

Planar Compass



#1 - Summer 2020

DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

Planar Compass: Issue 1 v1.3 *Summer 2020*

Astral Visionaries

This issue of Planar Compass was made possible by the incredible generosity and overall excellence of the following radical people:

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Table of Contents

Introduction.....	4
Locales & Locals.....	6
The Setting.....	6
Island Locations and Characters.....	8
Adventures.....	14
Pantry Raid.....	14
Beach Psiombies.....	20
All That Glitters.....	22
Deepwarren.....	24
Classes.....	34
Aldhelsi.....	34
Astral Sailor.....	36
Onauk.....	38
Psion.....	40
Psionics.....	42
Power & Energy.....	42
Psionic Combat.....	44
Psionic Powers.....	46
Powers List.....	46
Open Gaming License.....	58

Introduction

Welcome to Dreamhaven

In 2020 amidst chaos and fear this zine was written and drawn in equal parts rage, joy, and hope.

Travel to dungeons dark and deep, go there with your friends and neighbors. Bind yourself to the light and return bolder, not broken.

For the OSR

Planar Compass was designed around **Old School Essentials** by Necrotic Gnome and as such is compatible with the classic Basic / Expert rule-set and other OSR games.

Required Books

The following **Old-School Essentials** books are required to play this zine:

Core Rules: Contains the foundation rules of *Old-School Essentials* upon which this book is based.

Classic Fantasy Genre Rules: The classes in this zine refer to equipment found in the *Classic Fantasy Genre* book.

Classic Fantasy: Treasures: References are made to magic items detailed in the *Classic Fantasy Treasures* book.

Old-School Essentials will occasionally be shortened to OSE to save space.

Optional Books

Classic Fantasy: Cleric and Magic-User Spells: There are passing references to spells detailed in the *Cleric and Magic-User Spells* book. It is assumed that whatever system you are using will contain rules for these foundational spells. If not, these references can be dropped or substituted without much impact on the game.

Classic Fantasy: Monsters: Every effort is made to make running the content of this zine as seamless and speedy as possible. As such some monsters from the *Fantasy Monsters* book are replicated here to avoid referencing additional material. Some referees may wish to flesh out the contents of this issue with additional monsters from this book.



Running Dreamhaven

Spoilers: The following is intended for referees. Players should stop reading. Referees should provide their players with a copy of the *Player's Booklet PDF* to avoid spoilers.

Low Level Play: The adventures in this issue are designed for levels 1-3 with low emphasis on encounter balance. As such there are many moments in this zine that can quickly kill characters. The players should be advised to proceed cautiously and thoughtfully in the old-school play style. If you are in the midst of a longer campaign and the characters are of a higher level you may wish to scale up the threats and challenges as you see fit.

The Celestial: The end of the Deepwarren contains a potentially game ending (or at least Dreamhaven ending) event when the island returns to its organic state and the Celestial arrives (see *Deepwarren*, p24). Referees using Dreamhaven as a home base in a longer campaign may wish to put off dropping the hooks for the Deepwarren until the characters have been to Dreamhaven multiple times. The Deepwarren contains enough content for 2-3 sessions, as such you may want to encourage your players to leave and return later. Should that happen you will want to consider how the dungeon may change with the passage of time. Does Palio set out more traps, or change the locks? Do new monsters move into the now vacant spaces? Alternatively, you may wish to forgo the apocalyptic conclusion altogether and keep the island intact for future use.

The Hedgemaze: Within the Deepwarren is a magical hedge maze, the border area to a different plane of existence (see *9. Portal to Hedgemazia*, p28). This portal can be an alluring prospect to players, and it's easy to lose track of time inside. If you are running Dreamhaven as a one shot, you might want to gently discourage players from spending too much time on the other side of the portal. Perhaps if a character goes through the portal they come back as a giant snail (who may or may not be able to speak). Maybe they don't come back at all, or the maze just continues on forever until the players get the hint. The plane of Hedgemazia is left intentionally blank to allow the referee to cater it to their unique circumstances. It will however be fleshed out in a future issue of Planar Compass along with other planes of existence.

Setting Up the Scenario

Below are two suggestions for how Dreamhaven may be used and initiated.

- **One shot or Campaign Starter:** The players are stranded on Dreamhaven. Perhaps they were shipwrecked and rescued, being brought only so far as Dreamhaven. Either way make the cost to get off the island the cost to advance the entire party 1 or 2 levels.
- **Campaign Break:** The clockwork tax collector **Publicanus** (see *7. Custom House*, p13) has levied a tax on the party higher than they can pay. They will need to come up with the funds before their ship can leave dock.

Locales & Locals

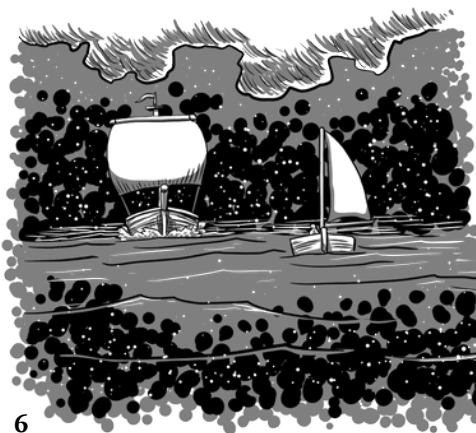


The Setting

The Astral Sea

The vast multiverse of planes are all connected by the Astral Sea. Ships sail across the dark waters of psychic energy under a black sky of endless stars and nebulae. But despite its entrancing beauty, the sea of souls can be a very dangerous place. Psychic storms can leave sailors emotionally scarred or even paralyzed and pirates constantly ravage ships.

- **Psychic waters:** Translucent dark blue and purple waves that give way to nebula and stars.
- **The big black:** The sky overhead is black and full of stars but there are silver clouds. Despite this there is a perpetual ambient light that illuminates objects as if it were twilight.
- **Psychic storms:** Traveling on the astral sea can be quite dangerous. (see *Psychic Storm*, p23)



The Island

In the very middle of the sea lies a port island where much of the interplanar trade of the multiverse passes through. Dreamhaven is a safe harbor from the storms and a refuge from, and for, the pirates. Here you can eat, drink, relax, and raise hell before heading back out into the sea of souls. Almost anything can be found in Dreamhaven if you know where to look.

Background

Palio One Eye (see *2. The Slipstream Bar*, p10) was a fearsome and notorious pirate in his heyday. That all changed when he wrecked a cargo ship carrying Aldhelsi mead on an island in the middle of the Astral Sea. It appeared that was the end of his story. That was until a ship anchored offshore to give the crew some much needed leave. A younger Palio would have slain them, claimed the ship for his own, and used it to escape the island. But this was a more seasoned and thoughtful Palio. He decided to try something new. He sold them drinks. And thus, **Dreamhaven** was born.

Secrets

- **Celestial hand:** The island is actually the disembodied, petrified hand of a celestial (see *Deepwarren*, p24).

Species of Note

➤ **Onauk:** Latecomers to the interplanar game, these horned pirates have spent the last few decades plundering the Big Black for its resources and treasure. Except for the aldhelsi, they have little regard for the cosmopolitan collection of inhabitants that sail the astral sea. Palio is one of the first of his kind to recognize the potential of cooperation with the other dwellers of the Astral Sea.

(see *Onauk*, p38)

➤ **Aldhelsi:** Short fey with innate psionic powers from generations living on the Astral sea. They have pale (almost translucent) skin, silver hair, long pointed ears, and perfectly black eyes. Thousands of years ago they lost the way to their home plane and have been wandering in search ever since.

(see *Aldhelsi*, p34)

➤ **Belsorriso:** Furry humanoids who resemble raccoons. They are comfortable getting around on four legs or two and are known for their charming smile.

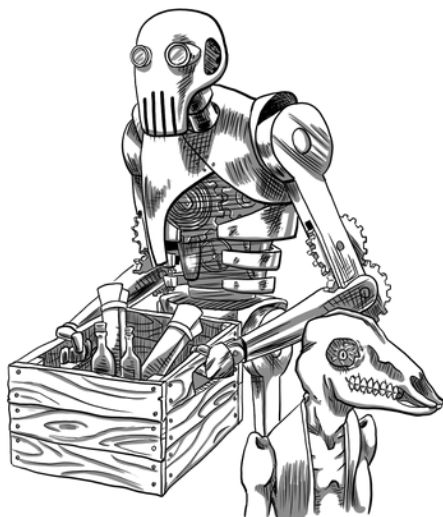
(see *Tossed Around*, p16)



➤ **Skullga:** Skinny goblins with heads that look like deer skulls. Generally peaceful, they are fantastic shipbuilders and fixers and the docks are often filled with them as they work on visiting ships. (see *12. Secret Dock Entrance*, p31)

➤ **Chanicoids:** These clockwork beings are found throughout the Astral plane, working to earn money for a mysterious higher master. There are several on the island of Dreamhaven.

(see *7. Custom House* and *8. Vulcanus' Smithy*, p13)



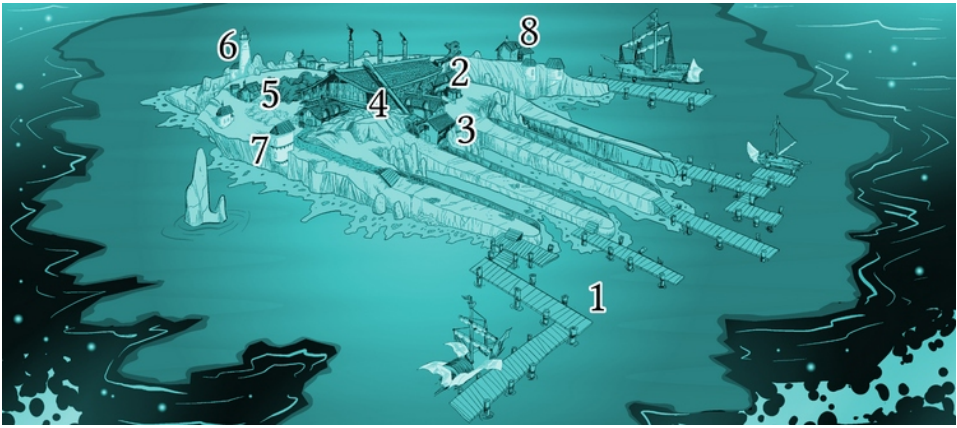
➤ **Humans:** They just seem to make their way everywhere. Even the astral plane is riddled with them, adventurers and merchants looking to make a living on the sea of souls.

Keeping Time

Central Ordo Time: Throughout the island are a series of clocks that are set to the time of Ordo, the plane of law. This central time is used by merchants and sailors for keeping schedules and maintaining their own health.

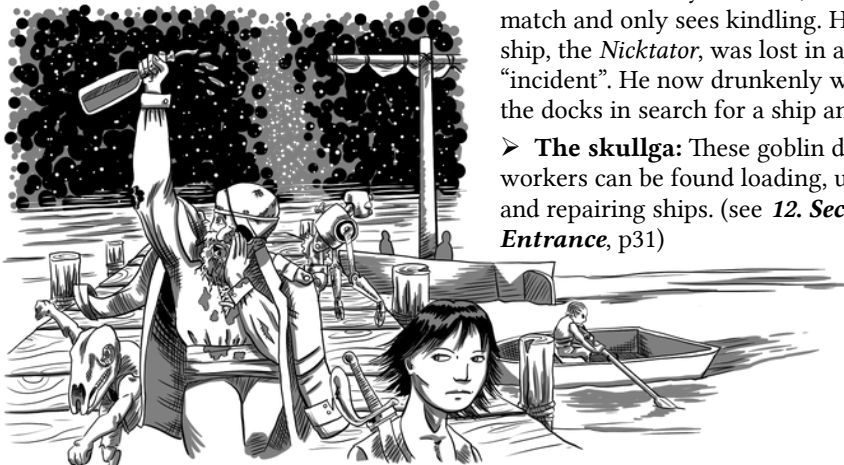
Island Rhythm: Even though there is no sun to set and rise on Dreamhaven, the island follows the cycle of Central Ordo Time. As such things are livelier in the “day” and quieter in the “night”.

Island Locations and Characters



1. The Docks

Here you'll find the lifebloods of Dreamhaven milling around the piers that extend from the mainland. Sailors, riff-raff, and travelers of all kinds are arriving and preparing to disembark. Cargo is being loaded and unloaded. In the distance the astral seascape twinkles with the light of distant stars and cosmic curiosities. This is a great place to get info, hire some hands, or charter a ship.



Locals

- **Saturday “Mama” Star:** The belsorriso smuggler has her ship, the *Wharf Rat*, docked here. (see *Tossed Around*, p16)
- **Erntar Royam and Breaker:** The aldhelsi captain and his onauk first mate / enforcer (see opposite) have their ship, the *Second Chance* (see *Heathens Aplenty*, p15), docked here.
- **Captain Hector:** If some people are hammers and only see nails, Hector is a match and only sees kindling. His former ship, the *Nicktator*, was lost in an “incident”. He now drunkenly wanders the docks in search for a ship and crew.
- **The skullga:** These goblin dock workers can be found loading, unloading, and repairing ships. (see *12. Secret Dock Entrance*, p31)

Rumors

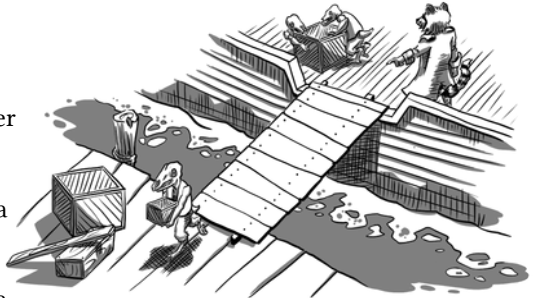
- **Saturday** has a crew of **skullga** unloading cargo, ply them with coin or drink and they may spill the beans on her corpse smuggling enterprise (see **11. Body Storage**, p30).
- **Erntar** knows Dreamhaven isn't on a lot of aldhelsi maps, it's a "new" island, comparatively.
- **Breaker** believes there is a giant race of people that "walk the stars"

Secrets

- **Secret entrance:** The ring finger dock contains a secret hatch leading to the Deepwarren (see **12. Secret Dock Entrance**, p31).

Hooks

Erntar has heard rumors that the merchant's vault below the island contains an astral chart showing the way to the home plane of the aldhelsi. (see **Deepwarren**, p24) He will happily pay the characters 2,000 gp if they deliver it to him.



Erntar Royam

Short, thin, male aldhelsi. Pale skin, long silver hair, perfectly black eyes, pointed ears. 5' tall. Erntar is bookish and cowardly by nature but will defend himself if necessary.

AC 5 [14], **HD** 1+1* (5hp), **Att** 1 × sword (1d8), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P13 B15 S15 (E1), **ML** 8, **AL** Neutral, **XP** 19, **NA** 0 (1), **TT** E

- **Psionic powers:** Erntar has 20 psionic energy. He knows **Hypnosis** (Power score: 8), **Mind Link** (Power score: 7), **Telekinesis** (Power score: 9), and has the defense mode **Mental Barrier** (Power score: 10). (see **Psionic Powers**, p46)

Breaker

Tall, muscular, female onauk. Cyan, tattooed skin with scars and a poorly set broken nose. Short cropped black hair. Breaker is terse, business minded, and fiercely loyal to Erntar.

AC 2 [17], **HD** 2 (9 hp), **Att** 1 × two-handed sword (1d10), **THAC0** 18 [1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 9, **AL** Any, **XP** 20, **NA** 0 (1), **TT** V

2. The Slipstream Bar

The main building consisting of the bar, guest rooms, and bazaar, is made of one massive wrecked ship which has been expanded and built out.

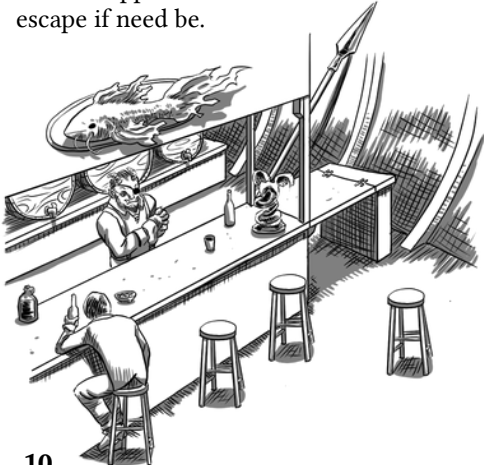
The tip of the ship's hull has been transformed into an exquisite wooden bar where guests and passing travelers can partake in food and drinks, as well as rent rooms. **Palio** can often be found behind the bar where he conducts most of his business. The bar is decorated with trophies and curiosities from Palio's reaving days including a massive spear behind the bar. Other touches include fishing trophies, a gallon growler with an ornate astral clipper inside, and onauk scrimshaw.

Rumors

➤ **Sea Informant:** Patrons at the bar talk of a mysterious figure who lives in the lighthouse and can predict the future. (see **6. Lighthouse**, p13).

Secrets

Palio keeps a ship in a growler for emergencies. When smashed a full sized Astral Clipper sails out. He'll use it to escape if need be.



Locals

➤ **Palio One Eye:** The old onauk (see opposite) has retired from piracy and now owns and runs the port island of Dreamhaven. He is polite to customers but fearsome when it comes to protecting his business and harbors dark secrets.

➤ **Leonid the Luxurious:** An old wizard with a penchant for the gaudy things in life. Leonid is a 12th level magic user but will not teleport anyone off the island for less than 10,000 gp. He will offer a discount to anyone who does a job for him. (see **hooks** below) Leonid is best friends and drinking buddies with **Lamorak** the bard.

➤ **Lamorak:** Male human bard. 5'8" Lanky build. Annoyingly cheerful smile. Light tan hair, chin length, with short bangs. Light lavender tunic. Carries a simple, brightly colored lute with woven strap. Lamorak is aggressively interested in making friends with new people. He is best friends and drinking buddies with **Leonid**.

➤ **Sir Jem'Nai Ballway:** This reclusive knight was raised by aldhelsi. He keeps his life story to himself unless plied liberally with drinks.

Hooks

➤ **Limited offerings:** When the characters first arrive they find that there is very little beyond water and some edible coral available at the bar. (see **Poorly Stocked**, p14).

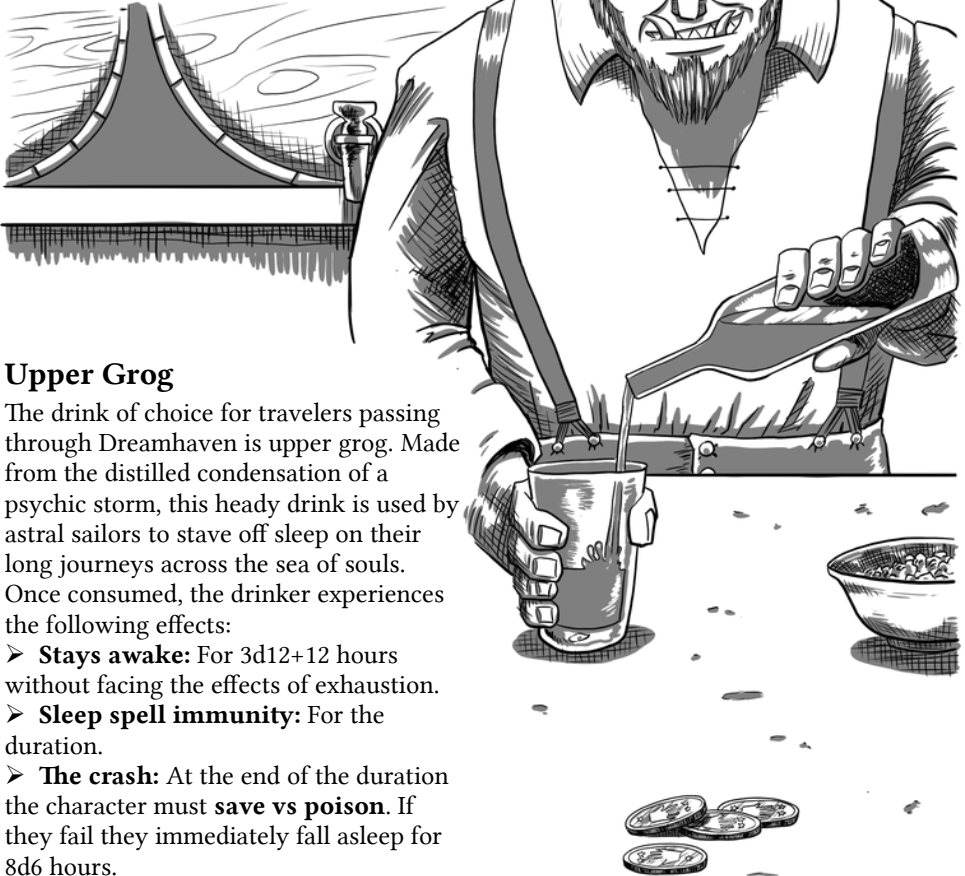
➤ **Jobs for Leonid:** Leonid covets a necklace (see **All That Glitters**, p22) and the legendary diamond he has heard rumors of hidden below the island. (see **14. The Deluxe Vault**, p32)

➤ **Fishing:** There is a chance that the characters may catch Palio closing shop to go fishing. (see **Beach Psiombies**, p20)

Palio One Eye (Onauk)

AC 6 [13], HD 4 (15hp), Att 1 × axe (1d8 + 2), THAC0 18 [1], MV 120' (40'), SV D12 W13 P14 B15 S16 (1), ML 8, AL Chaotic, XP 75, NA 0 (1), TT D

➤ **Battle rage:** +2 to hit humans and similar humanoids (e.g. orcs, goblins). Rage sometimes makes them attack their allies.



Upper Grog

The drink of choice for travelers passing through Dreamhaven is upper grog. Made from the distilled condensation of a psychic storm, this heady drink is used by astral sailors to stave off sleep on their long journeys across the sea of souls. Once consumed, the drinker experiences the following effects:

- **Stays awake:** For 3d12+12 hours without facing the effects of exhaustion.
- **Sleep spell immunity:** For the duration.
- **The crash:** At the end of the duration the character must **save vs poison**. If they fail they immediately fall asleep for 8d6 hours.
- **Addicting:** Each time they consume a drink of the grog they must make a **save vs poison** or become addicted. Each drink consumed adds a -1 penalty to the save.

3. Guest Rooms

Located on an annex to the massive ship that makes up the main building, these rooms for rent are frequented by sailors and merchants as they pass through. There are two standards of room for rent, reflecting these two income brackets.

➤ **Sailor's room:** At 25cp a night, this spartan room is little more than a dry bed to sleep in, some simple end tables with candles, and a chest to store one's belongings.

➤ **Merchant's room:** At 5gp a night, this spacious room contains a large comfortable bed, chest, end tables, armoire, fireplace, and windows.



Leonid's Room

Leonid (see *2. The Slipstream Bar*, p10) keeps a permanent residence here. His room is protected by an illusion to look shabby. In truth his room is magicked to be palatial in size. Everything, top to bottom is gaudy to the point of tackiness. Under the bed is a chest of gems and the closet has an assortment of magic cloaks.

4. The Bazaar

This large market is located in the open area of the ship's hull. Within you'll find a labyrinthine collection of vendor stalls with customers shouting and haggling over goods. As a nexus of the multiverse, a wide and diverse range of goods are sold in the Dreamhaven bazaar. At the referee's discretion, anything a player desires can be purchased here. In addition this is the place to hire retainers and specialists.

Locals

➤ **Slough Poekkins:** This humanoid resembles a large bipedal tortoise. He speaks extremely slowly but has excellent customer service. He sells healing potions for 500gp and at the referee's discretion other minor potions, scrolls, and magic items.

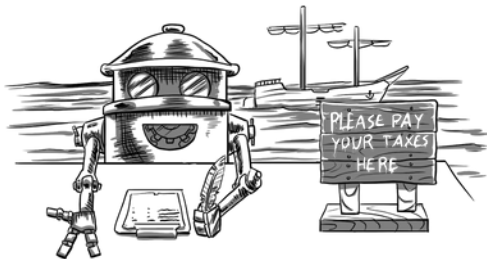
➤ **Vulcanus Triginta Septem:** This chanicoid (see *Species of Note*, p7) blacksmith keeps a stall at the market where he sells weapons, shields, and armor. Custom fit armor can be ordered here. He has a forge on the island (see *8. Vulcanus' Smithy*, p13) where he does his work. The clockwork smithy speaks in terse sentences, mostly one or two word affirmations or negatives.

5. Warehouse

Palio's stock of goods and consumables. (see *The Warehouse*, p14). The door to the building is padlocked, Palio keeps the key on his person.

The Deepwarren

A secret door leads down to the tunnels beneath the island. (see *Deepwarren*, p24)



6. Lighthouse

Home of the mysterious **Sea Informant**. They haven't been seen in years, but are known to distribute an astral almanac by way of a drop box just outside the entrance.

Secret

The Sea Informant is a reclusive camouflaged salamander.

7. Custom House

Publicanus Cultri Viginti Novem Milia Trecenti is the chanicoid interplanar tax collector. Publicanus collects a 3% levy on all goods and coinage acquired through interplaner trade or adventuring. The tax collector has several clockwork minions that have been deputized to collect taxes from ships. Publicanus also employs an older belsorrison named **Vern**. Good humored and bespectacled, Vern is a clockwork repairman.

8. Vulcanus' Smithy

Vulcanus (see *4. The Bazaar*, p12) uses this building as his forge. The building is kept locked if he is at the market. He is careful to not allow customers to wander around the building.

Herein the Aspects of the Heavens Learn;
And of the Times the Mystic Signs Discern.

The 'Sea Informant' Proffers:

The Prophetic Almanack of Celestial Lore

NOW



Seek Shelter!
Soul Storms Assail
The Shores Of Dream

SOON



Swell Sailing, Smooth Seas
Take In A Time
Of Gentle Breeze

LATER



Claim The Deep Treasure
HE Will Reclaim
That Which Is HIS

Adventures



Pantry Raid

Poorly Stocked

- **The Slipstream Bar:** Located at 2 on the Dreamhaven map. New arrivals to Dreamhaven can fill their bellies and run their jaw at the local watering hole. It smells like slop and suds, but it has a certain charm to it.
- **Palio:** The barkeep and owner of this fair isle. He's laying down cool mugs of water as someone has been stealing from his stock, leaving the bar low on refreshments. **Palio** will give the players the key to his warehouse and promise them discounted rates, if they can find the culprit and reclaim his missing goods.
- **Leonid** the wizard and **Lamorak** the bard are making the best of their situation by whining and wetting their whistles. Over some water and crunchy coral snacks (the only abundant foodstuff at present) **Leonid** might disclose that he's curious about the warehouse, he's heard rumors of a priceless wonder in the deep caverns below the island. **Lamorak** is friendly and eager to make the player character's acquaintances.



The Warehouse

- **The Building:** Located at 5 on the Dreamhaven map. The door has a new padlock on it. Once unlocked by **Palio**'s key, the players can enter to find a 10' by 10' room with several racks of shelves.
- **Contents:** The following items are placed in a semi organized manner: an assortment of glass bottles (see *The Bottle Table*, p18), ship parts, barstools, a sack or two of flour and cornmeal. In the middle of the floor is also a 2" **iridescent feather** (dark green, with a sheen of violet). There are signs of mischief: half eaten snacks, shattered glass, a **shelf bumped out from the wall**. A closer look at the shelves will yield tufts of gray brown fur.
- **Raz attack:** From behind the out of place shelf a pack of 2d4 Raz (see *8. The Raz King's Realm*, p27) will creep out and attack the players.
- **The Deepwarren:** After combat players can see that behind the askew shelf is a sack of 12,000 cp and a secret doorway that leads to the cavern below Dreamhaven (see *Deepwarren*, p24).
- **Easy out:** Palio will arrive to ask for an update. He'll notice the feather and tell them **Lamorak** might pay money for it, or **Erntar** might know something of it as he's a bit of an academic. If asked about the secret door, Palio will brush it off and offer the sack of copper pieces as a reward. If pressed he will forbid the party from entering the Deepwarren and angrily ask them to leave the warehouse.

Heathens Aplenty

➤ **Lamorak:** Players can check for him at the bar. **Leonid** will grumble that Lamorak likes to stroll the docks “in search of a tune” and that he might have gone to check on his friend **Erntar**.

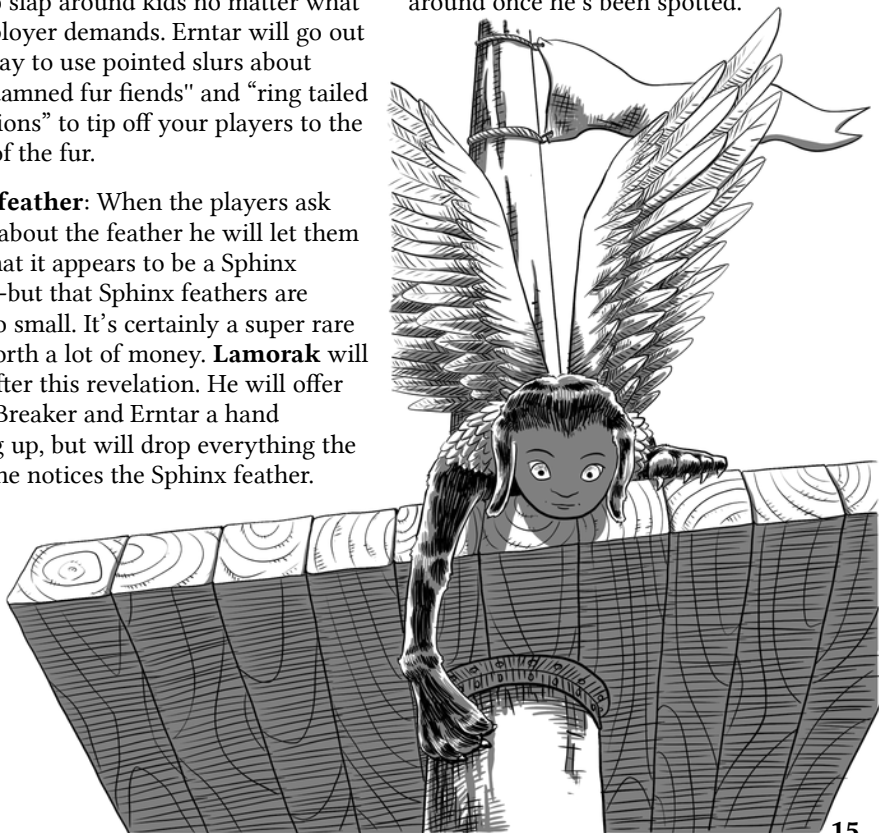
➤ **Erntar Royam:** The salty aldhelsi captain and his one woman Onauk crew, **Breaker**, are cleaning up the deck of the *Second Chance* after a minor scuffle. The **Star Children** (three belsorriso children, see p16) have been poking around Erntar’s ship. Erntar is certain those damn kiddos were casing his ship, and one of them might have made it on board. Breaker is equally annoyed. The Star Children are up to no good, but she’s not going to slap around kids no matter what her employer demands. Erntar will go out of his way to use pointed slurs about “those damned fur fiends” and “ring tailed rapsCALLIONS” to tip off your players to the source of the fur.

➤ **The feather:** When the players ask **Erntar** about the feather he will let them know that it appears to be a Sphinx feather--but that Sphinx feathers are rarely so small. It’s certainly a super rare item, worth a lot of money. **Lamorak** will arrive after this revelation. He will offer to give Breaker and Erntar a hand cleaning up, but will drop everything the second he notices the Sphinx feather.

Hide and Sphinx

➤ **Sing us a song:** Lamorak tells the players, sometimes when he sings on the docks he’s been catching glimpses of a small Sphinx. He’s been trying to draw it out of hiding for days, hoping to make it his friend. Lamorak will demonstrate the song.

➤ **Up in the nest:** While **Lamorak** sings, purring can be heard from up above. From the crow’s nest of Erntar’s ship another iridescent feather wafts down. Depending on your players actions the little Sphinx might playfully lead them on a merry chase down the docks to the *Wharf Rat* or he might flee in that direction. Either way, he isn’t sticking around once he’s been spotted.



Tossed Around

➤ **Bang! Crash!** If the players follow the baby Sphinx to the other end of the docks. There they find an Astral Clipper Ship. It is a sleek ship, one that has been built for speed with a good deal of cargo space. This is the *Wharf Rat*. On the deck of the ship the players can see three Belsorriso children. They are playing a raucous game of catch with **Palio's** missing stock, the young Sphinx immediately joins in the game.

➤ **Meet the gang:** The children will introduce themselves if asked. They are: **Hero, Dimetirus, Lysander, and Tut** (the child Sphinx you've been following). They have no qualms with stealing, they won't try to hide their theft. In fact, they'll brag about stealing stuff all over Dreamhaven and offer to sell it to the players for the right price.

➤ **Deal's off:** At some point, the children will get bored and **Hero** will throw a bottle at the players, picking a fight. Roll on *The Bottle Table* (see p18) for the effect of the tossed merchandise. The players can fight the children, **Tut** will drop a new bottle every round and Hero, Dimetirus, and Lysander will otherwise toss verbal barbs and set Tut up with more bottles to throw.

➤ **Maternal wrath:** After 3 rounds, or if the **Star Children** take a substantial amount of damage, **Saturday "Mama" Star** will wake up. She'll storm out of the Captain's quarters to break up the fight and scold the children for mishandling the merch. Saturday doesn't care that the kids steal stuff, that's their job. They steal stuff and she sells it. Sometimes the original owners get to buy their stuff back, sometimes she fences items in other ports, sometimes on other planes. The only thing the kids do that annoys Saturday is damage merchandise. Saturday will toss a bag of 200 gp and a **potion of heroism** to the players to get them to hush up about all of it, as her goods aren't exactly legal. Mention **Palio** to her and she'll let you know that he's a business partner and she'll talk to him herself about the matter.

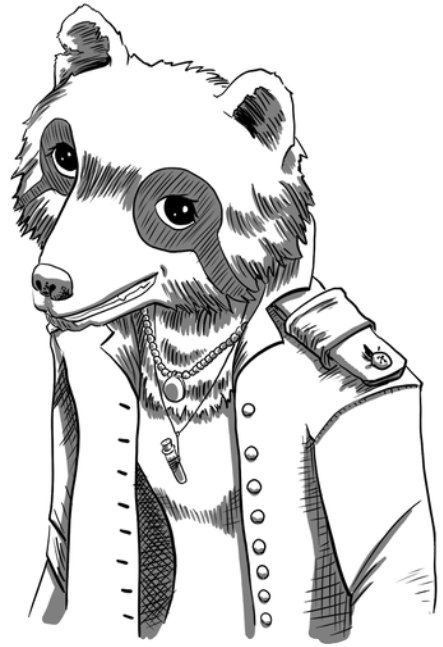


Belsorriso Child

Chunky child humanoid that resembles a raccoon. Comfortable walking on four legs or two.

AC 9 [10], **HD** 1* (4hp), **Att** 2 × claw (1d4), charming grin, **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 5, **AL** Chaotic, **XP** 13, **NA** 1 (1d6), **TT** C

- **Infravision:** 90'.
- **Charming grin:** Once a day. 3 or more belsorriso children can work together to cast **charming grin**. Anyone who sees this must **save vs spells** or be charmed for 1 hour: defend the belsorrisos; obey the belsorrisos' commands (if understood); unable to cast spells or use magic items; unable to harm the belsorrisos. Killing the belsorrisos breaks the charm.



Tut

A winged Sphinx child resembling a cross between a lion and a human.

AC 9 [10], **HD** 4* (18hp), **Att** 2 × claw (1d6), 1 × bite (1d4), **THACO** 16 [+3], **MV** 120' (40') / 180' (60') flying, **SV** D10 W11 P12 B13 S14 (4), **ML** 4, **AL** Neutral, **XP** 125, **NA** 0 (1), **TT** None

- **Spells:** Read Languages, Read Magic, Detect Invisible, Locate Object, Clairvoyance



Saturday “Mama” Star

Adult female humanoid that resembles a raccoon. Has a peg leg so she must walk on hind legs at all times. Lean and feral with a mischievous grin, she wears a long pirate coat.

AC 7 [12], **HD** 3* (13hp), **Att** 1 × sword (1d8), **THACO** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 0 (1), **TT** V × 3

- **Infravision:** 90'.
- **Charming grin:** 3 times a day. Anyone who sees the charming smile of a belsorriso must **save vs spells** or be charmed for 1 day: defend the belsorriso; obey the belsorriso's commands (if understood); unable to cast spells or use magic items; unable to harm the belsorriso. Killing the belsorriso breaks the charm.

The Bottle Table

Random Bottles

d10 Bottle

- 1 **Temporary Satellite Star** - A 10" brilliant star bursts from the broken bottle and orbits the nearest object/person for 1 round. Anyone within 10' must make a **save vs spells** or is blinded for the duration. When the turn has ended the mini star will dissolve into a soft yellow puddle.
- 2 **The Jelly Fish** - A **Gelatinous Lusco** monster emerges (see opposite). It moves by whipping it's tentacles and oozing across the field of battle. Its jelly maw attempts to swallow players and suffocate them in it's goo.
- 3 **Trapped Soul** - When opened, the **traveling soul** (see opposite) inside attempts to dominate the nearest player.
- 4 **Psychic wind** - Gusts and pushes all characters away from the broken bottle (see table opposite).
- 5 **Phantom Ship** - When opened a hazy plume will stream out of the bottle and form an ethereal ship. If players are caught in the path of the apparition they are whisked out to sea a distance before the specter dissipates stranding those aboard.
- 6 **Air Squids** - Small squids that resemble ravioli which fly through the air in a school-like cloud. They are easily startled. A cluster of Air Squids can be used to create confusion while beating a hasty retreat.
- 7 **Bouncing Barnacles** - Within the glass bottle are 4d6 sharp dried barnacles that function like caltrops.
- 8 **The Rainmaker** - On the bottle is a tiny label with the following in all caps "CONTENTS VOLATILE DO NOT SHAKE" Mist rises into the sky when the bottle is uncorked or burst. The mist gathers into a 5' cloud which hangs in the air for a round of combat. The round after it is unleashed the cloud becomes pitch black and rains cool spring water for three turns. If shaken vigorously before opening/throwing it becomes a Storm Cloud which shoots lightning. Every round players within 15' must make a **save vs breath** or be struck by a bolt of lightning for 1d6 damage.
- 9 **Fuzzy Fizz** - Anyone within 15' of the bottle breaking grows fur in patches where the liquid lands. If ingested the drinker becomes a bear (see opposite) the same size as their natural form and retains their intelligence. Bear form lasts for one hour.
- 10 **Telecork bottle** - A shaft of light surrounds the player or nearest object struck. Characters make a **save vs spell** or are teleported to a random plane (see opposite).



Gelatinous Lusca

This 8' long gelatinous monstrosity has the head of a shark and the body of a squid.

AC 8 [11], **HD** 2* (9hp), **Att** 1 × bite (2d4), **THAC0** 18 [+1], **MV** 60' (20') / 180' (60') swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 0 (3d6), **TT** None

- **Swallow whole:** On an attack roll of 18 or more. Inside the gelatinous body: suffer 2d4 damage per round (until the lusca dies); **save versus death** or be paralyzed; may attack with sharp weapons at -4 to hit; body digested 6 turns after death.
- **Energy immunity:** Unharmed by cold or lightning.

Traveling Soul

A disembodied spirit that is traversing the Astral Plane.

AC 6 [13], **HD** 1** (4hp), **Att** 1 × weapon (1d6 or by weapon) or steal body, **THAC0** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (T1), **ML** 8, **AL** Any, **XP** 16, **NA** 1d8 (3d10), **TT** None

- **Steal body:** The traveling soul may attempt to take control of a body. The subject must make a **save vs spells** or be controlled. The subject may make the save again daily or if forced to do something against their alignment.
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Mundane weapon immunity:** Only harmed by silver weapons or magic.

Psychic Wind

d20 Effect

- 1-12 All characters are pushed 15' away from the source of the wind.
- 13-16 All characters are pushed 30' away and must make a **save vs paralysis** or become paralyzed for 1d4 rounds.
- 17-19 All characters are pushed 60' away and must make a **save vs paralysis** or become paralyzed for 2d4 rounds.
- 20 All characters are pushed 120' away and must **save vs paralysis** or become paralyzed for 4d4 rounds. In addition any character using **Astral Projection** must **save vs death** or have their tether sundered and immediately die.

Bear

AC 6 [13], **HD** 4 (18hp), **Att** 2 × claw (1d3), 1 × bite (1d6), **THAC0** 16 [+3], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 7, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** U

- **Bear hug:** If a victim is hit by both paws in the same round, the bear hugs for an extra 2d8 automatic damage.

Random Plane

d6 Plane of Existence

- 1 The elemental plane of water.
- 2 Glorindale – The plane of eternal peace.
- 3 Mar Hegiddo – the apocalypse plane.
- 4 The elemental plane of earth.
- 5 Sounix – the celestial plane.
- 6 Yind – the plane of darkness.

Beach Psiombies

Pal'ing Around

As players approach the bar they find **Palio** locking the door. He's headed out fishing for dinner, he'll invite the players along. He'll gladly pay for anything the players catch to bolster his dwindling menu (see **Pantry Raid**, p14, for why he's low on food).



A Three Hour Tour

Hop in **Palio's** glass bottom clockwork boat, the *Surveyor*, a vessel he obtained with a mind to start a touring business. The clockwork mechanism on the boat will pilot the ship around Dreamhaven on a leisurely loop, taking about a half an hour. It is timed to stop at Palio's favorite fishing spot for two hours before puttering back to the docks. As it approaches the astral sandbar the party will find the water and the sand below are pitch black. The water is 7' deep and teeming with exotic fish. A closer look will find some gold coins sparkling on the floor of the sea of souls. There may be more shining in the darkness, it's hard to tell with all the fish about.

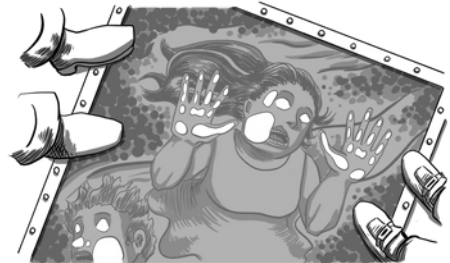
Party Line

Kick back, relax, drop some lines, chat. Let your players reel in any number of items. Solar sea trash, talking fish, boots--keep your party guessing. It's all fun and games until someone reels in a **psiombie** (see below), scaring all the fish away as well as endangering the party. While the party is busy dealing with the first psiombie, a swarm of 4d6 will shuffle and gather under the boat, pressing themselves against the glass bottom and attacking all aboard. One of the psiombies wields the **Lost Trident of Benjamin's Crew** (see opposite).

Psiombie

AC 8 [11], HD 2* (9hp), Att 1 × weapon (1d8 or by weapon), 1 × Psionic Blast, THACO 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 25, NA 2d4 (4d6), TT None

- **Hostile:** Always attack on sight.
- **Initiative:** Always lose (no roll).
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Psionic Blast:** The psiombie has **30 psionic energy** and makes power checks with a **power score** of 13. (see **Psionic Blast**, p54)



The Thing About Psiombies

Palio knows that **Saturday** has been smuggling bodies for rent and purchase by the recently deceased passing through Dreamhaven (see **11. Body Storage**, p30). Clever parties will make use of his knowledge to survive the horde. A chest of coins with 2,000 sp can be found in the wake of the psiombie wave.



Lost Trident of Benjamin's Crew

The crystal coral trident acts as a **Spear +1** (see *OSE Classic Fantasy Treasure*). If the wielder speaks the phrase “*acta non verba*”, they are granted the ability to open stuck, barred, or locked doors, gates, chests, and so forth:

- **Effect:** This works in the same way as the magic-user spell *Knock*.
- **Usage frequency:** The power may be used once per day.

All in the Timing

The *Surveyor* will resume its loop, and disembark toward Dreamhaven after two hours, with or without the party.



All That Glitters

Hooks

- **Discount escape:** If the players approach **Leonid** (see 2. *The Slipstream Bar*, p10) to ask if he will teleport them off Dreamhaven he will inform them of his fee (an exorbitant price) but also mention that he gives discounts for favors.
- **Job offer:** If the players spend any time at the bar Leonid will approach and ask if they are interested in a job.



The Rude Awakening

- **Storm clouds:** As the players approach the ship, a psychic storm begins to form. Bruised purple and blue clouds roll in, green lightning flashes. By the time they encounter **Otis** the storm hits the docks causing the deck of the ship to be an unstable surface (see *Unstable Surfaces*, under *Other Combat Issues* in *OSE Core Rules*). Roll on the **Psychic Wind Table** (opposite) every 3 rounds.
- **The Ship:** Otis (see opposite) is not keen on parting with the necklace. On board the ship there is a crew of 8 **pirates** (see opposite) commanded by Otis.

Opulent Otis

- **Famous necklace:** Leonid covets the **Necklace of Amur Syu**. It is currently in the possession of his rival, the half-ogre **Otis**. The wealthy pirate captain can be found at his ship, *Rude Awakening*.
- **The reward:** If the players deliver the necklace to **Leonid** he will give them 4,000 gp or a massive discount on any arcane services they require. Having proven themselves useful, Leonid may become more insistent that the party bring him the Deepwarren Diamond. (see *Hooks*, p24)



The Necklace of Amur Syu

- **Sentient:** It is manic and of chaotic alignment.
- **Fickle:** Each time the wearer makes an attack, save, or skill check they must roll an additional d4. On a 1 or 2 they gain a +1 bonus. On a 3 or 4 they gain a -1 penalty.

Opulent Otis

The offspring of a human and an ogre. 8' tall, wears fine leather armor with lots of jewelry. His immense strength can make blocking or parrying his blows hazardous.

AC 7 [12], **HD** 2* (9hp), **Att** 1 × sword (1d8), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Chaotic, **XP** 25, **NA** 0 (1), **TT** V

➤ **Paralyzing Blows:** Blocking or parrying attacks causes numbness in limb (**save vs paralysis**).

Pirate

Astral sailors who make a living by raiding, robbing other ships, and illegal slaving. Renowned for their ruthless and evil ways.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × sword (1d8), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Chaotic, **XP** 10, **NA** 0 (see above), **TT** A

Psychic Storm

Psychic Wind

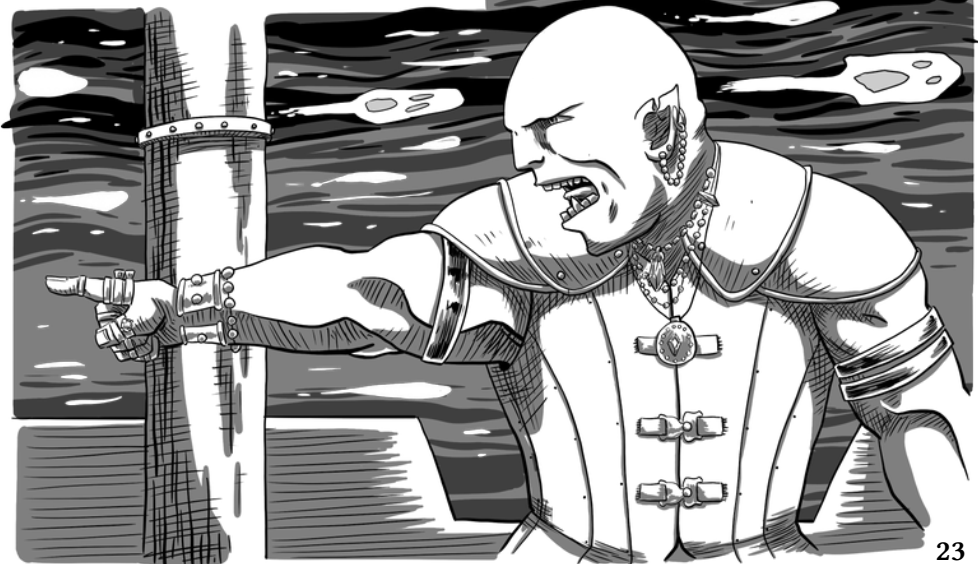
d20 Effect

1-12 All characters are pushed 15' away from the source of the wind.

13-16 All characters are pushed 30' away and must make a **save vs paralysis** or become paralyzed for 1d4 rounds.

17-19 All characters are pushed 60' away and must make a **save vs paralysis** or become paralyzed for 2d4 rounds.

20 All characters are pushed 120' away and must **save vs paralysis** or become paralyzed for 4d4 rounds. In addition any character using **Astral Projection** must **save vs death** or have their ether sundered and immediately die.



Deepwarren

Hooks

- **Leonid** (see *2. The Slipstream Bar*, p10) has heard rumors of the diamond in *14. The Deluxe Vault* (p32). He covets it above all other things.
- **Erntar** (see *1. The Docks*, p8) is searching for an astral chart to his homeland, there might be something in the dungeon related?
- **Pantry Raid** (p14) can easily lead the party into the Deepwarren.
- **Beach Psiombies** (p20) may lead the players down into the tunnels to investigate the source of the trouble.

Secrets

- The Deepwarren is actually the arteries of the petrified celestial hand (see *The Island*, p6).
- If the stinger is removed from the Deluxe Vault (see *14. The Deluxe Vault*, p32), the petrification of the hand begins to reverse.
- **Palio** has had trouble with **Raz** (see *8. The Raz King's Realm*, p27) in the Deepwarren recently, so he's put traps at **2** and **3** in hopes of reducing their numbers. Careful players will easily discover them before falling victim to them. Clever players will lure other threats of the Deepwarren into the traps.
- **Saturday** (see *Tossed Around*, p16) is running an illicit business out of the Deepwarren. (see *11. Body Storage*, p30)

1. Cold Storage

Atmosphere: Cold, dry, and musty. It is dark but there are two oil lamps mounted on the walls with small chimneys above them that can be lit for long term light.

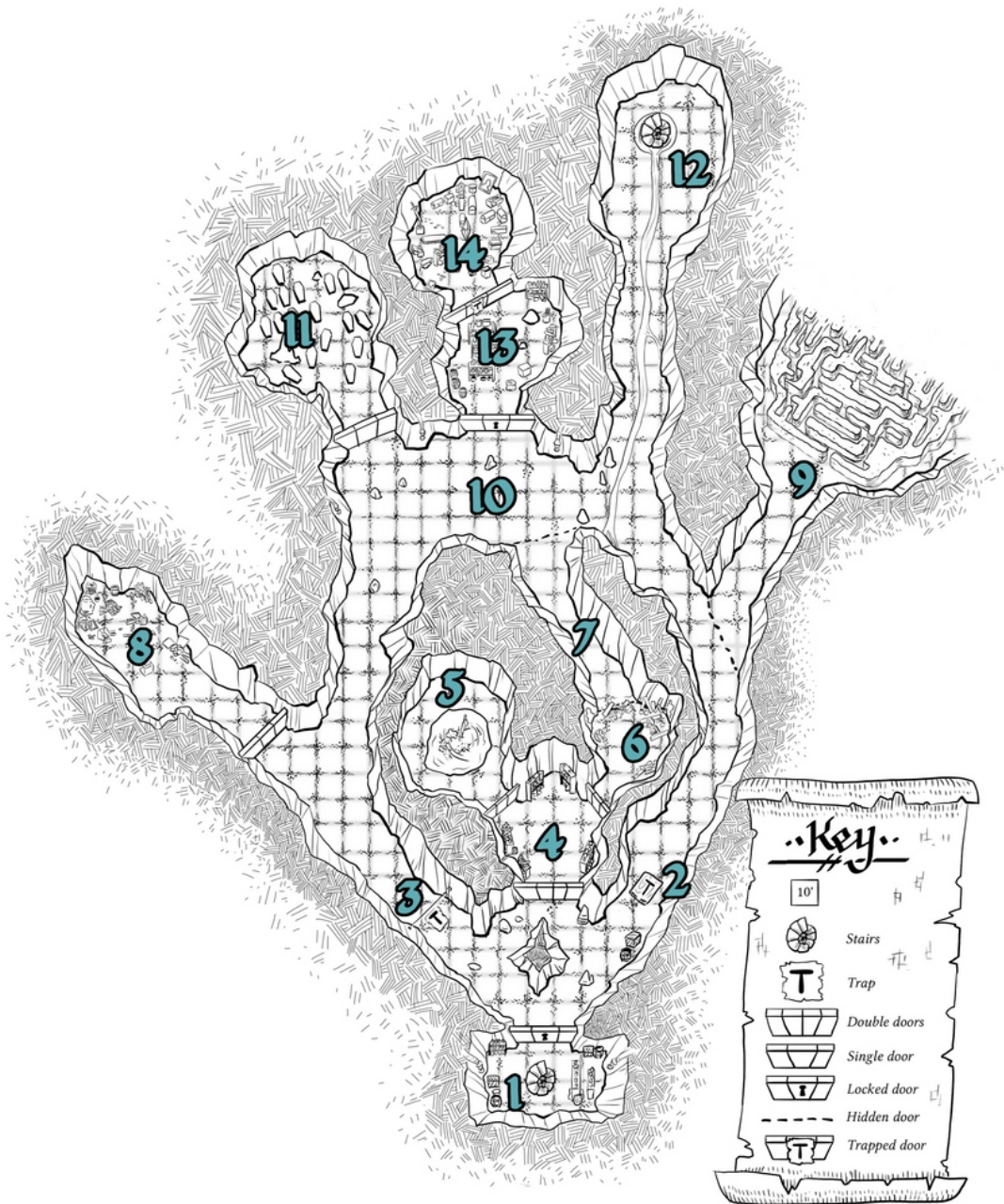
- **Spiral staircase:** On south side of room, leads up to the warehouse.
- **Shelves:** Stocked with food and alcohol. Also holds Palio's fishing gear. One column of shelves contains Palio's old adventure gear from his pirating days. A small chest contains 500 sp.
- **Locked Door:** On north side of the room, leads to Deepwarren. Palio keeps the key on his person or in his office behind the slipstream bar.

2. Pit Trap

- **False floor:** Takes up most of hallway, 1' gap on either side. Once triggered the floor snaps back into place.
- **6' drop:** Down into pit with spikes (1d6 damage). 2 dead **raz** (see *8. The Raz King's Realm*, p27) lay in the bottom.
- **Slick walls:** the walls of the pit are made of polished metal and are almost impossible to grip.

3. Poison Dart Trap

- **Tripwire:** 4" off ground. Can easily be stepped over if recognized.
- **Firing mechanism:** 1" hole in wall, 5" off ground. Can be plugged to prevent firing.
- **Poison dart:** **Save vs paralysis** or paralyzed for 1d8 hours.



4. Commoner's Vault

Atmosphere: Relatively dry, musty. Dark but there are oil lamps mounted like in Room 1.

- **Unlocked door:** On south side of room.
- **Rows of shelving:** line the walls containing valuable goods: spices, antiques, artwork, and gems (totaling 1,000 gp in value if the party is willing to steal from Palio). A scroll case contains cleric scrolls of **Cure Light Wounds, Light, & Silence 15' Radius**.
- **Two doors:** On north side of the room. They are unlocked but barred with wooden beams on this side which are easy to remove.

5. Astral Aqua-farm

Atmosphere: Wet, warm, dark, and humid.

- **Lighting:** The ceiling is enchanted so that it will glow a sapphire blue for 8 hours, then go dark so that the coral below can recharge. When the room is dark the coral faintly glows in a rainbow of colors. How long the lights have been on is at the referee's discretion.
- **Glowing water:** In the water are aqua-farmed coral, the source of the bar snack **Leonid** and **Lamorak** have been enjoying. Many colored, many types: brain coral, staghorn coral, maze coral.
- **Valuable hull:** The coral is growing on the aluminum hull of a sailboat. If the hull is somehow removed and transported it can be sold for 3,000 gp.

6. Abandoned Storage

Atmosphere: Pitch black, damp, smells like decay.

- **Glowing algae:** Bioluminescent and creeping slowly around the room. A glob has 1 hp and if touched requires a **save vs poison** or the character suffers 1 damage.
- **Rotting shelves:** The shelving in here has fallen into disrepair. Under a pile of shelving and rotten goods in one corner is a hidden chest containing 400 gp.
- **Suckerflies:** Omnivorous creatures approximately 1' in size live on the ceiling and feed on the algae. They look like octopuses with bat wings. They can be extremely territorial which is why Palio has given up on this room.
- **Secret door:** On north side of room. Leads to hallway (10). This area is devoid of clutter and there are scrape marks on the stone floor from the door swinging outward.

Suckerfly

AC 6 [13], **HD** 2 (9hp), **Att** 8 x tentacle (constriction), 1 x bite (1d4), **THACO** 18 [+1], **MV** 30' (10') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d10 (1d10), **TT** None

- **Echolocation:** Unaffected by effects that impair, modify, or rely on sight. Blinded by magical silence.
- **Constriction:** Tentacles grab and constrict after a hit. Each constricting tentacle inflicts a -1 penalty to attacks.
- **Severing tentacles:** Requires a hit with a cutting weapon.

7. Secret Passage

Atmosphere: Damp and dark. Sound of dripping water.

➤ **Sneak attack:** The passageway connects the **Abandoned Storage** (6) to the **Hallway** (10). Thus a clever party or players could use this as an opportunity to sneak up on the clockwork guard in **Hallway** (10).



8. The Raz King's Realm

➤ **Stuck door:** The door is unlocked but stuck and will need to be forced.

Atmosphere: Smells like rodent feces, stifling air. Brightly lit as Thirkell has cast light on various clutter about the room.

➤ **Abandoned food storage:** Broken crates of preserved food litter the area. Old shelves hold jars and small crates of preserves, water, and alcohol.

➤ **Thirkell:** A mage aboard the ship Palio hijacked years ago. Palio has no idea that he's alive. Thirkell is raising an army of "domesticated" **raz** to enact revenge on Palio.

➤ **Raz:** small vermin with the bodies and tails of rats, the heads of lizards, and the arms and hands of monkeys. They are easy to kill but have a paralyzing bite and breed quickly. They hitch rides on ships, surviving on supplies and cargo.

➤ **Thirkell's chest:** Under a makeshift bed in the corner of the room is a chest containing a **health potion**, a magic-user scroll of **Continual Light**, and 100 gp.

Thirkell

AC 9 [10], **HD** 1** (4hp), **Att** 1 x dagger (1d4) or 1 x spell, **THACO** 19 [0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (MU1), **ML** 7, **AL** Chaotic, **XP** 16, **NA** 1, **TT** None

➤ **Spells:** Magic Missile, Sleep, Continual Light (Continual Darkness)

Raz

AC 7 [12], **HD** 1/2 (2hp), **Att** 1 x bite (1d3 + paralysis), **THACO** 19 [0], **MV** 120' (40') / 60' (20") swimming, **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Any, **XP** 5, **NA** 3d6 (3d10), **TT** C

➤ **Paralysis:** Successful attacks cause paralysis for 2d4 turns (**save vs paralysis** negates).

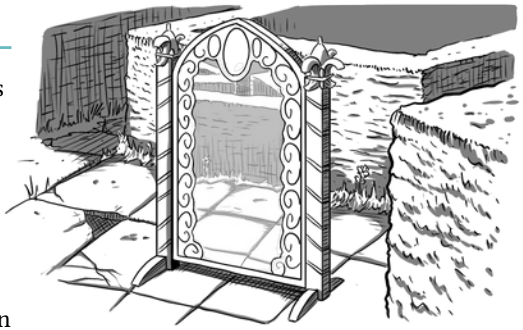
➤ **Afraid of fire:** Will flee fire, unless forced to fight by a summoner.

➤ **Attacking in water:** May attack with-out penalty; excellent swimmers.

➤ **Cling:** Climb walls, trees, etc. and drop on victims.

9. Portal to Hedgemazia

➤ **Secret door:** The door to this area has been crudely camouflaged with a coating of mud, made to resemble the surrounding stone hallway. The faint sound of birds can be heard, and a light floral scent wafts nearby. A slight crack outlines the doorway.



Atmosphere: Lit as if one was outside on a summer day. The stone ceiling flickers with the mirage of an azure blue sky with a noon sun overhead. Fluffy white clouds float by. The sounds of chirping birds and insects can be heard. Touching the ceiling (12' tall) causes ripples across the mirage, feels like stone as they touch the ceiling.

➤ **Planar effects:** The portal has begun to alter the room around it to reflect its plane and thus an ornate garden maze and mischievous fey have sprung up in the room. Disturbed by the effects, Palio sealed off the room and hid the doorway.

➤ **Traversing the maze:** The hedge maze is magical in size and requires rolling on the tables opposite. First a d4 is rolled on the **Maze Traveling** table (on the third **Deeper into the maze** the party arrives at the portal in the center). Then 2d6 is rolled on the **Random Feature** table.

➤ **Portal:** In the center of the maze lies the portal to **Hedgemazia**, the plane of aristocratic gardens. The portal is an ornate 7' silver mirror that was stored for a wealthy client that never returned for it. The portal itself is worth a small fortune to the right buyer.



Hedge Maze Traveling

d4 Result

1-2	Crossroad
3	Dead End
4	Deeper into the maze

Random Feature

2d6 Result

2	A buddha's hand tree with a giant bee's nest attached to a lower limb. Scattered around the foot of the tree are a pair of dead foxes.
3	An ornate 10' diameter stone fountain with 2d10 nixies bathing in the pool.
4	3d6 Sprites playing a game of hide and seek in the hedges.
5	None
6	2d4 Pixies invisibly pruning flowers.
7	None
8	A couple of talking rabbits drinking tea and arguing about the weather.
9	None
10	1d6 Talking squirrels playing croquet and discussing investments.
11	A nixie , a pixie , and a sprite giving a garden gnome directions.
12	A statue of a satyr pouring out a pitcher. Real wine pours from the pitcher infinitely splashing on the grass.

Nixie

3' tall sprites that appear as attractive women with blueish, greenish, or grayish skin. Lair in the deepest parts of rivers and lakes.

AC 7 [12], **HD** 1 (4hp), **Att** 1 × weapon (1d4) or 1 × group spell (charm), **THACO** 19 [0], **MV** 120' (40'), **SV** D12 W13 P13 B15 S15 (E1), **ML** 6, **AL** Neutral, **XP** 10, **NA** 0 (2d20), **TT** B

- **Shy:** Will try to charm intruders, rather than entering combat.
- **Weapons:** Daggers and small tridents (as spears).
- **Charm:** 10 nixies together can cast a charm to enchant a victim to serve them for one year. **Save versus spells** or be charmed: move towards the nixies (resisting those who try to prevent it); defend the nixies; obey the nixies' commands (if understood); unable to cast spells or use magic items; unable to harm the nixies. Killing the nixies breaks the charm.
- **Summon giant bass:** Each nixie can summon one fish to aid in combat (see Giant Bass).
- **Bestow water breathing:** Can cast upon charmed slaves. Lasts for one day, then must be refreshed.

Giant Bass

Shy; only attack when seeing a bite-size (halfling-size or smaller) morsel close by.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1d6), **THACO** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None

Pixie

1–2' tall humanoids with insectoid wings. Distant relatives of elves.

AC 3 [16], **HD** 1* (4hp), **Att** 1 × dagger (1d4), **THACO** 19 [0], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (E1), **ML** 7, **AL** Neutral, **XP** 13, **NA** 2d4 (1d4 × 10), **TT** R + S

- **Invisible:** Naturally invisible, but may choose to reveal themselves. May remain invisible when attacking; cannot be attacked in the first round; in subsequent rounds, may be attacked at -2 to hit (locatable by faint shadows and air movement).
- **Surprise:** Always surprise, if invisible.
- **Limited flight:** Small wings only allow 3 turns of flight. Must rest 1 turn after flying.

Sprite

1' tall, winged humanoids, related to pixies and elves. They are shy, but driven by curiosity and their odd sense of humor.

AC 5 [14], **HD** ½* (2hp), **Att** 1 × spell (curse), **THACO** 19 [0], **MV** 60' (20') / 180' (60') flying, **SV** D12 W13 P13 B15 S15 (E1), **ML** 7, **AL** Neutral, **XP** 6, **NA** 3d6 (5d8), **TT** S

- **Curse:** Five sprites can collectively curse a target (no attack roll; **save versus spells**). The effect is determined by the referee, but will always be used to comical effect (e.g. target trips, target's nose grows).
- **Pranksters:** Even if attacked, sprites have no interest in killing, merely in making practical jokes.

10. Hallway

Atmosphere: Wet and cold. Smells like seawater. There is a trickle of water running through from **12. Secret Dock Entrance**. Dark except for the glowing ruby eyes of the guard. As with **1. Cold Storage**, there are lamps mounted on the wall that can be lit.

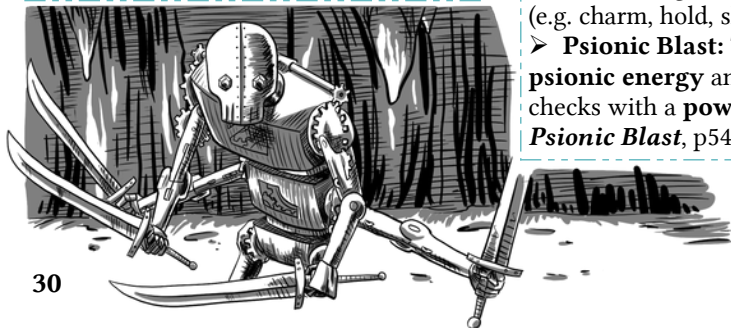
➤ **Clockwork guard:** Standing at 7' tall, this four armed clockwork being guards the hallway from intruders. It has been given orders from Palio not to disrupt Saturday's business (see **11. Body Storage**). The eyes are made from rubies and are worth 200 gp each. The guard also has a key to the **13. The Merchants Vault**.

➤ **Secret door:** The passageway from **6. Abandoned Storage** (p26), connects here. Adventurers who have extinguished their light sources can get the jump on the guard using this secret entrance.

Clockwork Guard

AC 2 [17], HD 4 (18hp), Att 4 × sword (1d8), THACO 16 [+3], MV 30' (10'), SV D10 W11 P12 B13 S14 (4), ML 11, AL Neutral, XP 75, NA 1 (1d4), TT None

- **Immunity:** Unaffected by sleep spells.
- **Attacks:** Each of the four arms carries a sword. If disarmed, the guard will bludgeon with its fist for 1d6.



11. Body Storage

Atmosphere: Dry and cold. Smells of formaldehyde. The room is currently dark but there are oil lamps mounted on the walls that can be lit.

➤ **Saturday's dirty work:** There are rows and rows of coffins lined up in this room. Saturday sells the bodies to the recently deceased and traveling souls so that they may have a corporeal experience once again.

➤ **Psiombies:** A recent astral storm has imbued 2d4 of the bodies with psychic energy. Now these psionic undead are roaming the room aimlessly. They will attack anyone (including Saturday) who enters.

➤ **Cashbox:** Saturday has a locked chest in the room containing 2,000 gp.

Psiombie

AC 8 [11], HD 2* (9hp), Att 1 × weapon (1d8 or by weapon), 1 × Psionic Blast, THACO 18 [+1], MV 60' (20'), SV D12 W13 P14 B15 S16 (1), ML 12, AL Chaotic, XP 25, NA 2d4 (4d6), TT None

- **Hostile:** Always attack on sight.
- **Initiative:** Always lose (no roll).
- **Undead:** Make no noise, until they attack. Immune to effects that affect living creatures (e.g. poison). Immune to mind-affecting or mind-reading spells (e.g. charm, hold, sleep).
- **Psionic Blast:** The psiombie has **30 psionic energy** and makes power checks with a **power score** of 13. (see *Psionic Blast*, p54)

12. Secret Dock Entrance

Atmosphere: Sounds of waves can be heard above. Smells of salt water. A crack of starlight filters down from the hatch above from the docks. Otherwise it is dark. Two metal braziers filled with oil flank either side of the stairs.

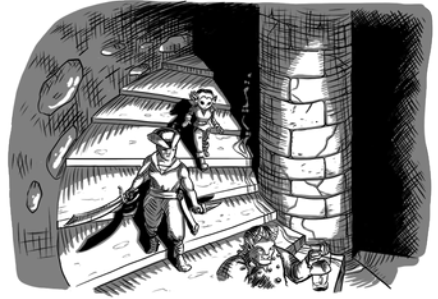
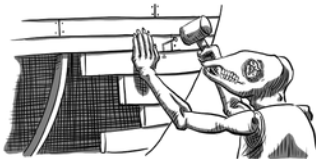
- **Staircase:** Up to a secret hatch in the docks. Seawater trickles down the stairs and runs out the room.
- **Body trade:** Saturday uses this entrance to smuggle in corpses for her customers. She has an understanding with Palio that this business continues as long as it does not draw attention.
- **Skullga:** If it is night time (see *Keeping Time*, p7) there is a 1-in-6 chance that there are currently skullga dockworkers bringing bodies down from Saturday's ship to be placed in the **11. Body Storage**. They'll scatter rather than face a fight.

Skullga

Skinny goblins with heads that look like deer skulls. Those found on the docks of Dreamhaven are fantastic shipbuilders.

AC 6 [13], HD 1-1 (3hp), Att 1 × weapon (1d6 or by weapon), THAC0 19 [0], MV 60' (20'), SV D14 W15 P16 B17 S18 (NH), ML 7, AL Chaotic, XP 5, NA 2d4 (6d10), TT R (C)

- **Hate the sun:** -1 to-hit in full daylight.
- **Hate dwarves:** Attack on sight.



13. The Merchants Vault

- **Locked door:** The south entrance is locked. Both Palio and the **Clockwork Guard** (see *10. Hallway*, p30) have copies of the keys.

Atmosphere: When entering the room several magic lanterns will ignite with amber flames. The room is dry and a comfortable temperature.

- **Goods:** Spices, raw materials, and other trade goods are stored here for traveling merchants. Total value 3,000 gp if it can be transported out. In addition is an astral chart containing clues (or perhaps the direct way) to the home plane of the aldhelsi. **Erntar would be very interested in this.** (see *1. The Docks*, p8)
- **Trapped door:** The north entrance that leads to the **14. The Deluxe Vault** (p32), is trapped. There is a lever on each side of the door. The levers need to be raised in sequential order: first the right, then the left. If the lever on the left is lifted first, nothing happens. If the lever on the right is lifted the door raises straight up vertically into a recess. If the lever on the left is then not lifted, the door will slam down on whoever walks through causing 1d10 damage. The door can also be propped open using a sturdy object.

14. The Deluxe Vault

Atmosphere: When entering the room, eight circular recessed holes in the ceiling will illuminate with brilliant pale blue light filling the room.

➤ **Goods:** The room is divided up into eight sections, each devoted to a wealthy customer who is storing their goods there. The goods are largely precious gems, works of art, exquisite clothes, and locked cash boxes. The total value of everything is 6,000 gp.

➤ **Magic items:** In addition to the mundane items, there is a **+1 sword** and a **Helm of Telepathy** (see *OSE Classic Fantasy Treasure*).

➤ **The diamond:** In the center of the room, piercing the ceiling, is a 3' long diamond that tapers to a very sharp point. The diamond is worth at least 10,000 gp if it can be dislodged and carried out. However, the diamond is actually the stinger of a giant astral bee. If the stinger is removed from its place the massive celestial hand that makes up the island of Dreamhaven will begin to return to life as the petrification caused by the stinger wears off. As soon as the stinger is removed an earthquake shakes the island.

➤ **Celestial blood:** 2d4 turns after removing the stinger from the ceiling the arteries of the hand that make up the tunnels of the Deepwarren will fill with radiance. Anyone in the tunnel must make a **save vs death** or suffer 1d4 damage.

➤ **Flesh island:** 1d6 turns after the tunnels fill with radiance, the rock of the island will begin to slowly return to flesh. Foundations of buildings will begin to crumble as the island shifts and buildings will begin to fall apart.

The Celestial Returns

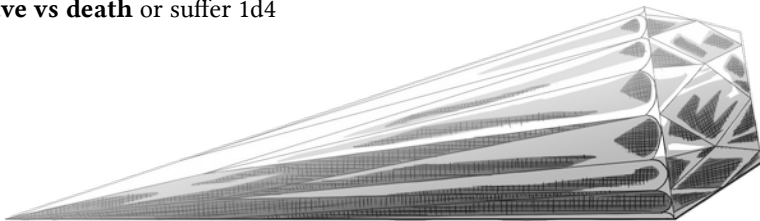
2d4 hours after the stinger is removed, **Vendigast** will return for its hand. **Palio**, seeing the writing on the wall, will smash his ship in a bottle which then turns into an astral skiff which he will use to escape. If the party and him are somehow still on good terms he will offer them a ride.

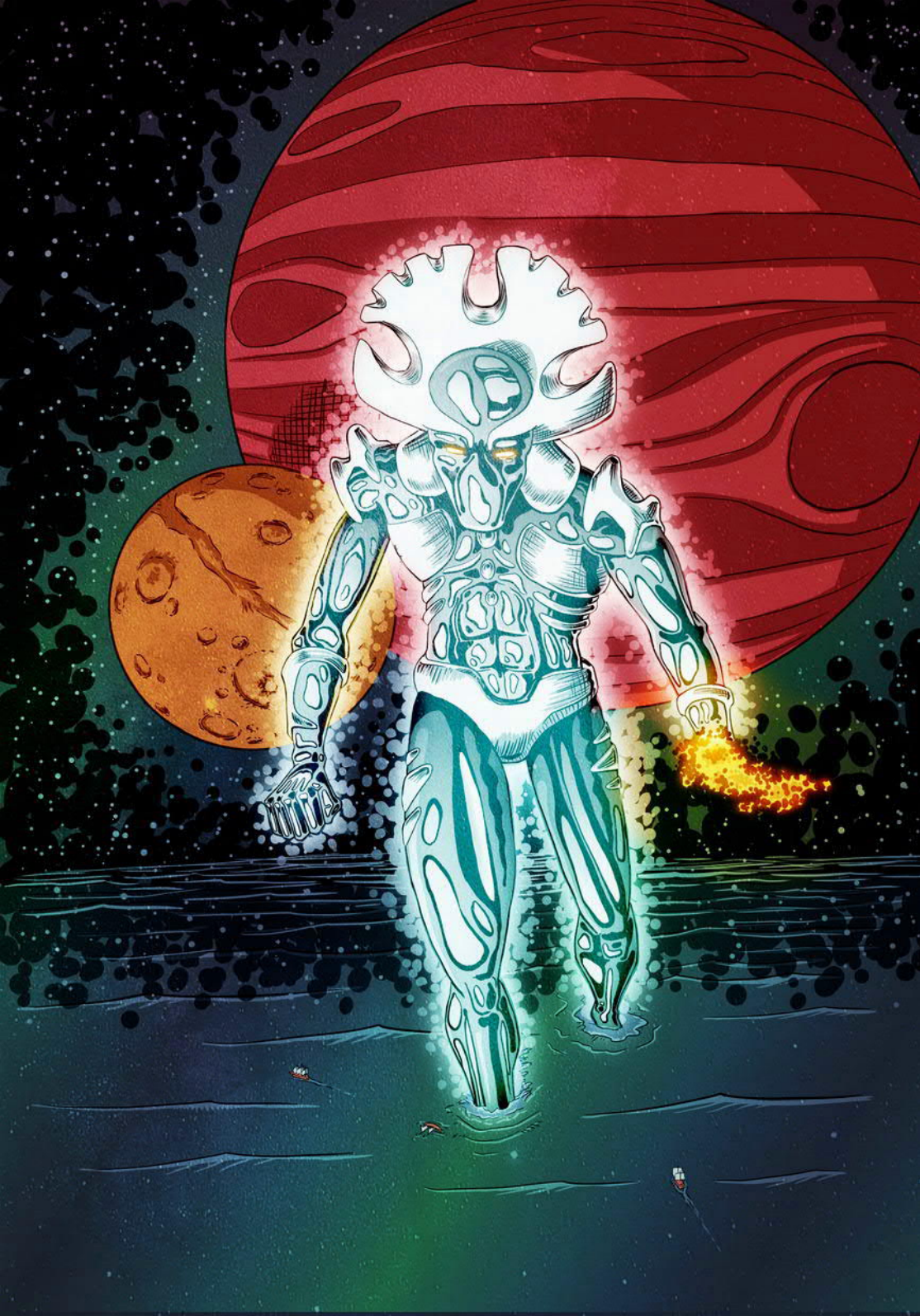
Vendigast the Celestial

An impossibly gargantuan silver humanoid. Upon its head is a shining golden crescent. It's eyes radiate a blinding amber light.

AC -3 [22], **HD** 40* (180hp), **Att** 1 × fist (3d10), radiant eyes, **THACO** 5 [+14], **MV** 120' (40'), **SV** D2 W2 P2 B2 S2 (19), **ML** 6, **AL** Lawful, **XP** 9,250, **NA** 0 (1), **TT** None

➤ **Radiant eyes:** 100' long, 5' wide line of radiant light. Can be used up to three times per day. All caught in the area suffer damage equal to Vendigast's current hit points. (**save vs death** for half).







Classes

Aldhelsi

Requirements: Minimum INT 9, minimum WIS 9, minimum CON 9

Prime requisite: WIS and CON

Hit Dice: 1d6

Maximum level: 10

Armour: Any, including shields

Weapons: Any

Languages: Alignment, Common, Aldhelsir, Gnoll, Hobgoblin, Onauki

Aldhelsi are short, pale, and slender fey demihumans with pointed ears. They typically weigh about 100 pounds and are between 4 1/2 and 5 feet tall. Having been lost on the astral sea for generations, they seek endlessly for their home plane. Aldhelsi are fierce psionic warriors.

Prime requisites: An aldhelsi with at least a 13 WIS and CON gains a 5% bonus to experience. An aldhelsi with a WIS of at least 16 and a CON of at least 13 receives a +10% XP bonus.

Psionic Powers

See *Psionics (p42)* for full details on psionic abilities.

Powers known: The number of psionic powers at the disposal of the aldhelsi is determined by their experience. The psionic powers chart (opposite) shows the number of powers known per level. Thus a 1st-level aldhelsi knows three psionic powers chosen by the referee (who may allow the player to choose). The list of powers available to an aldhelsi is available on **p46**.

Psionic energy: Each psionic character has a pool of psionic energy that they expend to use their powers as detailed on **p42**.

Defense Modes: Special psionic powers used by the aldhelsi to defend themselves. These do not count towards the total known powers. The defense modes table (opposite) lists the number known per level.

Combat

Aldhelsi can use all types of weapons and armor. They can wear psychic helmets but normal ones block their powers.

Planar Resistance

An aldhelsi has a +2 bonus to saves when resisting the effects of whatever plane they are on.

Magic Resistance

As creatures of fey heritage, aldhelsi have a +2 to **saves vs magic** against charm and are completely unaffected by the paralysis that ghouls can inflict.

Portal Guide

Aldhelsi have a 2-in-6 chance of locating a planar portal.

Infravision

Aldhelsi have infravision to 60' (see *Darkness*, under *Hazards and Challenges* in *OSE Core Rules*).

Aldhelsi Level Progression

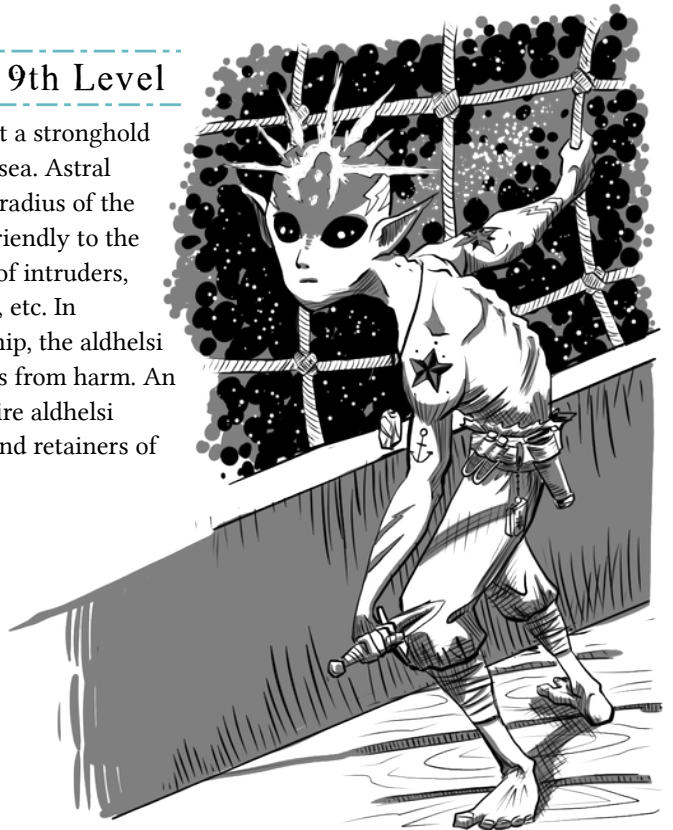
Level	XP	HD	THAC0	Saving Throws					Psionic Defense	
				D	W	P	B	S	Powers	Modes
1	0	1d6	19 [0]	12	13	13	15	15	3	1
2	4,000	2d6	19 [0]	12	13	13	15	15	5	1
3	8,000	3d6	19 [0]	12	13	14	15	15	8	1
4	16,000	4d6	17 [+2]	10	11	11	13	12	10	2
5	32,000	5d6	17 [+2]	10	11	11	13	12	12	2
6	64,000	6d6	17 [+2]	10	11	11	13	12	13	3
7	120,000	7d6	14 [+5]	8	9	9	10	10	15	3
8	250,000	8d6	14 [+5]	8	9	9	10	10	16	4
9	400,000	9d6	14 [+5]	8	9	9	10	10	18	4
10	600,000	9d6+1*	12 [+7]	6	7	8	8	8	19	5

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

After Reaching 9th Level

An aldhelsi may construct a stronghold on an island in the astral sea. Astral creatures within a 5 mile radius of the stronghold will become friendly to the aldhelsi. They may warn of intruders, carry messages and news, etc. In exchange for this friendship, the aldhelsi must protect the creatures from harm. An aldhelsi ruler may only hire aldhelsi mercenaries. Specialists and retainers of any race may be hired.



Astral Sailor

Requirements: None

Prime requisite: DEX

Hit Dice: 1d6

Maximum level: 14

Armour: Leather, shields

Weapons: Any

Languages: Alignment, Common

Astral sailors are adventurers who make their living on the sea of souls. They are skilled at astral navigation as well as survival on the hostile planes of the multiverse.

Swashbuckler

The astral sailor has the following two benefits in battle:

- **Ship soldier:** Is not affected by fighting on unstable surfaces (see *Unstable Surfaces*, under *Other Combat Issues* in OSE *Core Rules*).
- **Duelist:** Gains a +2 bonus to hit when using a sword against an opponent who is also using a sword.

Combat

Astral sailors cannot use armor heavier than leather but may use shields. They can use any weapon.

Planar Fortitude

An astral sailor of 4th level or higher gains a +2 bonus to saves when resisting the effects of whatever plane they are on.

Safe Harbor

The astral sailor has a series of contacts across the planes from their travels. They have a 3-in-4 chance of finding a free (however modest) place to sleep and a 2-in-4 chance of finding someone with valuable information.

Sailor Skills

Astral sailors can use the following skills, with the chance of success shown opposite:

- **Astral Navigation (AN):** A roll is required to avoid getting lost in the vastness of the astral sea.
- **Cartography (CT):** A roll is required for each map made. If the roll fails, the map is flawed.
- **Fortune Telling (FT):** A roll is required to successfully put on a performance and convince the target that their future has been divined.
- **Heraldry (HR):** An astral sailor may attempt to identify a ship by the symbols decorating its hull and flag.
- **Looting (LT):** In dangerous situations the astral sailor can attempt to identify, carry, and get away with the most valuable treasure.
- **Signaling (SG):** The astral sailor may attempt to use mirrors, flags, and other equipment to communicate with distant ships.
- **Shipwright (SW):** A roll is required to repair damage to a ship.



Astral Sailor Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1,200	2d6	19 [0]	13	14	13	16	15
3	2,400	3d6	19 [0]	13	14	13	16	15
4	4,800	4d6	19 [0]	13	14	13	16	15
5	9,600	5d6	17 [+2]	12	13	11	14	13
6	20,000	6d6	17 [+2]	12	13	11	14	13
7	40,000	7d6	17 [+2]	12	13	11	14	13
8	80,000	8d6	17 [+2]	12	13	11	14	13
9	160,000	9d6	14 [+5]	10	11	9	12	10
10	280,000	9d6+2*	14 [+5]	10	11	9	12	10
11	400,000	9d6+4*	14 [+5]	10	11	9	12	10
12	520,000	9d6+6*	14 [+5]	10	11	9	12	10
13	640,000	9d6+8*	12 [+7]	8	9	7	10	8
14	760,000	9d6+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Astral Sailor Skills Chance of Success

Level	AN	CT	FT	HR	LT	SG	SW
1	1-2	10	10	20	15	20	60
2	1-2	15	15	25	20	25	64
3	1-3	20	20	30	25	30	67
4	1-3	24	25	35	30	35	70
5	1-3	30	30	40	35	40	74
6	1-3	36	40	45	45	45	77
7	1-4	45	50	55	55	55	80
8	1-4	55	60	65	65	65	84
9	1-4	65	70	75	75	75	87
10	1-4	75	80	85	85	85	90
11	1-5	85	90	90	95	95	93
12	1-5	90	95	96	96	96	96
13	1-5	95	97	97	97	98	99
14	1-5	99	99	99	99	99	99

Rolling Skill checks

All skills except astral navigation are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Astral navigation is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

After Reaching 9th Level

An astral sailor can purchase a ship, attracting 2d6 crewman of 1st level. These sailors will serve the character with loyalty provided they are given their fair share of the profits. A successful astral sailor may use this ship and crew to start a fleet.

Onauk

Requirements: Minimum CON 9

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 9

Armour: Leather, chainmail, shields

Weapons: Any

Languages: Alignment, Common, Onauki, Aldhelsir

On their home plane the onauk were masters of all they surveyed. But they were confined. Wandering aldhelsi, their sudden appearance revealing that new worlds awaited to be explored, bargained with the onauk. In exchange for their aid in defense, the aldhelsi showed the onauks the ways of astral travel. They are typically six to seven feet tall with blue or purple skin, horns, enlarged lower canines, and long ears.

Combat

Onauk can use all types of weapons and can use leather armor, chainmail, and shields.

Infravision

Onauk have infravision to 60' (*see Darkness*, under *Hazards and Challenges* in *OSE Core Rules*).

Charisma

Other species often find onauks to be alien and difficult to communicate with. Reaction checks for creatures that are not onauks or aldhelsi suffer a -1 penalty. (*see Monster Reaction Roll*, under *Encounters* in *OSE Core Rules*)

Berserk

Onauk can spend 1 round in combat to try to go berserk. They make a save vs death. If they succeed they go berserk. Otherwise they can try again each round for up to ten rounds at which point they automatically succeed. Being berserk gives the onauk the following attributes:

- **Attack bonus:** The berserk onauk receives a +1 bonus to melee attacks.
- **Magic resistance:** The berserk onauk receives a +2 bonus to save vs spells against charm, fear, and hold person.
- **Hit points bonus:** The berserk onauk receives an additional +2 hit points per level.
- **Reckless rage:** The berserk onauk must stay in combat with a single target and cannot retreat until that target is dead or incapacitated. Otherwise berserk ends in 2 rounds.

These attributes end when the onauk is no longer berserk.

Player Knowledge

Upon entering berserk, the player should inform the referee of their character's current hit points. The referee should then calculate the additional temporary hit points and keep track until berserk has ended.



Sailor Skills

Onauks can use the following skills, with the chance of success shown below:

- **Astral Navigation (AN):** A roll is required to avoid getting lost in the vastness of the Astral sea.
- **Looting (LT):** In dangerous situations the onauk can attempt to identify, carry, and get away with the most valuable treasure.
- **Shipwright (SW):** A roll is required to repair damage to a ship.

After Reaching 9th Level

An onauk can purchase an astral ship for raiding, attracting 2d6 crewmen-- 1st level fighters, astral sailors, or onauk. These crewmen are loyal provided they continue to be paid their due shares. A successful onauk captain may use this ship and followers to capture more ships and perhaps build a fleet.

Onauk Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	12	15	13	16	15
2	2,000	2d8	19 [0]	12	15	13	16	15
3	4,000	3d8	19 [0]	12	15	13	16	15
4	8,000	4d8	19 [0]	12	15	13	16	15
5	16,000	5d8	17 [+2]	10	14	11	14	13
6	32,000	6d8	17 [+2]	10	14	11	14	13
7	64,000	7d8	17 [+2]	10	14	11	14	13
8	120,000	8d8	17 [+2]	10	14	11	14	13
9	250,000	9d8	14 [+5]	8	12	9	12	11

D: Death / poison; **W:** Wands; **P:** Paralysis / petrify;

B: Breath attacks; **S:** Spells / rods / staves.

Onauk Skills Chance of Success

Level	AN	LT	SW
1	1-2	15	60
2	1-2	20	64
3	1-3	25	67
4	1-3	30	70
5	1-3	35	74
6	1-3	45	77
7	1-4	55	80
8	1-4	65	84
9	1-4	75	87

Rolling Skill Checks

All skills except astral navigation are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Astral navigation is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Psion

Requirements: Minimum INT 9, minimum CON 9

Prime requisite: INT and WIS

Hit Dice: 1d4

Maximum level: 14

Armour: Leather, shields

Weapons: Dagger, Sword, Shortbow

Languages: Alignment, Common

Psions are masters of the mind who are able to bend their will to manifest amazing powers. They are rare to come across, but their psychic powers are legendary.

Prime requisites: A psion with at least a 13 in one requisite gains a 5% bonus to experience. If both INT and WIS are 16 or higher, the psion gets a 10% bonus.

Psionic Powers

See *Psionics (p42)* for full details on psionic abilities.

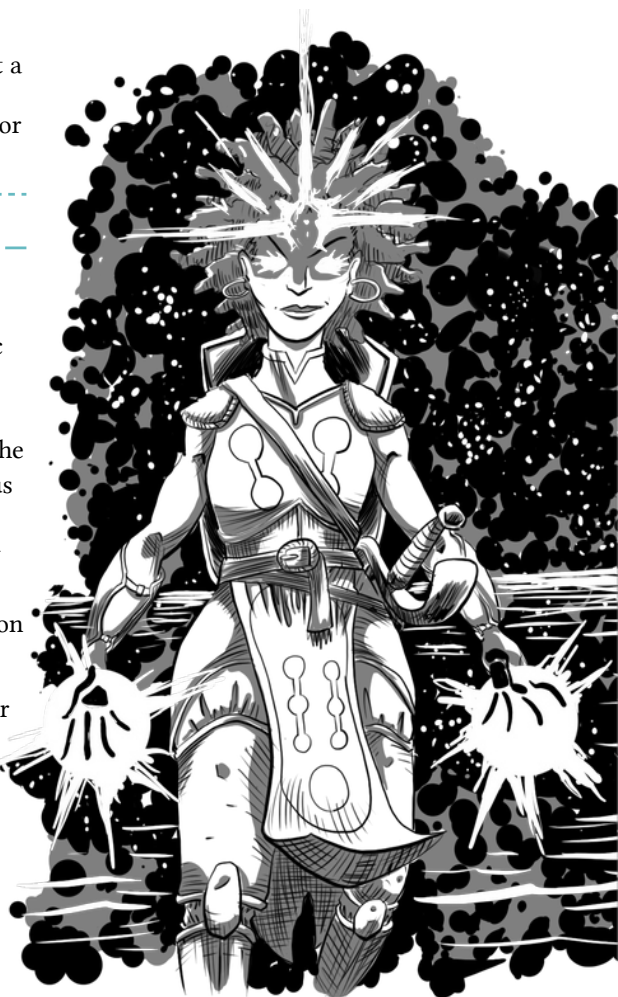
Powers known: The number of psionic powers at the disposal of the psion is determined by their experience. The psionic powers chart (opposite) shows the number of powers known per level. Thus a 1st-level psion knows four psionic powers chosen by the referee (who may allow the player to choose). The list of powers available to a psion is available on p46.

Psionic energy: Each psionic character has a pool of psionic energy that they expend to use their powers as detailed on p42.

Defense Modes: Special psionic powers used by the psion to defend themselves. These do not count towards the total known powers. The defense modes table (opposite) lists the number known per level.

Combat

Psions cannot use armor heavier than leather but may use shields. They can wear psychic helmets but normal ones block their powers. They can use daggers, swords, and shortbows.



Psion Level Progression

Level	XP	HD	THAC0	Saving Throws					Psionic Powers	Defense Modes
				D	W	P	B	S		
1	0	1d4	19 [0]	13	15	10	16	15	4	1
2	2,200	2d4	19 [0]	13	15	10	16	15	6	1
3	4,400	3d4	19 [0]	13	15	10	16	15	9	2
4	8,800	4d4	19 [0]	13	15	10	16	15	11	2
5	16,500	5d4	19 [0]	12	13	9	15	14	13	3
6	30,000	6d4	17 [+2]	12	13	9	15	14	14	3
7	55,000	7d4	17 [+2]	12	13	9	15	14	16	4
8	100,000	8d4	17 [+2]	12	13	9	15	14	17	4
9	200,000	9d4	17 [+2]	11	11	8	13	12	19	5
10	400,000	9d4+1*	17 [+2]	11	11	8	13	12	20	5
11	600,000	9d4+2*	14 [+5]	11	11	8	13	12	22	5
12	800,000	9d4+3*	14 [+5]	11	11	8	13	12	23	5
13	1,000,000	9d4+4*	14 [+5]	10	9	7	12	11	25	5
14	1,200,000	9d4+5*	14 [+5]	10	9	7	12	11	26	5

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

After Reaching 9th Level

A psion may establish a sanctuary in a remote place. 1d6 neophyte psions of levels 1-3 will be attracted to study under their new master.

Psionics

Power & Energy

Using Psionics

Power Scores: Each psionic power has a power score related to a basic attribute (INT, WIS, CON). The power score for each power is equal to its related ability plus or minus a modifier. As such a psionic power with a power score of “CON - 2” would have a power score of 2 less than the character’s constitution score.

Power Checks: When attempting to use a psionic power a character makes a check by rolling a d20. If the result is less than or equal to the **power score** of the psionic power, the character succeeds. If successful, the cost of the power is deducted from the pool of psionic energy. If the result is higher than the power score, the character fails to use their psionic power and half of the cost is deducted from the energy pool.

Maintaining Powers: Certain psionic powers can be maintained until the character decides to end them. The additional cost of maintaining the power is listed under its description.

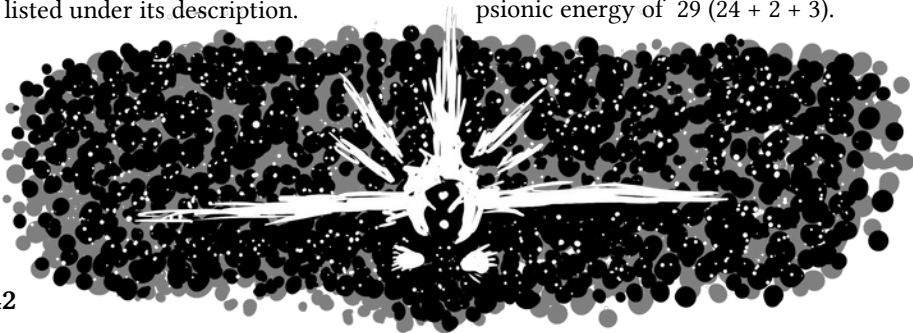
Psionic Energy

Each psionic character has a pool of psionic energy that they expend to use their powers. The amount of energy they have to expend is determined by their experience and ability scores as detailed below.

Starting psionic energy: There are three steps for finding a character’s starting psionic energy:

- **Find the base:** Using the psionic energy table opposite, find the character’s WIS in the ability score column and match it to the appropriate base potential.
- **Add the INT modifier:** Using the same table find the character’s INT in the ability score column and match it to the appropriate modifier. Then add that modifier to the base potential.
- **Add the CON modifier:** Using the same method as used for INT, add the CON modifier to the base potential.

So a psion with a WIS of 16, INT of 17, and CON of 18 would have a starting psionic energy of 29 (24 + 2 + 3).



Psionic Energy

Ability Score	Base Potential	Modifiers
12 or lower	20	0
13-15	22	+1
16-17	24	+2
18	26	+3

Gaining a level: Psionic energy increases by 10 plus the WIS modifier. So a psion with a WIS of 16 gains 12 psionic energy on leveling (10 + 2).

Recovering Energy

Psionic energy is recovered by resting, depending on the activity, as listed on the table below.

Psionic Energy Recovery

Activity	Energy Recovered
Hard exertion	none
Walking, riding	3/hour
Sitting, resting	6/hour
Sleeping	12/hour

Contact

Certain psionic powers list contact as their initial cost. In such a case, contact must be made prior to the power being used. All psionic characters innately have the ability to contact others. The cost of contact is based on the hit dice or level of the target and is listed on the table below:

Contact Cost

Levels or Hit Dice	Psionic Energy
1-5	3
6-10	8
11-14	13

Once contact is made the cost to maintain it is 1 energy per round. Certain powers such as attack modes also establish contact (see *Contact from Attack*, p45).

The Target

Non psionic characters are automatically contacted. Psionic characters can be contacted if willing. Otherwise attack modes must be used.



Psionic Combat

A battle with psionic characters follows the same rules as normal combat (see *Combat* in Old-School Essentials *Core Rules*) with the addition of the following rules.

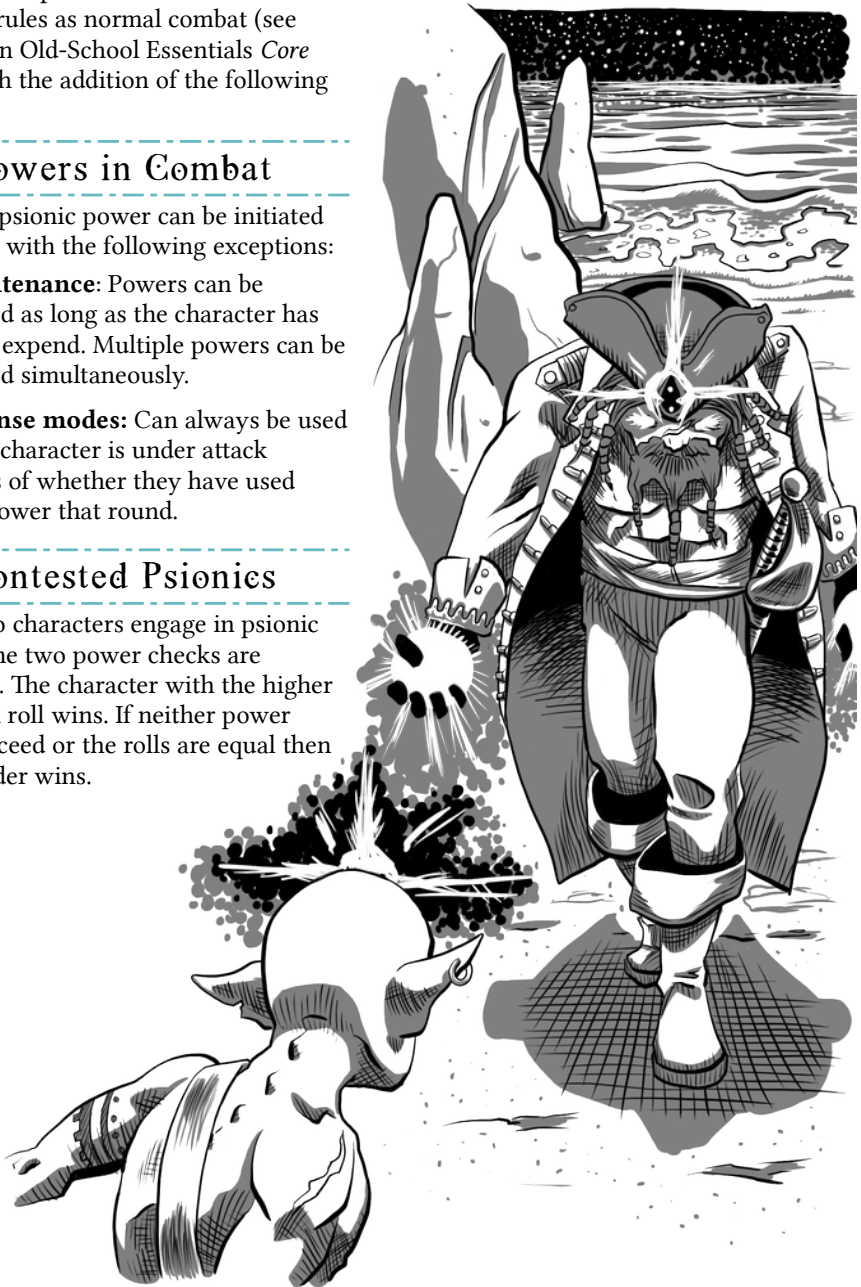
Powers in Combat

Only one psionic power can be initiated per round with the following exceptions:

- **Maintenance:** Powers can be maintained as long as the character has energy to expend. Multiple powers can be maintained simultaneously.
- **Defense modes:** Can always be used when the character is under attack regardless of whether they have used another power that round.

Contested Psionics

When two characters engage in psionic combat, the two power checks are compared. The character with the higher successful roll wins. If neither power check succeed or the rolls are equal then the defender wins.



Attack Modes

Five specific psionic powers are used for attacking and establishing contact. They are:

- Ego Whip (p50)
- Id Insinuation (p51)
- Mind Thrust (p53)
- Psionic Blast (p54)
- Psychic Crush (p54)

Attack modes are normal powers and count towards the total powers known.

Two Attacks

Unlike other powers the same attack mode can be initiated twice per round. A power check is required for each attack.

Contact from Attack

Even though contact (*see Contact, p43*) is made through attack modes it takes more than one attempt. Three successful attacks results in contact with the defender.

Attack Modifiers

The potency of an attack mode depends on the defense mode being used against it. The table below shows the modifier to add or subtract to the attack mode's power score depending on the defense mode being used.

Defense Modes

Five specific psionic powers are used for self defense. They are:

- Intellect Fortress (p51)
- Mental Barrier (p52)
- Mind Blank (p52)
- Thought Shield (p57)
- Tower of Iron Will (p57)

Each psionic character starts off knowing one defense mode. Subsequent modes are learned upon leveling, as described in the class description.

Attack Mode Modifiers

	Intellect Fortress	Mental Barrier	Mind Blank	Thought Shield	Tower of Iron Will
Ego Whip	-4	-3	+5	0	-5
Id Insinuation	-1	+4	-3	+2	-3
Mind Thrust	-4	-4	+5	-2	-5
Psionic Blast	-1	0	+2	+3	-2
Psychic Crush	-3	-1	+1	-3	-4





Psionic Powers

Powers List

Astral Projection.....	p47	Levitation.....	p52
Aura Alteration.....	p47	Mass Domination.....	p52
Body Control.....	p47	Mental Barrier (D).....	p52
Body Equilibrium.....	p47	Mind Bar.....	p52
Body Weaponry.....	p47	Mind Blank (D).....	p52
Cell Adjustment.....	p48	Mind Link.....	p53
Clairaudience.....	p48	Mind Over Body.....	p53
Clairvoyance.....	p48	Mind Thrust (A).....	p53
Detect Evil.....	p48	Molecular Agitation.....	p53
Detect Magic.....	p49	Molecular Manipulation.....	p54
Dimension Door.....	p49	Molecular Rearrangement.....	p54
Dimension Walking.....	p49	Psionic Blast (A).....	p54
Domination.....	p49	Psychic Crush (A).....	p54
Ego Whip (A).....	p50	Precognition.....	p55
Empathy.....	p50	Reduction.....	p55
Energy Control.....	p50	Shape Alteration.....	p55
ESP.....	p50	Suspend Animation.....	p55
Expansion.....	p50	Telekinesis.....	p56
Hypnosis.....	p51	Telepathic Projection.....	p56
Id Insinuation (A).....	p51	Teleport.....	p56
Intellect Fortress (D).....	p51	Thought Shield (D).....	p57
Invisibility.....	p51	Tower of Iron Will (D).....	p57

(A) Attack Modes
(D) Defense Modes

Astral Projection

Range: n/a

Power Score: INT

Initial Cost: 6

Maintenance Cost: 2/hour

This power separates the character's astral body from their physical one. The character can then use this astral body to travel the astral plane while their physical body remains on the original plane. This projection has the following conditions:

- **Physical tether:** The astral body is connected to its physical body by a long silver cord that disappears from sight after 10'. This cord is virtually indestructible but if it is somehow severed (perhaps from an extreme astral storm) then the character dies.
- **Temporary Body:** If the astral body enters a plane other than its origin a temporary body, identical to the original, appears there. If the astral body enters its origin plane it can observe but not interact with the plane.

Aura Alteration

Range: Touch

Power Score: Wis - 4

Initial Cost: 10

Maintenance Cost: n/a

This power can be used in two ways:

- **Mask alignment and level:** The true alignment and level of the character remains the same but anyone viewing the aura will be fooled.
- **Remove geas or quest:** If an attempt is being made to remove geas or a quest, the cost is 20 psionic energy instead of 10.

Body Control

Range: Self

Power Score: CON - 4

Initial Cost: 7

Maintenance Cost: 5/turn

The psionic character is able to adapt their body to survive in a hostile environment such as fire, water, acid, or poison.

Body Equilibrium

Range: Self

Power Score: CON - 3

Initial Cost: 2

Maintenance Cost: 2/round

Allows the psionic character to adjust their weight so that they may walk on water, quicksand, etc.



Body Weaponry

Range: Self

Power Score: CON - 3

Initial Cost: 9

Maintenance Cost: 4/round

One of the psionic character's limbs becomes a weapon of their choosing. The limb takes on the material of the weapon (wood, steel, etc).

Cell Adjustment

Range: Touch

Power Score: CON - 3

Initial Cost: 5

Maintenance Cost: up to 20/round

This power is used in two ways:

- **Cure disease:** For the cost of 5 psionic energy a disease can be cured in 1 round.
- **Restore hit points:** 4 hit points can be restored each round for the cost of 5 psionic energy per hit point.



Clairaudience

Range: Unlimited

Power Score: WIS - 3

Initial Cost: 6

Maintenance Cost: 4/round

Allows the psionic character to hear clearly up to a certain range in a certain direction. The range of the power affects the power score modifier as per the table to the right:

Clairaudience & Clairvoyance Range

Range	Power Score Modifier
300'	0
3,000'	-2
10 miles	-4
100 miles	-6
1,000 miles	-8
10,000 miles	-10
Interplanetary	-12

Clairvoyance

Range: Unlimited

Power Score: WIS - 4

Initial Cost: 6

Maintenance Cost: 4/round

Allows the psionic character to see clearly up to a certain range in a certain direction. The range of the power affects the power score modifier as per the table to the right:



Detect Evil

Range: 120'

Power Score: WIS - 1

Initial Cost: 4

Maintenance Cost: 4/turn

Objects enchanted for evil purposes or living beings with evil intentions are revealed by the aura.

- **Intent only:** This power does not grant the ability to read minds, but only grants a general sense of evil intent.
- **Definition of evil:** The referee must decide what is "evil". Some things that are potentially harmful, like traps, are not "evil".

Detect Magic

Range: 60'

Power Score: INT - 1

Initial Cost: 4

Maintenance Cost: 4/turn

Enchanted objects, areas, or creatures are caused to glow. Both permanent and temporary enchantments are revealed.



Dimension Door

Range: 10'

Power Score: CON - 4

Initial Cost: 30

Maintenance Cost: N/A

The psionic character or a single creature is instantly transferred to another location up to 360' distant. The destination may be selected in two ways:

1. **Known location:** A location, within 360', known to the psionic character.
2. **An unknown location:** Specified by a series of offsets (e.g. 120' north, 160' east, 80' up) totaling not more than 360'.

Stipulations: The following apply:

- **If the destination is occupied:** By a solid body, the power fails.
- **If the target is unwilling:** It may **save versus spells** to resist the teleportation.

Dimension Walking

Range: N/A

Power Score: CON - 2

Initial Cost: 8

Maintenance Cost: 4/turn

This power allows the psionic character to travel long distances by passing through a pocket dimension. They can travel at the rate of 21 miles a turn.

Domination

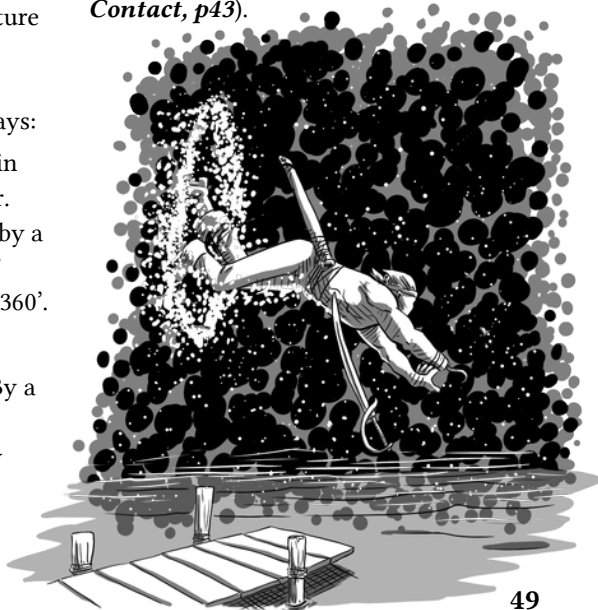
Range: 90'

Power Score: WIS - 4

Initial Cost: Contact

Maintenance Cost: 1

A single humanoid or creature must **save vs spells** or be dominated. A dominated creature is under the control of the psionic wielder but may make another save if forced to act outside of its alignment. The initial cost to use domination is twice that of contact (*see Contact, p43*).



Ego Whip

Range: 120/240/360'

Power Score: WIS - 4

Initial Cost: 4

Maintenance Cost: N/A

This power is a mental attack that makes contact (*see Contact from Attack, p45*) with another psionic character's mind. It has the following effects:

- **Emotional assault:** The target is left feeling insignificant.
- **Contact daze:** If the target's mind has already been contacted, they are dazed for 1d4 rounds during which their attacks and saves have a -5 penalty.

There are three ranges that effect the power score of ego whip:

- **120 feet:** no effect.
- **240 feet:** -2 to power score.
- **360 feet:** -5 to power score.



Empathy

Range: Unlimited

Power Score: WIS

Initial Cost: Contact (or 1)

Maintenance Cost: 1/round

This power is used to sense the emotions and motives of a mind. When empathy is used against a nonpsionic character contact is not necessary and the initial cost is only 1 energy.

Energy Control

Range: Self

Power Score: Con - 2

Initial Cost: 10

Maintenance Cost: 2/round

Allows the psionic character to warp energy around themselves and dissipate it thereby protecting them from cold, heat, electricity, and fire that would normally harm them.



ESP

Range: Unlimited

Power Score: Wis - 4

Initial Cost: Contact

Maintenance Cost: 6/round

This power grants the psionic character the ability to perceive and understand the thoughts of other living creatures.

- **Meaning:** The psionic character understands the meaning of all thoughts even if they do not share the creature's language.

Expansion

Range: Self

Power Score: Con - 2

Initial Cost: 6

Maintenance Cost: 1/round

Allows the psionic character to increase their proportions by 50% per round up to four times their original size.

Hypnosis

Range: Unlimited

Power Score: Int - 3

Initial Cost: Contact

Maintenance Cost: 1/round

The psionic character is able to place targets they have contact with into a trance in which they are very susceptible to suggestion.

The level or hit dice of the target effects the power score of Hypnosis:

- **1-5:** no effect.
- **6-10:** -2 to power score.
- **11-14:** -5 to power score.

Id Insinuation

Range: 180/360/540'

Power Score: Wis - 4

Initial Cost: 5

Maintenance Cost: N/A

This power is a mental attack that makes contact (*see Contact from Attack, p45*) with another psionic character's mind. It has the following effects:

- **Psychotic assault:** The target is left feeling temporarily crazy.
- **Contact daze:** If the target's mind has already been contacted, they are unable to do anything for 1d4 rounds.

There are three ranges that effect the power score of id insinuation:

- **180 feet:** no effect.
- **360 feet:** -2 to power score.
- **540 feet:** -5 to power score.



Intellect Fortress

Range: Self

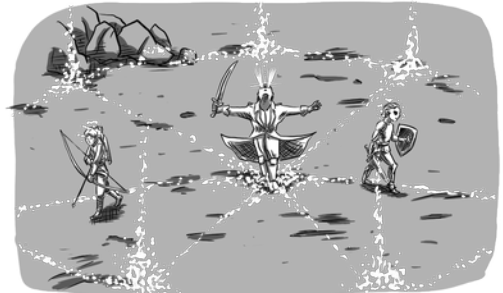
Power Score: Wis - 3

Initial Cost: 4

Maintenance Cost: N/A

This defensive power creates a 9' radius around the psionic character that protects the individuals within it. Those within the radius use the psionic character's power score for intellect fortress to defend against mental attacks and contact (*see Contact from Attack, p45*).

- **Additional power:** The psionic character is able to initiate another psionic power on the same round as intellect fortress.



Invisibility

Range: 300'

Power Score: Int - 5

Initial Cost: Contact

Maintenance Cost: 2/round/creature

Unlike a magic user's invisibility, psionic invisibility involves tricking the minds of other creatures into not seeing the psionic character. The psionic character must make a power check and pay maintenance cost for each creature that they are fooling.

Levitation

Range: Self

Power Score: Wis - 3

Initial Cost: 12

Maintenance Cost: 2/round

Allows the psionic character to rise vertically at the rate of 1' per second or 60' per round. Weight beyond the psionic character's own reduces the power score at a rate of one point per 25 pounds.

Mass Domination

Range: 120'

Power Score: Wis - 6

Initial Cost: Contact

Maintenance Cost: varies

The psionic character is able to dominate (*see Contact, p43*) up to 5 creatures. Each target must be dominated separately and the maintenance cost for each must be paid at the rate of two times the target's hit dice or level.

Mental Barrier

Range: Self

Power Score: Wis - 2

Initial Cost: 3

Maintenance Cost: N/A

➤ This defensive power creates a barricade around the mind of the psionic character, protecting them from a mental attack's contact (*see Contact from Attack, p45*).

➤ **Additional power:** The psionic character is able to initiate another psionic power on the same round as mental barrier.



Mind Bar

Range: Self

Power Score: Int - 2

Initial Cost: 6

Maintenance Cost: 4/round

Imparts the psionic character with the following benefits:

➤ **Magic Resistance:** +6 bonus to saves versus spells for *charm, confusion, fear, feeblemind, and magic jar*.

➤ **Psionic Protection:** Protection from mental attacks unless defender loses in a psychic contest.

Mind Blank

Range: Self

Power Score: Wis - 7

Initial Cost: 0

Maintenance Cost: N/A

This defensive power masks the mind of a psionic character from attacks and contact (*see Contact from Attack, p45*). Mind blank is always on for those who know it unless they specifically choose it not to be or are using a different defense mode.

➤ **Additional power:** The psionic character is able to initiate another non-defense mode psionic power on the same round as mind blank.

Mind Link

Range: Unlimited

Power Score: Wis - 5

Initial Cost: Contact

Maintenance Cost: 8/round

This power allows the psionic character to converse with an intelligent creature without any words spoken. Only thoughts that the parties wish to transmit to the other will be understood. The two parties are able to understand each other regardless of language.



Mind Over Body

Range: Touch

Power Score: Wis - 3

Initial Cost: N/A

Maintenance Cost: 10/day

Allows a number of people to survive without food, water, or sleep at the cost of one hour of meditation and 10 psionic energy per person per day. This can be maintained up to five days or the psionic character's experience level in days if that is more. Characters who have survived in this fashion experience the following at the end of this period:

- **Complete Exhaustion:** Characters must rest for one day for every two days surviving using Mind over Body.
- **Restored from Healing:** Characters can be fully rested from this exhaustion with a full day of healing.

Mind Thrust

Range: 90/180/270'

Power Score: Wis - 2

Initial Cost: 2

Maintenance Cost: N/A

This power is a piercing mental attack that makes contact (*see Contact from Attack, p45*) with another psionic character's mind. It has the following effect:

- **Power Loss:** If the target's mind has already been contacted, they lose the use of one power chosen at random for 2d6 days.

There are three ranges that effect the power score of mind thrust:

- **90 feet:** no effect.
- **180 feet:** -2 to power score.
- **270 feet:** -5 to power score.

Molecular Agitation

Range: 120'

Power Score: Wis

Initial Cost: 7

Maintenance Cost: 6/round

This power increases the speed of an object's molecules, generating heat. Its effect varies depending on the length of time it is maintained:

Molecular Agitation Effect

Rounds	Effect
1	Paper & grass ignite
2	Wood smokes, skin burns (1d4 damage)
3	Wood ignites, severe burns (1d6 damage)
4	Steel softens
5	Steel melts



Molecular Manipulation

Range: 45'

Power Score: Int - 3

Initial Cost: 6

Maintenance Cost: 5/round

The psionic character can weaken a substance by moving its molecules around at the rate two square inches per round.

Molecular Rearrangement

Range: 6'

Power Score: Int - 5

Initial Cost: 20

Maintenance Cost: 10/hour

This power can change the material of an object at the rate of one ounce an hour.

Psionic Blast

Range: 60/120/180'

Power Score: Wis - 5

Initial Cost: 10

Maintenance Cost: N/A

This power is a dreadful mental attack that makes contact (*see Contact from Attack, p45*) with another psionic character's mind. It has the following effect:

- **Health Deception:** If the target's mind has already been contacted, they must *save vs death* or for 6 turns the target believes they have lost 80% of their remaining hit points. If they lose their perceived hit points the target will pass out. They will not die unless their actual hit points are depleted.

There are three ranges that effect the power score of psionic blast:

- **60 feet:** no effect.
- **120 feet:** -2 to power score.
- **180 feet:** -5 to power score.

Psychic Crush

Range: 150'

Power Score: Wis - 4

Initial Cost: 7

Maintenance Cost: N/A

This power is an overwhelming mental attack that makes contact (*see Contact from Attack, p45*) with another psionic character's mind.

- Synapse squeeze:** If the target's mind has already been contacted, they must *save vs paralysis* or suffer 1d8 damage.

Precognition

Range: Self

Power Score: Wis - 5

Initial Cost: 24

Maintenance Cost: N/A

The psionic character is able to look into the future and see the most likely result of a plan or decision.

➤ **Player knowledge:** The referee should make the power check on behalf of the player in secret so that the player does not know if they actually succeeded.

Reduction

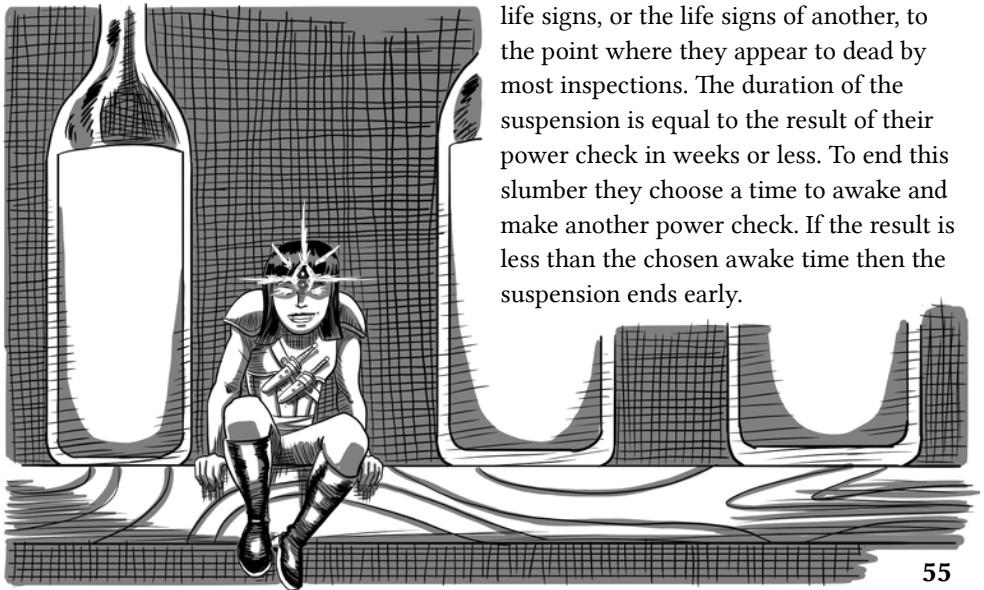
Range: Self

Power Score: Con - 2

Initial Cost: Varies

Maintenance Cost: 1/round

Allows the psionic character to shrink their body at the cost of 1 psionic energy per 1 foot up to 1 foot or less. Below that they can reduce their current size by half per psionic energy spent.



Shape Alteration

Range: Self

Power Score: Con - 6

Initial Cost: 21

Maintenance Cost: 1/round

The psionic character can transform their body into an object or living thing as long as it is of similar mass. This transformation has the following effect:

➤ **Retained stats:** The psionic character's health points and THAC0 remain the same.

➤ **New AC and attacks:** The psionic character assumes the AC of that which they are transformed into, as well as any non magical attacks it may have.

Suspend Animation

Range: Touch

Power Score: Con - 3

Initial Cost: 12

Maintenance Cost: N/A

Allows the psionic character to slow their life signs, or the life signs of another, to the point where they appear to dead by most inspections. The duration of the suspension is equal to the result of their power check in weeks or less. To end this slumber they choose a time to awake and make another power check. If the result is less than the chosen awake time then the suspension ends early.

Telekinesis

Range: 90'

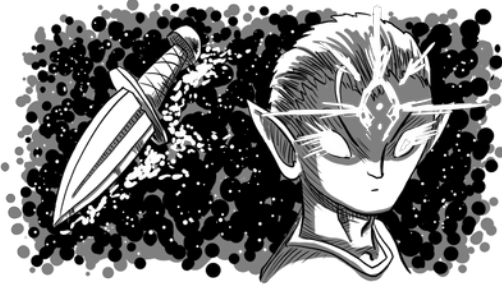
Power Score: Wis - 3

Initial Cost: 3+

Maintenance Cost: 1+/round

By concentrating, the psionic character is able to move objects or creatures by the power of thought.

- **Weight:** For targets above 3 pounds, the initial cost is equal to the object's weight and the maintenance cost is the weight divided by two, rounded down.
- **Movement:** The target may be moved up to 60' per round, in whatever direction the psionic character wishes (including vertically).
- **Weapon:** The target may be used as a weapon using the psionic character's THAC0 with a penalty equal to a third of the target's weight, rounded down.



Telepathic Projection

Range: Unlimited

Power Score: Wis - 2

Initial Cost: Contact

Maintenance Cost: 4/round

The psionic character is able to project emotions onto contacted targets. This cannot result in extreme changes but can only sway emotions.

Teleport

Range: Infinite

Power Score: Int

Initial Cost: 20+

Maintenance Cost: N/A

The psionic character or a chosen creature vanishes and reappears at a location of the psionic character's choosing.

- **Gear:** The subject is teleported with all its gear, up to its maximum load.
- **Teleport other:** The target must be willing or unconscious. The power score for teleport is reduced by 2 when teleporting others.
- **Destination:** May be at any distance, but must be known to the psionic character. The destination must be an open space at ground level. (It is not possible to intentionally teleport the subject into mid-air or into solid matter.) The cost and power score of teleport are affected by the distance as shown on the table below.

Teleportation Cost and Modifier

Range	Initial Cost	Power Score Modifier
30'	20	+1
300'	20	0
3,000'	30	-1
10 miles	40	-2
100 miles	50	-3
1,000 miles	60	-4
10,000 miles	70	-5
Interplanar	100	-6



Thought Shield

Range: Self

Power Score: Wis - 3

Initial Cost: 1

Maintenance Cost: N/A

This defensive power guards the thoughts of the psionic character to protect them from mental attacks and contact (*see Contact from Attack, p45*).

➤ **Additional power:** The psionic character is able to initiate another psionic power on the same round as thought shield.

Tower of Iron Will

Range: Self

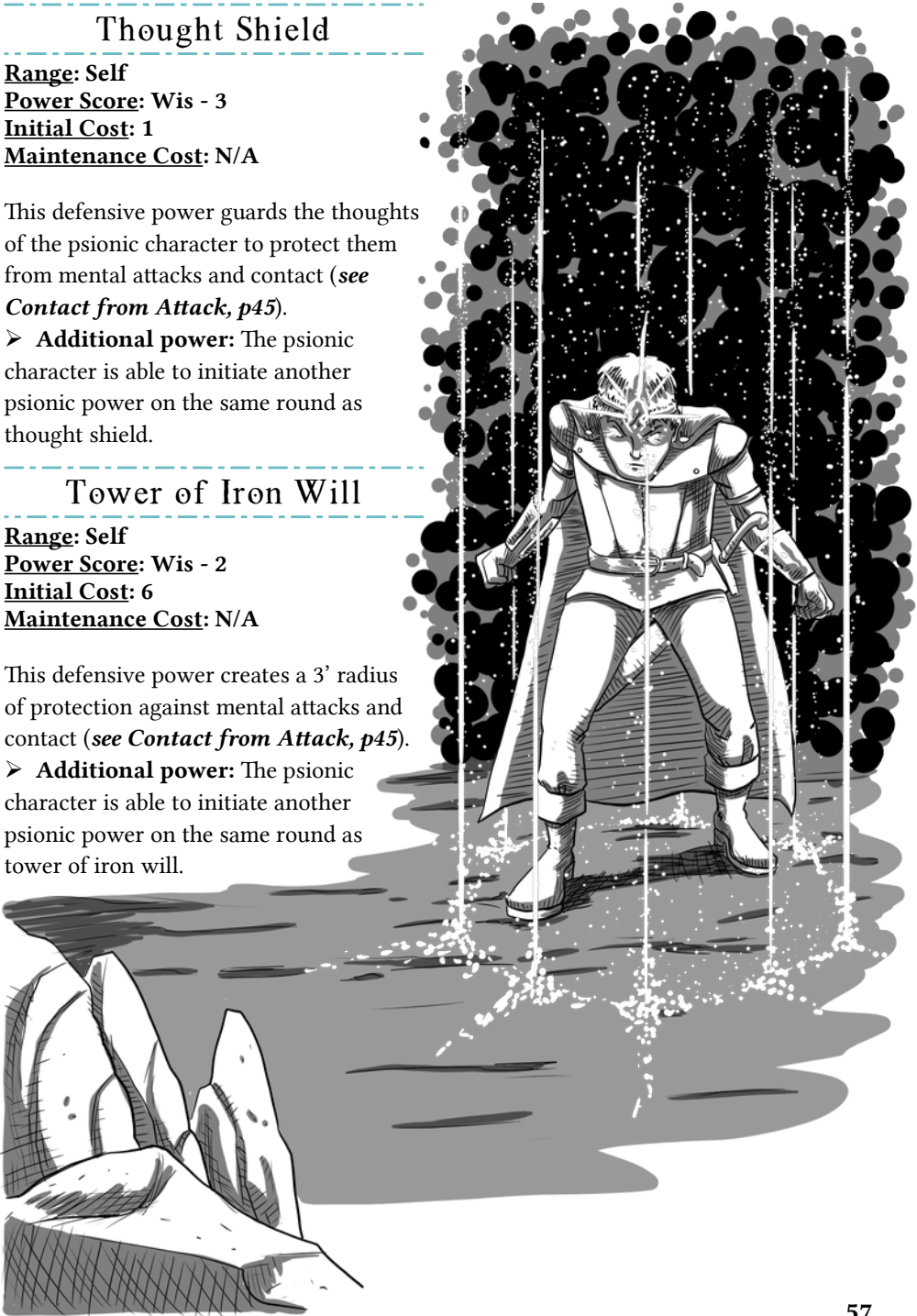
Power Score: Wis - 2

Initial Cost: 6

Maintenance Cost: N/A

This defensive power creates a 3' radius of protection against mental attacks and contact (*see Contact from Attack, p45*).

➤ **Additional power:** The psionic character is able to initiate another psionic power on the same round as tower of iron will.



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