALIGNMENT: Chaotic evil

LEVEL/X.P.: 1,910

General description: These large, gorilla-like demons roam in small groups and delight in eating the flesh of intelligent beings. To this end, they have a bite attack that does 1d4 hp damage. Further, they attack with large, powerful and barbed tentacles which secrete a potent poison. All those struck by a tentacle must also save versus poison or take an additional 25 hit points of damage. At will, Gorboriths can create *darkness*, *15ft radius*, and *slow* by touch. Gorboriths can *gate* 1d4 more Gorboriths per round or 1-2 other demons of 12 HD or less each when in the abyss. Gorboriths are unaffected by non-magical weapons.

Physical description: Gorboriths have the head and torso of a gorilla, with green scaly goat-like legs and hooves. In place of arms they have 6 foot long, blue-green barbed tentacles.

Traps

The following traps can be dropped into any castle, tomb, cavern, and other typical location that tempts the hardy adventurer soul. These traps are accompanied with descriptive text that can be read to the players.

You're Golden

Glittering on the floor are thousands of gold coins. Some are stacked in neat piles, while others lie scattered amongst the room as if someone decided to count this vast treasure but gave up in futility.

The Workings

This treasure, of course, is cursed. When a PC touches even one gold coin, he or she must make a saving throw versus polymorph at -2. If this roll is failed, the PC and everything carried is polymorphed into a number of identical gold coins equaling the weight of the PC.

If *remove curse* is cast on the gold coins while still in the trap room, the curse is removed. The victim must survive a system shock roll. However, all gold coins removed from the room instantly disintegrate, making reversal and revival by anything short of a *wish* impossible. If *remove curse* is not cast within one week's time, the change is permanent and the PC is likewise lost.

Nectar of Giving...and Taking Back

A magnificent stone fountain, approximately 10 feet in diameter, rests at the center of the room. Ornate carvings of flowers and fruit border the edges of the fountain, while a statue of a beautiful nymph stands in the center, holding a pitcher from which fruity smelling, purple juice flows.

The Workings

Any PCs who drink this juice will receive the benefits of a *potion of extra healing*. The benefits can only be achieved once, and subsequent imbibing will have no effect. The liquid cannot be taken from the fountain for more than a few moments without losing its special properties.

However, the effects of the healing are temporary. In 2d4 turns, all hit points previously healed from the magical liquid are lost again. If the returned damage reduces a PC to 0 hit points or fewer, the character dies.

An Apple a Day

This particular "trap" has two components. In a dungeon or other structure, one room or passageway should be mist filled. Any PCs who pass through the mist must make saving throws versus petrification for every round in the mist. Failure indicates the PCs have been turned to stone.

In a different room that the PCs have access to prior to having to pass through this area of mist, there should be a large apple tree made of stone, with bright red apples which are "real." The characters should encounter this tree, or at least have the po-

tential to encounter it, prior to being exposed to the petrifying mist. Naturally, given the suspicious nature of PCs, none will eat these fruit until or unless one or a few of them are turned to stone in the mist chamber. The apples grant immunity to petrification for 3 turns after consumption. The text below could be read to the players.

You enter the chamber and see a large apple tree, made of gray stone, standing in the room. The stone branches are decorated with a few dozed bright red, healthy-looking apples.

House of Wax

As you enter this chamber you are initially alarmed and on defense to find several humanoid shapes lurking in the dark. As the light of your torches begins to fill the chamber, you realize the figures are featureless, motionless, humanoid wax statues.

There are eight wax statues, each of which is about six feet tall. They will remain inconspicuous unless touched by a PC, at which time the PC must make a saving throw versus polymorph at -2. If the PC succeeds, the wax statue melts into a puddle over the course of 3 melee rounds. If the PC fails, the wax statue transforms over 3 rounds, taking on the exact likeness and abilities, including all weapons, magical or otherwise, of the character who touches it. The duplicate will then attack the party and fight until death.

Meanwhile, the PC transforms into a featureless wax statue. The effect can be reversed with *remove curse*, unless the wax statue has been destroyed. Any damage, such as broken-off limbs or decapitation, while in wax form, will be reflected in the body of the PC when *remove curse* is cast.

Cursed Items

The following new cursed items should offer your players just one more reason to be wary of generous treasure hordes!

The Bronze Gauntlet of Achlan

This right-handed bronze gauntlet is plain in design, but glows with magic. If placed on the hand, the gauntlet immediately transforms into solid bronze... including the hand within it. The hand becomes an ordinary, immobile bronze appendage. It can be removed by force, but only after inflicting 12 hit points of damage for the amputation. If amputated, the bronze hand reverts back to the form of a gauntlet. A *regenerate* spell can restore the charac-

ter's hand once the bronze one has been removed.

Cloak of Altered Race

This magical cloak is made of fine black silk. When donned, it immediately changes the race of its wearer. Consult the table below. If the race indicated is the same as the character's current race, re-roll until a different result is obtained. Note that all racial class level limits apply, and levels could be lost if a PC has attained more levels in a class than his or her race allows. Further, if the PC is of a class not allowed by the new race, the PC loses all his or her class abilities and must either be retired or must take up a new profession. Nothing short of a *wish* can restore a character to the previous race.

Roll 1d8

1	Halfling
2	Half-orc
3	Half-elf
4	Elf
5	Dwarf
6	Gnome
7-8	Human

Adventure Accessories

Have you ever come up short choosing the name of the inn your players have encountered? We present the *Random Inn and Tavern Name Generator*. Roll on Table 1 first, and then on Table 2. Alternatively, just choose names that appeal to you.

Random Inn and Tavern Name Generator

Table 1 (d100)

01	Despicable	51	Beastly
02	Dirty	52	Wretched
03	Vile	53	Sordid
04	Likable	54	Loathsome
05	Slimy	55	Infamous
06	Deplorable	56	Clever
07	Offensive	57	Reprehensible
08	Stinking	58	Rotten
09	Repulsive	59	Revolting
10	Naked	60	Scurvy
11	Vulgar	61	Humble
12	Groveling	62	Scabby
13	Admirable	63	Contemptible
14	Tawdry	64	Discrete
15	Abominable	65	Damnably
16	Doomed	66	Foxy
17	Infernal	67	Detestable

18	Blessed	68	Wizened
19	Filthy	69	Mischievous
20	Wandering	70	Treacherous
21	Honorable	71	Respectable
22	Honest	72	Shady
23	Fat	73	Swarthy
24	Pale	74	Titillating
25	White	75	Red
26	Green	76	Alluring
27	Black	77	Exotic
28	Purple	78	Glamorous
29	Striking	79	Romantic
30	Kinky	80	Unusual
31	Enticing	81	Curious
32	Bruised	82	Inquisitive
33	Tampering	83	Indifferent
34	Skinny	84	Prying
35	Speculative	85	Meddlesome
36	Limping	86	Bumbling
37	Stuttering	87	Ignorant
38	Lame	88	Hobbling
39	Tentative	89	Deaf
40	Blind	90	Oblivious
41	Careless	91	Stubborn
42	Angry	92	Sad
43	Happy	93	Delighted
44	Charming	94	Disappointed
45	Grieving	95	Elated
46	Enchanted	96	Jubilant
47	Miserable	97	Bewitched
48	Besotted	98	Devoted
49	Canny	99	Drunken
50	Lucky	00	Dim-witted

Table 2 (d100)

01	Harpy	23	Jester
02	Dragon	24	Minotaur
03	Dwarf	25	Succubus
04	Wench	26	Merchant
05	Ogre	27	Farmer
06	Soldier	28	Giant
07	Nymph	29	Servant
08	Satyr	30	Daughter
09	Witch	31	Siren
10	Demon	32	Djinni
11	Goblin	33	Bear
12	Unicorn	34	Zombie
13	Thief	35	Sage
14	Medusa	36	Assassin
15	Ogress	37	Vampire
16	Executioner	38	Criminal
17	Werewolf	39	Orc
18	Devil	40	Orphan
19	Kobold	41	Madam
20	King	42	Knight
21	Wyvern	43	Leper
22	Eagle	44	Fisherman

45	Corpse	73	Child
46	Pirate	74	Potter
47	Bull	75	Steed
48	Sailor	76	Smith
49	Brigand	77	Chimera
50	Mother	78	Boar
51	Griffon	79	Ettin
52	Lady	80	Sister
53	Beggar	81	Frog
54	Fairy	82	Foreigner
55	Prince	83	Crocodile
56	Grave Digger	84	Jackal
57	Baker	85	Barbarian
58	Adventurer	86	Mermaid
59	Troll	87	Queen
60	Mage	88	Pegasus
61	Warlock	89	Lion
62	Cobbler	90	Golem
63	Scribe	91	Rat
64	Ape	92	Constable
65	Serpent	93	Maid
66	Acrobat	94	Pixie
67	Butcher	95	Hag
68	Hand	96	Murderer
69	Hobgoblin	97	Brother
70	Friar	98	Slave
71	Worm	99	Sow
72	Friend	00	Elf

Ten Pregenerated Names

The Miserable Troll
 The Grieving Acrobat
 The Enticing Hag
 The Filthy Soldier
 The Groveling Worm
 The Despicable Foreigner
 The Stinking Medusa
 The Kinky Knight
 The Admirable Beggar
 The Vulgar Servant

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