

Old-School Gazette

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Welcome to the tenth Old-School Gazette! In thanks for continued support of the line, number 10 is a free product available for downloading at no cost! This Old-School Gazette gives you 200 items found in a wizard's laboratory, a short article on the use of wandering monsters, and four more tricks and traps to test your player's wits. So enjoy the tenth Old-School Gazette and look forward to many more!

The below two paragraphs are a legal disclaimer that's not only important, but contains useful information for a change, so don't skip reading it just because of the legalese:

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRICTM system text may be found at <http://www.knights-n-knives.com/osric>.

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Some of you may be unaware of OSRIC™. Go and download the product from the above link and then come back. As you can see from the above, OSRIC™ is a freely available, OGL role-playing system that pays homage to the style of role-playing games we grew up playing. The Old-School Gazette is designed to support the OSRIC™ system by releasing compatible material, not only to players and Game Masters, but to other publishers as well.

We plan on featuring monsters, magic items, spells, and anything else you can think of relating to old-school gaming via the OSRIC system in future Old-School Gazettes. Have any ideas? Send an e-mail to josephbrowning@gmail.com and let us know! And yes, it's a paying gig. *smile*

Dungeon Dressing: The Wizard's Laboratory

The wizard's laboratory is a place of wonder! Packed nooks and crooks of odd items and gewgaws, a discovered laboratory is often a conundrum for a GM. "Well you find, you find.... you find some papers and some powders." No longer will GMs face the daunting task of filling a laboratory with interesting discoveries, a simple roll on the tables below will stock the standard wizard's lab with up to 200 objects ranging from the common to the bizarre. This is the first in the dungeon dressing series, so come back for more help in dressing your dungeons!

We suggest that you first determine which table you'd like to use: either the common items or the uncommon items. Generally, common items have little value while uncommon one's have values up to 200gp. There are exceptions and GMs are cautioned to always exercise their good judgment, but enjoy your percentage rolls and discover just what's in that wizard's lab after all. Now, where did I leave my pet box turtle...? I swear she was here just a split second ago...

