

Ye Olde School Bloodbath

A Tournament Supplement



DESIGNED FOR USE WITH

**OLD-SCHOOL
ESSENTIALS**

These rules are intended to be used to run **Old-School Essentials** in a tournament environment. The goal is simple- take a deadly trap, riddle, and monster filled dungeon and start chucking adventurers at it and see who makes it to the end alive while keeping the number of active participants to a manageable level, provide something to do for those waiting to play, and encourage a casual and fun sports-like environment. To really make this sing, you need two groups- **Contestants** and **Audience Members**. Start with a minimum of 4 **Contestants** at what feels like an appropriate Level for the dungeon, and as they die off, the players switch places with a random audience member.

The purpose of the **Audience Member** is to root for their favorite **Contestant** and “sponsor” them by having gifts sent to them inside the dungeon to give them an edge.

Referees should encourage a party-like atmosphere. As long as the **Contestants** and the **Referee** can hear each other, no harm, no foul.

Everyone that comes to the event should either bring a character made at the appropriate level or choose from provided pregens. (These can be quickly created using the **OSE NPC Generator!**)

To aid in getting things moving faster, we have included “Kits” for everyone to start their character with. Otherwise, use the standard OSE equipment list with 3d6x10 starting gold.

Basic Process:

- **Contestants** begin the dungeon with only the equipment they bring in. More can be discovered, stolen, or provided by **Audience Members**.
- There is no resting in the dungeon and there is no leaving the dungeon.
- When a **Contestant** dies, they trade places with a randomly chosen **Audience Member** and are given **Points** to spend and the new **Contestant** joins the tournament at the beginning. Any points not spent are lost.
- If death occurs in the middle of a combat, wait for combat to conclude before introducing the new **Contestant**.
- If a TPK occurs, introduce a number of new **Contestants** equal to the starting party.
- The winner is the first one to the end. If more than one makes it then carried treasure is calculated. Whoever has the most, wins.
- All Traps reset automatically within 2 Turns.
- Aside from the starting room, there is no additional light in the dungeon except what is brought by the **Contestants**
- When they choose to spend their points, an **Audience Member** will write on a slip of paper how many points they want to spend, how they want to spend them, and who the items will be given to then hand it to the Ref. The Ref rolls and allocates the items then announces that someone is sending a prize to a contestant but does not announce what it is. Once a player gets the item, the Ref will give them a slip of paper indicating what is in the satchel.

Special Delivery!

- Audience Members can “buy” helpful items for their favorite **Contestant!**
- Each audience member is given 4 Points.
- There is no way to gain more points.
- Once an item is sent, there is no reversing the request.
- How the item reaches the player is determined by the **Referee**.

Tips

- If doing a funnel dungeon (like those popular in Dungeon Crawl Classics), use 1st Level characters.
- Adjust Level to less than either the stated or assumed level required for the dungeon you are using for a tournament
- If using a dungeon that has rolled treasure, make sure to include useful equipment, magic items, or potions.
- When using traps, telegraph and try to provide difficult challenges not gotcha traps. Pull no punches on failure and make it spectacular.
- Aside from the starting room, consider providing no additional light in the dungeon except that which is created by the **Contestants**.
- If you really want to spice it up, consider getting a bell or buzzer to sound at the death of a **Contestant**.
- There is no meta-knowledge and for this to work, it requires it. Avoid using dungeons that everyone is familiar with or change it up but for replacement **Contestants**, it makes sense for them to know of certain dangers as they are former **Audience Members** and it allows them to catch up faster.
- This approach can easily be adapted to the online actual play format by providing a stable of characters for the players and having the streaming audience act as the **Audience Members**.

Open Gaming License

DESIGNATION OF PRODUCT IDENTITY

All logos, and presentation are product identity. The names “Ye Olde School Bloodbath” and “Little Maker Press” are product identity. All text and tables not declared as Open Game Content are product identity.

DESIGNATION OF OPEN GAME CONTENT

All sections not already identified as product identity are Open Game Content

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/ or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000–2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002–2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters Product Support, © 2005, Troll Lord Games.

Basic Fantasy Role-Playing Game © 2006–2008 Chris Gonnerman.

New Spells: A Basic Fantasy Supplement © 2007 Chris Gonnerman, Ola Berg, Angelo Bertolli, Jeff Querner, Everett Bradshaw, Emiliano Marchetti, Ethan Moore, Jim Bobb, and Scott Abraham.

OSRIC™ © 2006, Stuart Marshall, adapting material prepared by Matthew J. Finch, based upon the System Reference Document, and inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

Swords & Wizardry Core Rules, © 2008, Matthew J. Finch.

Eldritch Weirdness, Book One, © 2008, Matthew J. Finch.

Darwin’s World © 2002, RPGObjects; Authors Dominic Covey and Chris Davis.

Mutant Future™ © 2008, Daniel Proctor and Ryan Denison. Authors Daniel Proctor and Ryan Denison.

Advanced Edition Companion, © 2009–2010, Daniel Proctor. Author Daniel Proctor.

Lamentations of the Flame Princess: Weird Fantasy Role- Playing Deluxe Edition, © 2010, LotFP. Author James Edward Raggi IV.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Bookspeak, © 2011 Daniel Smith.

First Level Magic-User Spells Grindhouse Edition Spell Contest: Howl of the Moon, © 2011 Joel Rojas).

Lamentations of the Flame Princess: Weird Fantasy Role- Playing Grindhouse Edition, © 2011, LotFP, Author James Edward Raggi IV.

Lamentations of the Flame Princess: Weird Fantasy Role-Playing Player Core Book: Rules & Magic © 2013 LotFP, author James Edward Raggi IV.

Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord™ © 2007–2009, Daniel Proctor. Author Daniel Proctor.

B/X Essentials: Core Rules © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Classes and Equipment © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Cleric and Magic-User Spells © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Monsters © 2018 Gavin Norman. Author Gavin Norman.

B/X Essentials: Adventures and Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Core Rules © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Genre Rules © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Monsters © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Classic Fantasy: Rules Tome © 2019 Gavin Norman. Author Gavin Norman.

Ye Olde School Bloodbath: A Tournament Supplement © 2021 Daniel Mark. Author Daniel Mark.

END OF LICENSE

Starting Equipment Packs

Fighter Pack 1

Chain Mail; Shield; Sword; Backpack;
Torches (6); Tinderbox; Waterskin; Sacks,
small (2)

Fighter Pack 2

Chain Mail; Polearm; Backpack; Torches
(6); Tinderbox; Waterskin; Sacks, small (2)

Fighter Pack 3

Leather armor; Short sword; Shortbow;
Quiver; 30 arrows; Backpack; Torches (6);
Tinderbox; Waterskin; Sacks, small (2)

Magic User Pack

2 daggers; Backpack; Torches (6);
Tinderbox; Waterskin; Sacks, small (2)

Cleric Pack

Leather armor; Shield; Holy Symbol;
1 vial Holy water; Mace; Backpack;
Torches (6); Tinderbox; Waterskin;
Sacks, small (2)

Thief Pack

Leather armor; Shortsword; 2 Daggers;
Thieves' Tools; Backpack; Torches (6);
Tinderbox; Waterskin; Sacks, small (2);
Rope (50')

Prize Board

1 Point- Equipment

- 1 – Crowbar
- 2 – Iron spikes (12)
- 3 – Mirror, small
- 4 – Oil (1d4 flasks)
- 5 – Pole (10' long)
- 6 – Rope (1d3x 50')
- 7 – Torches (6)
- 8 – Shield
- 9 – Staff
- 10 – Grease
- 11 – Pet Chicken
- 12 – Bag of Marbles

2 Points- Magic Potions

- 1 – Diminution
- 2 – Fire Resistance
- 3 – Gaseous Form
- 4 – Giant Strength
- 5 – Growth
- 6 – Healing
- 7 – Heroism
- 8 – Invisibility
- 9 – Invulnerability
- 10 – Levitation
- 11 – Polymorph Self
- 12 – Potion of Speed

A Little Maker Press Production

This supplement requires **Old-School Essentials**.