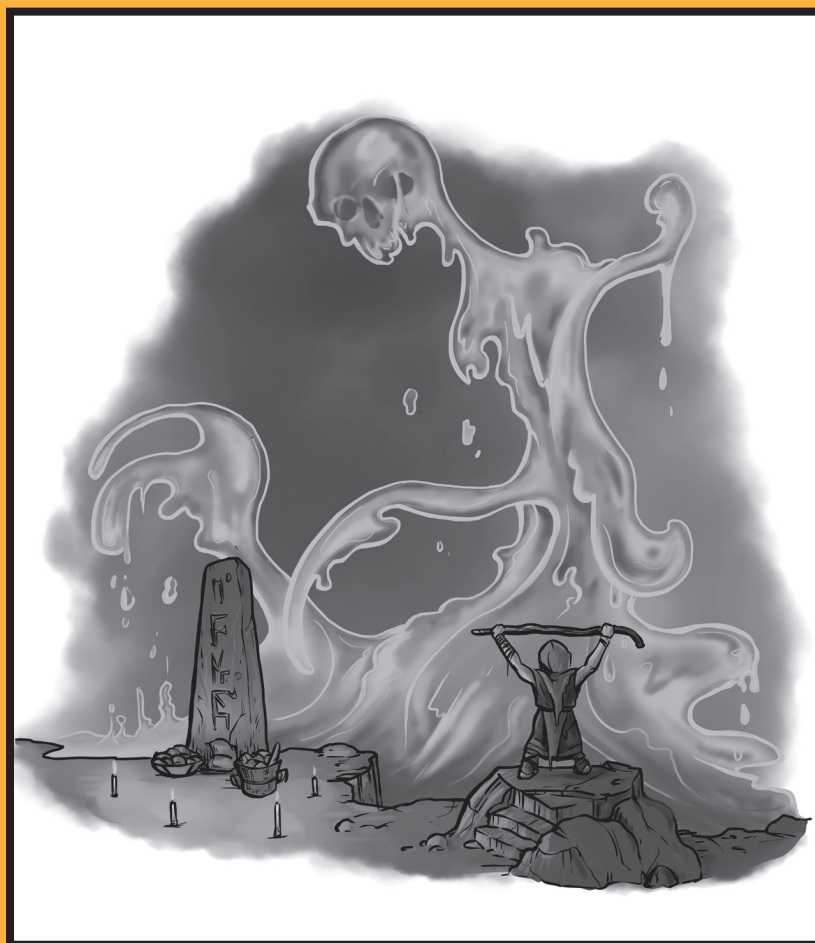
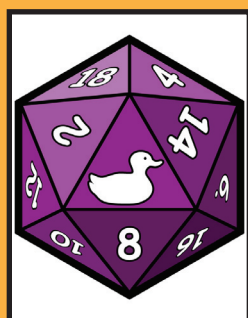


The Folk of Osmon



Daniel J. Bishop



COMPATIBLE WITH
**DCC
RPG**

The Folk of Osmon

An adventure for *Dungeon Crawl Classics* characters across multiple levels.

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Introduction

Any role-playing game session can take a left turn at Albuquerque, leaving the poor Game Master wondering what to do next. This is even more true for the dedicated *Dungeon Crawl Classics* judge, who discovers that patron quests, divine disapproval, and the requests of gods to pay back divine favor can make the game take incredible new turns with the roll of a few dice. Add to this the advice urging players to “Quest For It” when they want something unusual for their players, and you have a potent stew for gaming, but also a situation in which the judge may want strong DCC elements with a minimum of preparation required.

The Campaign Element (CE) series attempts to address these specific areas. Now, when your wizard is looking for a spell, your cleric is sent on a mission from her deity, or your thief simply wants to find a location where stealth and a cunning mind are paramount, you will have an answer at your fingertips. Weave these campaign elements into your world, mesh them into other modules and areas of your own creation, and watch the “Appendix N” vibe of your games grow.

In addition, for various reasons sometimes only a few players were available for a night’s gaming. Each Campaign Element is short enough to be played through by most groups in only a single session. That doesn’t mean that the value of the area is limited to a single session – each adventure includes notes on “squeezing it dry”...effectively getting the maximum re-use from your investment.

Background

A mighty civilization once thrived where now only lonely Osmon Mire stretches across the land. The crumbled and vine-laden ruins of ages-old buildings arise here and there from the reedy mud and water. The remains of statues and derelict temples adorn low hills rising from the muck.

Yet all is not deserted, for fell beasts roam the mire at night. Traveller’s tales speak of man-like shapes that haunt the swamp, and after dark none willingly passes the low hill, with its blood-encrusted altar stone, where the Folk of Osmon are said to gather at night.

Using this Location

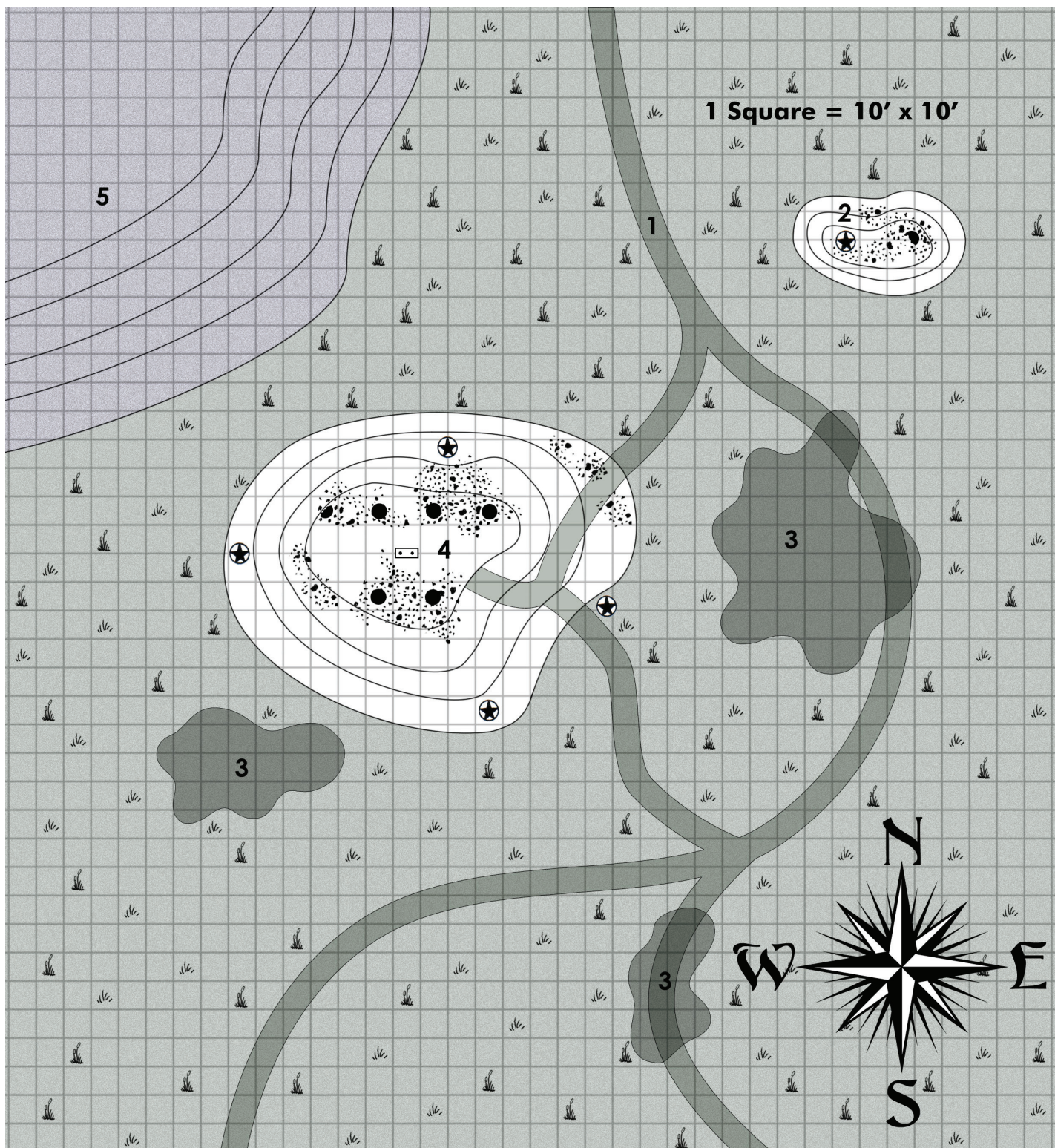
This area is intended to be used as a hazard and adventure location in an ongoing campaign milieu. Perhaps it is near the village that the characters came from at 0-level. Perhaps it is along an oft-travelled path between the village and a persistent adventure location, such as a dungeon that cannot be fully explored in a single outing. There is some advantage for the judge and players in allowing the characters to explore the area in the daylight first, building toward more dangerous encounters at night.

Most dramatically, this area can be encountered during the Ritual of Osmon. In this case, the judge can either include an NPC sacrificial victim that requires saving, or let the PCs themselves be accosted as potential sacrifices when they pass this way. Another possibility is that a cleric’s deity, if Lawful, demands that the cleric defeat the avatar of Osmon itself. The information in the adventure location is usable with all of these options.

Finally, this adventure location features a treasure trove (in Area 2) that is unlikely to be found without a map. The judge is encouraged to include a treasure map in another adventure leading to this area.

The Folk of Osmon

The Folk of Osmon are amoeboid asexual humans, who reproduce by budding. Each has 1d3–1 non-functional faces upon it – places where a new Folk is being “born”. They have no hair, and their skin glistens wetly. They are immune to all fire and heat-based effects. These beings are the descendants of the



humans who survived the destruction of the city which once stood where the Mire of Osmon is now.

The Folk of Osmon are capable of using weapons, or may attack by throwing a glob of protoplasm up to 15' – not only does this protoplasm do damage, but the victim must make a Luck check (DC 10 + damage done) or be glued by the protoplasm in some manner. A shield may be rendered useless, a weapon adhered to

flesh in such a way as to prevent its use, or the victim may be stuck in place. Each time one of the Folk makes such an attack though, it takes damage equal to that dealt due to loss of its own substance. There is a 1 in 7 chance that a non-functional face (if there is one) may be removed with the protoplasmic glob; this will become a new Folk of Osmon in 1d6 rounds, wherever the glob now lies.

Typically, the Folk seek to bind and slay the toughest of their opponents first, and then deal with whoever remains. If it is near to the night of the full moon, they will seek to bind and capture, so as to render sacrifice to Osmon (see below). They are alien in their thought processes, and do not seem concerned with personal wounds. Indeed, the Folk of Osmon seem to be immortal – if any portion of their bodies remains after a battle, they regrow into 1d3 new Folk of Osmon, each with all the memories of the original, in 1d10 minutes.

Folk of Osmon: Init – 1; Atk protoplasmic glob +1 ranged (1d3) or weapon –1 melee; AC 9; HD 1d8; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow; SV Fort +1, Ref –2, Will +0; AL C.

Osmon

Osmon is an asexual Chaotic deity of oozes, slimes, and jellies, which came into being when the ancient city of Osmon was drowned by rising water levels. In ancient times, the city was powered by vast forces of a scientific or magical nature (or perhaps some alien combination of both). The power source interacted with the marsh water to create the vast ooze which is the Avatar of Osmon. So long as the Avatar remains on this plane, and is nourished by monthly sacrifices, the power of Osmon in the material world is assured.

Some humans do worship humans, and it is possible for a Chaotic PC cleric to worship him as well. Osmon does not, however, act as a patron to wizards and elves (unless the judge deems otherwise).

Other Hazardous Creatures

Osmon Mire is home to other hazardous creatures, which may be encountered within this adventure location, or anywhere within the mire (which stretches for miles around). These creatures are included for the judge to use as he sees fit.

Argodile

An argodile is a huge predator, which can grow up to 20' long, built like a large crocodile. Where a crocodile's head and long jaws would appear, the argodile instead has a large (but flat) maw and ten eyes growing on long flexible stalks. It lays in wait beneath the muck and water, using these eyes to watch

for prey, which it attacks from surprise if possible. It requires a DC 12 Intelligence check to spot an argodile before it attacks – characters which are used to swampy environments use 1d20 for this check; those who are not use 1d10.

An argodile which hits with its bite attack, on a natural attack roll of 18-20, automatically pins its target unless a DC 15 Strength check succeeds. The next round, the target will be swallowed unless it makes a DC 20 Strength check. If the target succeeds, it gains a DC 15 Reflex save to escape the pin. A swallowed creature cannot attack with a large weapon, and must make a DC 15 Agility check each round in order to take any action at all. Each round it takes 2d6 damage from stomach acid and suffocation – half of this damage is temporary, and can be recovered if the creature can escape. The interior of an argodile is AC 12 and it takes 15 points of damage to cut through. This does not immediately kill the argodile, which can survive for days before succumbing to such a wound....but an argodile wounded in this fashion will avoid combat while it dies.

An argodile can make a free tail slap attack once each round, but only against foes attacking it from behind. This attack is made as a +5 melee attack doing 1d6 damage. Anyone struck must make a DC 10 Fort save or be knocked prone. Anyone knocked prone has the wind knocked out of him as well, and cannot act until he makes a second DC 10 Fort save. He may attempt this save once each round.

Once an argodile has swallowed a man-sized target (or two halfling-sized targets), it will attempt to dive into the mud and water and escape with its meal.

Argodile: Init +0; Atk bite +5 melee (1d8+4); AC 18; HD 6d10+12; MV 20' or swim 50'; Act 1d20; SP surprise, pin, swallow, tail slap; SV Fort +8, Ref +0, Will +0; AL N.

Pallid Thorn

Pallid thorns are foot-long vines with bundled clusters of rootlets which they use to move in a combined slithering-crawling motion. They can use these rootlets like springs, to effectively leap up to 10' as a move action. They have thorns on their milk-white vines and rootlets, and use these to burrow into living flesh in

order to extract nutrients.

When a pallid thorn hits an opponent, it automatically latches on, thereafter doing automatic damage each round for 1d5 rounds as it burrows into the victim's flesh. During this time, it can be removed, but the victim takes damage equal to the number of rounds the pallid thorn has been burrowing. Removing a pallid thorn requires a DC 10 Strength check, or a DC 10 check with some occupation that would include basic healing. Alternatively, a thorn can be removed with 3 dice of clerical healing.

Once a pallid thorn has finished burrowing within a creature, it is rooted so tightly that only magical healing (4 dice) can uproot it. The victim takes 1 point of Stamina damage that cannot be healed so long as the thorn remains implanted. However, the pallid thorn creates pain killing enzymes, and releases these within the blood. These give its host an extra 1d5 hit points so long as the pallid thorn remains implanted.

Every 2d3 months, a creature infested with pallid thorns releases 2d5 new thorns, which spring from his flesh at targets within a 10' radius. The infested creature takes 1 point of damage per thorn when this occurs. If there are no targets available, the new pallid thorns attempt to burrow back into the originating creature.

Pallid thorn: Init -3; Atk attach -2 melee (1); AC 15; HD 1 hp; MV 5' or leap 10'; Act 1d20; SP attach, burrow, symbiotic relationship; SV Fort +2, Ref -4, Will +0; AL N.

Psilamander

The psilamander is a man-sized creature, appearing very much like a glistening black salamander with three red eyes and bright yellow spots. Its body exudes a thick, translucent yellow slime that impedes weapon attacks. Suction cups on its clawed feet allow it to climb walls, albeit slowly. A psilamander can drain Intelligence from creatures within a 30' range, once every 2d6 rounds. All creatures in range must make a Will save (DC 15) or lose 1 point of Intelligence – a second Will save (DC 10) is allowed after 1 hour for the Intelligence to return. Otherwise, it is permanently lost.

Three times per day, one from each eye, a psilamander can send forth a psychokinetic ray up to 60', which does 4d6 damage to a single target (Ref DC 12 for half).

Psilamanders feed on intelligence, and they are intelligent themselves, speaking the language of dragons. They are aggressively territorial. They seem to harbor a distinct dislike for humans, and target them first with their attacks. They sometimes will speak to, and deal with, elves, so long as the elf respects the psilamander's territory and leaves immediately thereafter.

Psilamander: Init +0; Atk claw +2 melee (1d3+1); AC 14; HD 4d10; MV 30' or climb 20' or swim 40'; Act 1d20; SP infravision 60', drain Intelligence, eye rays; SV Fort +4, Ref +0, Will +6; AL C.



Psilamander

Swamp Light Faerie

At night, Osmon Mire comes alive with dancing motes of blue-green and yellow witch fire. Some say that these are immortal fey spirits that have little to do with men. Others say that these are the souls of those who died in the ancient city of Osmon. There are those who believe the lights to be malign spirits, which lure men to their doom. Still others claim that they are nothing more than marsh gas, or motes of bioluminescent fog.

To a dwarf, these swamp lights smell maddeningly of gold, but they dance away with a movement speed of 50' (flying) if approached. Any damage to a swamp light causes it to simply disappear. If a character manages to get within 5' of a swamp light by some means, the light appears to emanate from a translucent and nearly ethereal female figure, gaunt almost to the point of emaciation.

These swamp light faeries consume the essence of precious metals long ago covered over by the swamp, as well as marsh gas and the dying spirits of men. If a person comes close to dying alone in the swamp, the faeries may come close to feed (this causes no damage). If a character carries more than 200 gp worth of precious metals, the faeries may also come in to feed and – while this is harmless to the character – it certainly may harm his pocketbook. For every round that such a character is enveloped by a swamp faerie swarm, 1d6 gp worth of precious metal is transformed into rusted, pitted iron of no value whatsoever. It is quite possible that the character will be unaware of what is happening until it is too late.

The swamp faerie swarm is dispersed if dealt 5 points of damage with an area effect attack (treat as AC 14: SV Fort +0, Ref +8, Will +3; AL N), or if the available precious metal is reduced to 50 gp value or less.

General Features

Getting Stuck

There are several paths winding through the mire. Following one of these paths is relatively simple, but reduces movement speed by -10' due to boggy ground. Moving off the path penalizes movement by -20'. Any creature whose movement is reduced to 0' may roll a DC 10 Strength or Agility check to progress 10'

instead. Failure at this check means that the character is stuck in the mire.

A character that is stuck in the mire may make a DC 10 Strength check to pull free. Armor check penalties apply. If the character succeeds, he is unstuck (although the judge may require a Luck check to avoid losing footwear, etc.) and may attempt to proceed on the character's next action. Failure means that the character sinks 1d3-1 feet into the swamp.

A character must make a check each minute to avoid sinking if he does not try to get free. This is a DC 10 Agility check, and failure only causes the character to sink six inches for every foot (on 1d3-1) that a struggling character would sink. Remaining calm and waiting for help, if friends are available and you are not being attacked, is a valid strategy.

Native swamp creatures never become stuck in this fashion. Their movement rates are not impeded by the mire.

Dropped Items

Items dropped into the mire are likely to be lost forever. If an immediate search is made, allow a DC 20 Luck check to locate an item in the mire (DC 10 on a path). If the initial check fails, or if the character waits, the check increases by +2 per round until the character gives up, the check becomes impossible to make, or the item is found.

For thrown items and missile weapons, assume an initial DC of 30. The odds are good that characters cannot even make it to the area where they went into the mire before they are lost forever.

Random Encounters

There is a 1 in 6 chance for a random encounter while on the path during daylight hours, and a 1 in 5 chance per 10 minutes at night.

There is a 1 in 5 chance of a random encounter while off the path during daylight hours, and a 1 in 3 chance at night.

Random encounter will not occur in the vicinity or Area 4.

D16 Roll	Encounter (Day)	Encounter (Night)
1-2	Folk of Osmon (2d6)	Swamp light faeries (3d6 or swarm)
3-4	Argodile (1)	Folk of Osmon (1d8)
5-6	Folk of Osmon (1d4+2)	Folk of Osmon (2d8)
7-8	Pallid thorns (1d10+2)	Folk of Osmon (4d8)
9	Psilamander (1)	Argodile (1d3-1)
10	Folk of Osmon (4d6)	Psilamander (1)
11-16	Natural animal	Natural animal

Note that not every encounter should be a combat encounter. In some cases, creatures may simply be sighted, or signs of their existence discovered. Natural animal encounters are with creatures that are native to swamplands – geese, herons, frogs, newts, salamanders, beaver, muskrat, and the like. Instead of being combat encounters, natural animals should make it difficult to determine when a creature leaping across the path is a swamp deer, or something to worry about. If the PCs discover that they have wasted resources on eyes shining in the darkness, and that the eyes belong to a raccoon, so much the better.

The judge is encouraged to expand this table with creatures from other adventures, or of his own design, especially if this adventure location is expanded.

Encounter Areas

1. Swamp Paths: *The paths through the mire are barely more than humped-up sodden dirt, held in place by occasional wooden piles to either side. Although less treacherous than the mire around it, your feet sink into the sucking mud of the path, and you find it slower going than solid ground.*

Following the path is relatively simple, but reduces movement speed by -10' due to boggy ground.

In the spring, the marsh is a riot of flowers, insects, and the distant booming of bitterns. Geese, ducks, and other migratory water birds make seasonal stops here. Frogs and snakes are common. Large weaver

spiders spin webs between tall marsh grasses, and large slugs and snails are sometimes seen...some as large as a foot long. During the winter months, the marsh is especially cold and dreary.

As long as the characters remain on the path, they have an average 1 in 6 chance of an encounter per 20 minutes during daylight hours, and a 1 in 5 chance per 10 minutes at night.

2. Dragon Statue: *A mound rises rather steeply out of the swamp here. Tumbled blocks of ancient masonry, and the rubble of long-eroded buildings lean up through the rank weeds. Over all is an ancient marble statue on a granite plinth. It is half-strangled with vines but still identifiable, even from a distance, as a dragon, about twice the size of a man, seated on the plinth with its forequarters raised, its neck drawn back, mouth open as though to breathe flames. Its wings sweep majestically behind it, although they, like the statue as a whole, are cracked and broken, with parts missing.*

The statue itself is not significant, except that it marks where Red Jack Kaven hid his stolen gold, almost a century ago. If one begins at the statue, and then walks 10 paces in the direction indicated by the dragon's gaze, then digs down 8 feet, one will uncover a large sealed iron pot containing 300 gp and 500 sp. The treasure is buried too deep to be smelled by dwarves (until, say, there remains only two feet of damp earth between pot and dwarven nose) or the swamp light faeries. Digging this treasure up at night is certain to attract the **swamp light faeries**, which will seek to feed off the gold and silver.

3. Black Water: In these areas, the water bubbles up with a darker hue than the surrounding mire. At night, lights seem to twinkle in the swampland, far below. In these areas, submerged parts of the ruined city of Osmon are still inhabited by...something. Poisons from below come up through the water, so that anyone foolish enough to drink the water here takes 1d3 Stamina damage and must make a DC 10 Fort save or 1 point of this damage is permanent.

The chance of getting stuck in these areas is greater, as the corruption from below eats away at the built up vegetation, soil, and peat that makes it possible to traverse the marsh. Off the trail, movement is reduced

by -20', with a DC 15 Strength or Agility check to move or get unstuck. On the trail, movement is reduced by -10', with the same hazard of getting stuck as described off the path in general features. Again, creatures native to the swamp do not suffer from this hazard.

4. Altar of Osmon: *Here, a hill rises from the swamp, topped by a few still-upright pillars and the ruins of what must once have been a temple.*

There are four statues here, one in each cardinal direction, and all made of pitted marble. The statue to the north is that of a woman, missing its head and arms. The statue to the east is partially buried in the swamp, and leans alarmingly toward the path. Although it was once a humanoid figure, it is so scarred and pitted that it is impossible to determine whether it was male or female, or what its features once looked like. The statue to the south is that of a male figure with a helmet and shield, missing its right arm. The statue to the west is covered in thorny vines, including 2d6 pallid thorns. It depicts a couple of young lovers, male and female, but weathering has made them appear to blend together into a single being. These statues give some clue as to the history of the Folk of Osmon – they were once human, but the destruction of their city and their subsequent worship of the ooze-deity Osmon has made them something alien.

Pallid thorns (2d6): Init -3; Atk attach -2 melee (1); AC 15; HD 1 hp; MV 5' or leap 10'; Act 1d20; SP attach, burrow, symbiotic relationship; SV Fort +2, Ref -4, Will +0; AL N.

Atop the hill, there is a marble altar stone surrounded by the fallen ruin of a once-magnificent temple. Although the altar stone was once carved with potent runes, these runes have been so pitted from time and weather that they now resemble signs of Chaos. Even though open to the cleansing effects of wind and rain, the altar clearly shows the stains of blood sacrifice.

This is where the Ritual of Osmon occurs, and any character caught here by the Folk of Osmon will be sacrificed...and the Folk will die before allowing any to escape. A flagstone on the hill can be lifted with a DC 15 Strength check – below is a 20' deep shaft that leads to a 20' square chamber, 10' high, filled to a height of

1d3 feet with foul water. Captives are thrust into the pit or lowered by ropes made of twisted marsh grasses. These ropes are then used to recover victims, turned into nooses to draw the victims upward.

Most victims are deprived of weapons, and so cannot cut the ropes or fight back when their time comes. Also, each day in the pit a character takes 1d3 points of physical ability damage. For the first 3 days, the character gains a DC 10 Fort save to avoid this damage. For the next 3 days, the character gains a DC 15 Fort save. For another 3 days, the character gains a DC 20 Fort save. The character gains a +2 to these saves if he has access to food, and another +2 if he has access to fresh water.

5. Lake of the Avatar: *Here the Osmon Mire gives way here to a dark, scum-covered lake.*

Psilamanders live in the mucky water of the lake, and there is a huge one that characters may encounter (1 in 6 chance for every 10 minutes spent in the direct vicinity of the lake). This **huge psilamander** is fully 15 feet long, and is capable of overturning a boat. Although it is physically more imposing, this psilamander's eye rays and Intelligence drain are typical of its kind.

Huge psilamander: Init -2; Atk claw +4 melee (1d5+3); AC 16; HD 8d10+8; hp 50; MV 30' or climb 20' or swim 40'; Act 1d20; SP infravision 60', drain Intelligence, eye rays; SV Fort +8, Ref +0, Will +10; AL C.

Also dwelling in the lake is the huge ooze known as the Avatar of Osmon, through which the power of the slime-deity flows into this world. The ooze is fed by the ritual sacrifices – by the flesh, blood, and souls of the victims, and thus does not often stir from the bottom of the lake unless a ritual is underway. Although not terribly fast, the ooze is a terrible opponent, and will likely be the death of any mortal being that stands against it. This vast ooze has the following powers:

- **Necrotic Drain:** Once per day, the Avatar or Osmon can drain energy from the living creatures around it. Each living creature within 100' takes 1d6 hp damage (Fort save DC 15

for half), vegetation withers, and insects fall dead. The Avatar gains 50 hp from so doing, to its normal maximum. This power does not differentiate between friend and foe.

- **Surround:** By using two of its Action Dice, the Avatar can move part of its bulk below the surface of the water, so as to surround a foe (or group of very close foes) within 20'. As the Avatar rises around a victim, a DC 20 Reflex save allows the target to dive outside the Avatar's trap, but the character is then prone unless the total roll was 30+. The Avatar can attack surrounded victims with a +4 bonus to hit, and the ooze must be slain or driven off for a surrounded victim to otherwise escape.
- **Immunities:** The Avatar is immune to critical hits, heat, and cold.
- **Spell Resistance:** The Avatar rolls any save against any type of spell or magic on 1d30, due to the divine influence of Osmon.
- **Consume Organic Materials:** Any weapon made of organic materials (such as wood) that strikes the Avatar is consumed. Any creature that strikes the Avatar with its own body takes 1d7 damage itself. When the Avatar successfully attacks a creature protected by organic (or predominantly organic) armor (such as leather, studded leather, hide, or a wooden shield), the creature's armor loses 1 point of AC value as it is partially consumed. If AC value is reduced to 0, the item is destroyed.
- **Surge:** Using all of its actions in a round, the Avatar of Osmon can surge its entire bulk forward 30', overrunning targets within this range. Targets may make a free attack, or may make a DC 15 Reflex save to avoid, but not both. Overrun targets take 3d7 damage and are automatically surrounded.
- **Pseudopods:** Using an Action Die, the Avatar can lash out with a pseudopod at any target within 30'.
- **Spit Acid:** The Avatar can spit a line of acid up to 60' away as a ranged attack. If this hits, the acid does 3d7 damage in the first round, and, unless diluted, will do 2d7 in the second round and 1d7 in the third round. Immersing oneself in the mire is enough to dilute the acid, but doing so requires an action.

Avatar of Osmon: Init always last; Atk pseudopod +8 melee (1d7) or spit acid +4 ranged (special); AC 10; HD 40d6+100; hp 220; MV 10'; Act 7d20; SP detect living creatures 60', necrotic drain, surround, immunities, spell resistance, consume organic materials, surge, range with pseudopods, spit acid; SV Fort +20, Ref -5, Will +24; AL C.

If the characters find some way to defeat the Avatar, the power of Osmon on this plane is broken for centuries to come. For the next 1d4 x 100 years, Osmon can grant no spells or other powers to any worshiper on this plane. For the next 1d4 x 50 years, there can once more be clerics of Osmon, but they are slow to progress, gaining a maximum of 1 XP for any encounter. Thereafter, somewhere on this plane, a new ooze has grown large enough to carry the power of Osmon fully into the world once more.

In addition, the powers of Law reward the characters who defeat the Avatar with 1d3 points of Luck each. If the judge so desires, other specific rewards may be offered.

Scenario One: A Love Story

Bral of Osmon is an atavism, a throwback to the earlier, gender-based human existence that the Folk of Osmon shared. Although Bral has no real gender, it refuses to bud, and thinks of itself as a specific gender. The judge should choose an individual with a high Personality score that Bral falls in love with – Bral will mate with this person and no other.

What this means is that Bral will attempt to kidnap a character passing through the Osmon Mire, and force its attentions upon that character. But Bral has been avoiding budding for a long time, and the pressure is building up. Bral must either unite or divide soon, or it will literally explode....

When Bral is slain, or whenever the judge decides the pressure has become too great, it explodes into 1d20+10 proto-folk of Osmon. In this strange case, however, each of these proto-folk has gender, with an equal chance of being male or female. If allowed to reach adulthood (a process taking 2d20 minutes), the Children of Bral create a schism in the Folk of Osmon between the Gendered and the Genderless.

If the PC should agree to become Bral's paramour, the judge may have the Children of Osmon be the result of that union. Because the Folk of Osmon reach maturity so quickly, the judge may allow the firstborn to become a player character. Treat this character as a human, with the special ability to throw protoplasmic globs like a Folk of Osmon. These globs never become a new Folk, though. Nor do the body parts of a Child of Bral if the Child is killed.

Bral of Osmon: Init +1; Atk protoplasmic glob +3 ranged (1d3) or short sword +1 melee (1d6); AC 10; HD 3d8; hp 16; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow; SV Fort +2, Ref +1, Will +4; AL N.

Child of Bral: Init – 1; Atk protoplasmic glob +1 ranged (1d3) or weapon –1 melee; AC 9; HD 1d8; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire; SV Fort +1, Ref –2, Will +0; AL C.

Scenario Two: Bandits of the Swamplands

Passing through the swamp near twilight, the PCs encounter Sarjack Hol and his band of bandits. During the ensuing negotiations or fight, the two groups realize that they are surrounded by Folk of Osmon and must unite to win free.

Sarjack Hol is a good-humored man, quick on his feet but beginning to grow a paunch. He has a winning smile and twinkling eyes behind his silver-sprinkled red-brown beard. He is courteous to his victims, and affects a lordly manner, though his grammar and diction show that he comes from a far rougher background. Think of a charming, but poorly educated, mobster trying to fit in with high society while holding them up in a putrid mire, and you have encapsulated him perfectly. He often misuses large words that he doesn't understand; this impresses his men, who do not understand them either.

His men (he calls them his "swamp rats") are also all nimble, although less handsome than their leader. Many have a finger or two missing, an ear cut off, of some other scar to remember a fierce battle by. Each of the bandits wears studded leather (d8 Fumble die) and is armed with a scimitar and 1d3+1 javelins (3 average).

After a short negotiation, and possibly a few rounds of fighting, it suddenly becomes obvious that the PCs and the bandits are not alone – the Folk of Osmon have quietly surrounded them, and begin their attack with a volley of protoplasmic globs. The Folk do not care who they capture or kill. They do not differentiate between PCs and bandits.

The characters then have a number of options: they can try to flee while the Folk and the bandits fight each other (although the Folk will target them), they can try and fight both bandits and Folk at the same time (which will probably not end well), or they can work with Sarjack Hol and the swamp rats to break free. In this last case, success will make Sarjack Hol a friend for life, and the swamp rats a resource which the PCs may draw upon in later adventures.

The judge may adjust the number of bandits and Folk to better fit the needs of the campaign.

Sarjack Hol: Init +4; Atk scimitar +4 melee (1d8+2) or javelin +3 ranged (1d6); AC 14; MV 20'; Act 1d20; SV Fort +3, Ref +3, Will +0; AL N.

"Swamp rats" (10): Init +2; Atk scimitar +2 melee (1d8+1) or javelin +3 ranged (1d6); AC 13; HD 1d8; MV 20'; Act 1d20; SC Fort +2, Ref +2, Will +0; AL N.

Folk of Osmon (24): Init – 1; Atk protoplasmic glob +1 ranged (1d3) or short sword –1 melee (1d6); AC 9; HD 1d8; hp 5 each; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow; SV Fort +1, Ref –2, Will +0; AL C.

Scenario Three: Hidden Gold

There are many ways in which the PCs can obtain a treasure map, including at least one published module for the *Dungeon Crawl Classics* game. This can be a map to Red Jack Kaven's buried gold, and can indicate the general area of this Campaign Element. "Follow the dragon's gaze for ten and down eight" is the cryptic message, indicating 10 paces and 8 feet of digging.

Complications arise when the characters actually try to recover the treasure. Daylight recovery risks drawing the attention of passers-by, bandits, or the Folk. Night recover draws the risk of the swamp light faeries, which cluster in greater numbers the deeper the characters

dig, ready to feed on the uncovered gold.

How the players deal with these complications is up to them. The judge should reward cleverness.

Scenario Four: The Ritual of Osmon

The Ritual of Osmon occurs every month on the night of the new moon, at the altar in Area 4. In attendance are 30+3d10 Folk of Osmon, as well as 1d4+4 aspirants, three acolytes and a priest of Osmon. The Folk wear dark hooded robes, and each carries a wavy dagger as a weapon. The aspirants wear blue hooded robes, and are unarmed. The acolytes wear yellow hooded robes and carry wavy-bladed short swords. The priest wears a silvery-white hooded robe and bears the Maul – a large two-handed mace with two bands of spikes around its head. Finally, there are 1d3 black-robed guards wielding spears for each prisoner to be sacrificed.

The Ritual consists of two hours of chanting prior to the first sacrifice: “Osmon olha umra uthark palhora!” (roughly translated as “Osmon, being of shadows/slime/water, cover/cloak the world!”). Each sacrifice is dragged from the pit and held under guard one hour before the ceremony begins. After the initial chanting, the first sacrifice is taken to the altar. The sacrifice is held over the altar by the aspirants while the acolytes chant for 15 minutes, and then has his or her chest smashed in by the Maul. Blood runs down into the swamp while the priest chants for 10 minutes, and then the next sacrifice is performed. After the first sacrifice, another being is sacrificed every 5 minutes, until the Folk run out of sacrifices. At the end of the ceremony, the sacrificial victims are dumped into the Lake of the Avatar (Area 5).

There is a 5% chance with each sacrifice (non-cumulative) that the Avatar shows itself.

In order to infiltrate the Ritual, PCs must be appropriately garbed and make Personality or Disguise checks. The initial check is DC 5, but a DC 10 check must be made at each sacrifice. Interlopers who are caught are added to the evening’s sacrifices. Lawful characters take a –1 penalty to Luck for each victim they see sacrificed without trying to intervene. Chaotic

characters, on the other hand, gain +1 Luck for each victim they actively participate in the sacrifice of.

There are several reasons that the PCs may become involved in the Ritual of Osmon:

- They may need to rescue a prisoner (possibly another PC) from the Folk before he is sacrificed.
- They may wish to interrupt the Ritual. This is appropriate for a Lawful cleric, and may be part of a penance to remove disapproval, or the result of a deity request.
- A cleric of Osmon may be empowered by the Ritual, and use this to remove specific disapproval. Such a cleric may also require a specific sacrifice to meet a deity request.
- A thief who actively participates in the Ritual may make a DC 15 Luck check if the Avatar appears. If successful, he gains the *Touch of Osmon*, and can spend 1 minute to alter his gender and/or facial features at will. This grants a +5 bonus to disguise self checks.
- A wizard or elf who actively participates in the Ritual may make a DC 15 Personality check if the Avatar appears. If successful, the character is touched by the thoughts of Osmon, and may attempt to learn the following spells: *alter self*, *chill touch*, *monster summoning* (the resultant spell, if learned, only summons primeval slimes, jellies, and oozes), *polymorph*, and *water breathing*. These do not have to be learned in any particular order. The character can make an attempt at any time that he can learn a spell of the appropriate level (although only once per wizard or elf level, as normal).

Finally, a non-Folk who is present at the Ritual when the Avatar appears must roll 1d14, adding Personality modifier and Luck modifier, and consult the following table:

Roll	Result
0 or less	The character is transformed to a primeval slime (see the core rulebook, pp. 423-424), which attacks any non-Folk present before starting its new life in the Osmon Mire. After 1d14 days, a Will save (DC 15, using the character's original modifier) restores the character, minus equipment, naked somewhere in the Osmon mire. There is a 20% chance that the character is restored as a Folk of Osmon.
1	The character becomes a Folk of Osmon, with the special ability to throw protoplasmic globs that can become a new Folk of Osmon. This transformation is permanent.
2	The character becomes genderless. Roll 1d7. On a roll of 1-4, all signs of gender identity disappear forever. On a roll of 5-7, the character becomes hermaphroditic.
3	The character buds, growing 1d3 additional faces that form into new Folk of Osmon in 1d3 weeks each. Every time a bud falls off as a new Folk, there is a 20% chance that 1d3 new buds replace it, and the process is repeated.
4	The character's flesh sags and face runs, causing a permanent loss of 1d3 points of Personality.
5-7	As 8-9, above, but the damage is temporary, and the character's flesh is restored as the damage is healed.
8+	No effect.

Folk of Osmon priest (1): Init +3; Atk protoplasmic glob +1 ranged (1d3) or Maul +4 melee (1d8+4); AC 12; HD 8d8+8; hp 50; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow, harmful spell 3/day (100' range, 1d8+2 damage, Will DC 13 half); SV Fort +5, Ref +2, Will +8; AL C.

Folk of Osmon acolytes (3): Init +1; Atk protoplasmic glob +1 ranged (1d3) or short sword +1 melee (1d6); AC 9; HD 3d8; hp 14 each; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow; SV Fort +1, Ref -2, Will +4; AL C.

Folk of Osmon aspirants (1d4+4): Init -1; Atk protoplasmic glob +1 ranged (1d3); AC 9; HD 1d8; hp 5 each; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow; SV Fort +1, Ref -2, Will +0; AL C.

Folk of Osmon guards (1d3 per sacrifice): Init +0; Atk protoplasmic glob +1 ranged (1d3) or spear +0 melee (1d6); AC 9; HD 1d8+2; hp 7 each; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow; SV Fort +2, Ref -1, Will +1; AL C.

Folk of Osmon (30+3d10): Init -1; Atk protoplasmic glob +1 ranged (1d3) or dagger -1 melee (1d4); AC 9; HD 1d8; hp 5 each; MV 20'; Act 1d20; SP protoplasmic globs, immune to fire, regrow; SV Fort +1, Ref -2, Will +0; AL C.

Squeezing it Dry

In addition to the scenarios presented herein, the judge may use this material to generate additional content. The city of Osmon is as large or as small as the judge desires, but surely the bounds of the Osmon Mire extend far beyond the map presented here. Additional parts of the ruins may poke above ground. Somewhere, there may be an enclave where the Folk of Osmon gather. What wonders of magic or super-science may lie beneath the swamp?

Who was Red Jack Kaven? He hid his treasure here long ago, but that need not mean that he hasn't hidden other treasure caches elsewhere. He might still have old comrades seeking out the treasure's location as well – *Treasure Island* (Robert Louis Stevenson) or *Moonfleet* (J. Meade Falkner) may be inspirational here. Consider also Robert E. Howard's "The Black Stranger". For further adventure ideas in the Osmon Mire, *Hiero's Journey* (Sterling E. Lanier) offers some excellent ideas.

Bral of Osmon and Sarjack Hol could easily become recurrent characters in an ongoing campaign. If Bral is slain, Bral's offspring could trigger a holy war amongst the Folk of Osmon. Sarjack Hol could render assistance, or need aid to rescue a swamp rat from the Folk of Osmon or a nearby portion of the ruined city. Sarjack Hol could also have a treasure map to another adventure location, and offer a partnership with the PCs for a cut of the treasure obtained.

An assassin empowered with the *Touch of Osmon* could be a deadly opponent. Finally, high-level characters may seek to defeat the Avatar of Osmon itself, possibly as a result of a deity request. These characters will have to lure the Avatar out of the lake, and then have to deal with its impressive combat abilities. Even high level characters may find themselves outmatched by the Avatar.



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