

CARCASS CRAWLER

The official Old-School Essentials zine

Issue #1

New classes and races! The acolyte, gargantua, goblin, hephaestan, and kineticist

Flexible d6 thief skills

Black powder firearms

**OLD-SCHOOL
ESSENTIALS**

RETRO ADVENTURE GAME

CARCASS CRAWLER

The official Old-School Essentials zine

Issue #1



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**NECROTIC
GNOME**



**EXALTED
FUNERAL**

TABLE OF CONTENTS

Introduction	3	Advanced Armoury	22
Welcome!	3	Advanced Armour	22
In This Issue	3	Advanced Weapons	23
Compatibility	3	Black Powder Firearms	24
Character Classes	4	Introduction	24
Acolyte	6	Specialists	25
Gargantua	8	Equipment	26
Goblin	10	Optional Rules	28
Hephaestan	12	Combat Talents	28
Kineticist	14	D6 Thief Skills	29
Kineticist Mental Powers	16	Adjudicating Thief Skills	30
Character Races	18	Open Game License	32
Gargantua	19		
Goblin	20		
Hephaestan	21		



INTRODUCTION

WELCOME!

Welcome to the first issue of *Carcass Crawler*—the official *Old-School Essentials* zine!

Each issue of *Carcass Crawler* is packed with new material for your games, including new character classes and races, new spells and magic items, new monsters, optional and expanded rules, news, previews of in-development products, short adventures, and more!



IN THIS ISSUE

This issue focuses on expanded character options, with the following articles:

- ▶ **New classes:** Five new character classes! The acolyte, the gargantua, the goblin, the hephaestan, and the kineticist.
- ▶ **New races:** Three new character races for Advanced Fantasy games! The gargantua, the goblin, and the hephaestan.
- ▶ **Advanced armoury:** New types of armour and weapons inspired by the Advanced 1st Edition rules and the 1984 Companion set.
- ▶ **Black powder weapons:** Complete rules for introducing renaissance-style black powder firearms into your game!
- ▶ **Fighter combat talents:** Optional rules to give fighters a little extra mechanical perk.
- ▶ **d6 thief skills:** An optional alternative system for thief skills.
- ▶ **Adjudicating thief skills:** Optional guidelines for adjudicating the use of thief skills and attempts by other characters to perform similar tasks.

COMPATIBILITY

Content in *Carcass Crawler* is compatible with all flavours of *Old-School Essentials* (e.g. Classic Fantasy, Advanced Fantasy, etc.). By extension, this means that the content is also compatible with the classic Basic/Expert game and with other games that are based on the Basic/Expert rules.

CHARACTER CLASSES

BY JAMES MALISZEWSKI AND GAVIN NORMAN

This article presents five brand new character classes for your *Old-School Essentials* games. The new classes range from new fantasy demihumans, through variants on existing classes, to science-fiction archetypes to add a fresh new twist to your games.

Introduce them as NPCs for player characters to encounter or add them to the roster of classes players may choose from when creating a character!

Too Many Classes?

The new classes presented in this article are entirely optional. Some groups love to have as many classes as possible, relishing the variety that a wide selection of character types offers. Other groups prefer to stick with a limited selection of character classes. As always: do what brings your group the most enjoyment in your games.

One approach that works well is for the referee to select a limited set of classes (say between 7–10 in number) that are available in the campaign. For example, in one campaign, the cleric may not exist, being replaced with the acolyte.

In this way, the number of choices available to players when creating characters is kept within reasonable bounds, while the hand-picked set of allowed classes can heavily reinforce the flavour of the specific campaign.

Acolyte

This class is the result of a thought experiment: what would a priestly class look like if based on the percentile thief skills mechanic, instead of the standard spell memorization mechanism? Thus, the magic wielded by acolytes is not bound by memorization.

In campaigns where the acolyte is used in place of the standard cleric class, divine magic (cast spontaneously, using a skill check mechanic) and arcane magic (cast by memorizing from spell books) would be strongly differentiated.



Illustration Pending

Gargantua

The standard roster of *Old-School Essentials* demihumans is profuse with “little people” of various kinds (e.g. dwarves, gnomes, halflings, etc.). Larger-than-human species are for the most part relegated to the monster listings. The gargantua class changes this, presenting a playable demihuman race of “big people”.

The gargantua is also presented as a race, for those using the *Old-School Essentials Advanced Fantasy* option for selecting a character’s class and race separately. See *Character Races, p18*.

Goblin

A classic monster species now presented as a playable demihuman class for *Old-School Essentials*!

The goblin is also presented as a race, for those using the *Old-School Essentials Advanced Fantasy* option for selecting a character’s class and race separately. See *Character Races, p18*.

Hephaestan

Inspired by popular science-fiction spins on elves, hephaestans are a race of elf-like demihumans who practice the arts of telepathy and mind control.

The hephaestan is also presented as a race, for those using the *Old-School Essentials Advanced Fantasy* option for selecting a character’s class and race separately. See *Character Races, p18*.

Kineticist

Inspired by the mystical warrior sects of popular science-fiction, kineticists are unarmoured warriors who practice the art of mind over matter by manipulation of kinetic force.

The class comes complete with a set of nine mental powers to choose from.