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Original adventures reincarnated

I'm aware that there are individual discussion threads for Goodman Games' Original Adventures Reincarnated line (like this one for the next OAR volume #6 The Temple of Elemental Evil), but I wanted to create a thread where we can discuss aspects of this line of modules as a whole: the original modules, essays, interviews, fifth edition conversions, etc. I'll start by saying I just took OAR #4: The Lost City. For me, it's the first of the OAR volumes currently in print that I wasn't familiar with. I don't think I saw a single copy of this form in any of my FLGS earlier in the day. I can't wait to immerse myself in a reading of it once I'm done in a couple of weeks with a game test of another game. From a familiar point of view I don't know anything about this module. Unlike the first three, OAR #1 Into the Borderlands, OAR #2 The Isle of Dread and OAR #3 Expedition to the Barrier Peaks, for which I have first-hand experience as a player or referee in the 1980s. I look forward to the next two volumes as I have first-time experience with them too. Castle Amber is one of my favorite D&D modules, not just because it's based on the work of Clark Ashton Smith. So, what are your thoughts on any of the OAR modules? What classic modules would you like to have OAR treatment? Something I would do differently with fifth edition conversions? Has anyone else read it as Oriental Adventures Reincarnated? I've been a little confused for a while. _ glass. Has anyone else read it as Oriental Adventures Reincarnated? I've been a little confused for a while. _ glass. It's pretty funny! Although I wonder what a reincarnated Oriental adventure would look like. I ran a short AD&D 1e campaign using Oriental Adventures and it was really memorable for the group. I used themes from Kurosawa and other chanbara cinemas (). I looked across terror island. It's interesting to compare with the Savage Tide adventure path version. It's pretty funny! Although I wonder what a reincarnated Oriental adventure would look like. I ran a short AD&D 1e campaign using Oriental Adventures and it was really memorable for the group. I used themes from Kurosawa and other chanbara cinemas (). I think at least now you should call it Asian Adventures. I looked across terror island. It's interesting to compare with the Savage Tide adventure path version. I performed Isle of Dread (blue cover version) from my D&D Expert Set (Tom Moldvay version with Errol Otus cover) and I remember the game fondly. To me it looked like a D&D version of King Kong where seafaring adventurers were on a fateful journey on a topic where prehistory existed next to the modern, in a strange sense that might have only made sense to my teenage mind. Tyrannosaurus rex on the island on the island that prehistoric or ancient creature that I thought existed in the past of this Known World D&D. Although, this was before X1 was incorporated into the known world of Mystara. Reading the interview with original author David Zeb Cook in OAR #2 The Isle of Dread confirmed that he was going for a Lost World vibe for the module. It delivered in my mind and in the minds of my players. They even expected to find antediluvian tunnels leading to Terra Cava! Which is fun because even though we didn't go there in my campaign, it was a bonnet years later for the Mystara D&D campaign. Our group was expert in the literature of strange and pseudo-science, so this module was an instant classic in our memories. Last modified: August 17, 2020 Between Temple of Elemental Evil and Tales of Yawning Portal's Against the Giants we are close to being able to play the entire Greyhawk Sequence in 5e. If they continue to be for levels 1 to 8, we may also have a good alternative to Dragon Queen Treasure to run as a lead-in for Rise of Tiamat. I've always been curious to try Castle Amber too, it feels like a fun adventure out there. I own everyone currently out and I'm using OAR 1 to run Keep on the Borderlands for my family. I agree with the common complaint about the format that makes it difficult to use at the table -- even with the bookmark sewn, I find myself copying a lot of information about Google Docs and the like to use when I DM and use dyson logos' redesigned maps of the Caves of Chaos instead of trying to run everything from the book. This issue could be fixed if Goodman Games were allowed to release PRODUCT PDFs -- it's not that the original versions aren't already out there and it's not as if even pirated versions of OAR modules aren't - and I'd like WotC to comment because they didn't authorize Goodman to do so. That said, I love getting this huge batch of old-school monsters, even those like the thoul, which weren't in the original adventure, as far as I can remember. (The thoul is about the most ridiculous of old-school monsters and proof that 3E wasn't the first time the game's design elements have clinged to common sense or interesting tradition.) Since the T1-4 is divided into two volumes, I hope that the story and reprints are in the first and that the 5E conversion is in the second. (Although, frankly, it's probably the least likely to be played at my table on one of these volumes. T1 aside, it's not a great adventure, IMO.) Still hoping for the Next Silver Princess Palace, which seems to deserve historical treatment more than most other un printed works. (I assume that everything WotC has recently reprinted is off limits.) Edit: August 17, 2020 I've always been curious to try Castle Amber too, it feels like a fun adventure out there. The original was quite fun throughout the day encouraged me to take a look at the work of Clark Ashton Smith, which I only knew through Lovecraft. Whizbang Dustyboots said: Still hoping for the Next Silver Princess Palace, which seems to deserve historical treatment more than most other un printed works. (I assume that everything WotC has recently reprinted is off limits.) I would love to see Palace get the OAR treatment as well and include both orange and green versions. It's a shame Jean Wells is no longer with us. I think an interview for the OAR book with her would have brought an interesting perspective not only on the form but on TSR culture at the time. I like that these are updated for a new crop of players. These are still some of the funniest modules - X2 for sure. I've never played Lost City and would probably play the original now using old-school essentials, but I'm tempted to try Into the Unknown rather than 5E. Sounds more appropriate. Page 2 Here's a Wired article on B3 Palace of the Silver Princess interviewing former TSR employees and D&D players about its history. I find the confirmation of the attitude against them that was prevalent throughout the company between management and designers / artists perspicuous. But even more fascinating is management's goal of pumping the product as fast as possible to meet the growing demand of the gaming community of the 80s and how this leads to the B3 situation, according to former employee Kevin Hendryx. Here is a Wired article on B3 Palace of the Silver Princess interviewing former TSR employees and D&D players in learning about its history. I find the confirmation of the attitude against them that was prevalent throughout the company between management and designers / artists perspicuous. But even more fascinating is management's goal of pumping the product as fast as possible to meet the growing demand of the gaming community of the 80s and how this leads to the B3 situation, according to former employee Kevin Hendryx. I like the article, but man Bill Willingham does a bad thing in that piece. These look great, are super intrigued by them and look well made, but they are expensive. As someone who doesn't play 5e (trying to make a side-move in C&C from 3e at the moment), I find myself wanting slightly cheaper editions that only have the original stuff and the story, because it seems to me the most exciting thing (I guess it's never happening, though). DriveThruRPG has IMBA for some of them, but all the interviews and behind-the-scenes stuff make for a really compelling topic for the OAR path. I agree that Palace of the Silver Princess would be great for OAR, and I would be intrigued to hear what they would do for their Mr President, i.e. the commission of the European 5 With two distinct but closely related adventures like B3, they could expand on this in many interesting ways. In addition, the maps in the PDF of the wotc cover put out all those years ago are a bit uncertain, from a quality point of view. I wouldn't mind seeing them do better. My guess is that the 5E conversion was added to make sure the OAR books would profit. I'm not sure these as pure historical products would break even otherwise. Oh yes, you're not going to bank with me as the main demographic, that's for sure. Dungeonland could be fun to revisit, probably along with EX2 as well. It's one of those that WotC had for free on their website on 3e days, which is why I know it a bit. My dad played 1e, but the only adventure he had when I was little was Midnight on Dagger Alley which would have been... different for this line, for sure. Trying to think about other popular adventures, has WotC ever updated Desert of Desolation? If not, he could be another good candidate for the REMO. My guess is that the Desert of Desolation series will dare the Ghosts of Saltmarsh treatment from WotC. It's extremely popular with old people like me, and it wouldn't be hard to find other desert adventures from Dungeon to go with it. The Slavers series is a possibility, but I can see WotC updating it again at some point. Whizbang Dustyboots said: My guess is that the Desert of Desolation series will dare the Ghosts of Saltmarsh treatment from WotC. It's extremely popular with old people like me, and it wouldn't be hard to find other desert adventures from Dungeon to go with it. The Slavers series is a possibility, but I can see WotC updating it again at some point. Whizbang Dustyboots said: I would be really surprised to see 2E or later works adapted. Joseph Goodman's vision for his ideal version of D&D has been very clear for decades. He likes the first weird AD&D and BD&D. Look at the number of Dungeon Crawl Classics adventures produced for 3E and 4E -- there's nothing as polished and high-fantasy as Ravenloft or Dragonlance in there. Goodman's tastes diverged from that of TSR around 1983, as pointed out and bold and transformed into a black light poster by the current DUNGEON CRAWL Classics RPG. You know an ear that I'd like to see, but I absolutely know we won't have it? The grave of the mud sorcerer. It's a form style definitely for the taste of Goodman Games and already has built-in sequel hooks, since the author said the Mud Cult had other members who built their elaborate tomb complexes, allowing for a very simple expansion if adapted. But despite its relative reputation as a great adventure it is still dark compared to any other GG module of the first edition could do later. Still, a man can dream. Whizbang Dustyboots said: I think Slavers is unlikely because it's material that lends itself to a Ghosts of Saltmarsh-style book, especially with the prequel A0 adventure that has been added for late 3E collectible edition reprints. Totally agree. The Slaver series is a guaranteed money producer for WotC. Whizbang Dustyboots said: I wouldn't even be surprised to hear that there have been sequels to Slavers published on Dungeon. (I never really imagined the island was destroyed at the end of the A4, and it feels like a rich area to revisit later.) What 2e adventures would you like to see (as in everyone who reads this) as an REMO? I'd really to see 2E or later works adapted. Joseph Goodman's vision for his ideal version of D&D has been very clear for decades. He likes the first weird AD&D and BD&D. Look at the number of Dungeon Crawl Classics adventures produced for 3E and 4E -- there's nothing as polished and high-fiction as Ravenloft or Dragonlance in there. Goodman's tastes diverged from that of TSR around 1983, as pointed out and bold and transformed into a black light poster by the current DUNGEON CRAWL Classics RPG. You know an ear that I'd like to see, but I absolutely know we won't have it? The grave of the mud sorcerer. It's a form style definitely for the taste of Goodman Games and already has built-in sequel hooks, since the author said the Mud Cult had other members who built their elaborate tomb complexes, allowing for a very simple expansion if adapted. But despite its relative reputation as a great adventure it is still dark compared to any other GG module of the first edition could do later. Still, a man can dream. It would be a great WotC fundraiser for Extra Life, though. (I'm pretty sure WotC has the rights, based on the Ghosts of Saltmarsh compilation.) Which gives me hope (and I know this is a ridiculous longshot) that Goodman Games will do the same with the Gamma World modules of the 1st and 2nd editions. I don't know there is so much interest in Gamma World modules from a historical point of view. Hardcore game historians who care about Gamma World are a fraction of an already smaller audience. But a conversion for Mutant Crawl Classics? Maybe. On the other hand, they didn't do it with Metamorphosis Alpha, Alpha, it would have been an easy thing for them to have done. I'm still resisting them to get the DCCC/MCC license for Ralph Bakshi Wizards, for whom there must be at least the same audience as Empire of the East. Whizbang Dustyboots said: I would be really surprised to see 2E or later works adapted. Joseph Goodman's vision for his ideal version of D&D has been very clear for decades. He likes the first weird AD&D and BD&D. Look at the huge number of Dungeon Crawl Classics adventures produced for 3E and 4E -- there's nothing as polished and high-fiction as Ravenloft or Dragonlance in there. Goodman's tastes diverged from that of TSR around 1983, as pointed out and bold and transformed into a black light poster by the current DUNGEON CRAWL Classics RPG. I agree that Goodman's vision focuses on the strange aspects that shaped early AD&D and B/X, as he articulated in dungeon crawl classics, Appendix N: Inspirational Reading (pg. 442) and refers to gygax's AD&D Dungeon Masters Guide, Appendix N: Inspirational and Educational Reading (pg. 224). Within the strange narrative vein of AD&D 1st edition and B/X modules here are a few others that I humbly believe would be appropriate for the OAR treatment (links go to the RPG Game Index): DA1 Adventures in Blackmoor DA2 Temple of the Frog DA3 City of the Gods DA4 The Duchy of Ten And maybe Goodman and company could dig notes, conduct interviews, with any former TSR employees on plans for the unpublished DA5 The City of Blackmoor. This makes sense to me because Goodman Games has published a book d20 3.5 Blackmoor. I think Goodman Games publishing Blackmoor for DCC or how OAR makes sense. I don't know if BD&D Blackmoor is necessarily where it would go. I guess he'd like to roll the watch up to Arneson's original material, which presumably had at least some access for adaptation 3E. Page 4 I really appreciate that they're doing them, but I really want them to do a better job making something usable at the table. I came across the Border Lands for a campaign and it was very difficult to use. I ended up using Dyson Logos maps for each individual cave and creating a one-page dungeon with monster statistics and descriptions for each cave. ... Ultimately, I'd appreciate it if it tried in any way to design graphically to make them much more usable as modules, keeping the originals as a reference. Agreed. I bought the \$50 Goodman version, but for the actual game I ended up buying a PDF of the original and converting Classic Modules Today. The other problem with conversions for OAR #1 is that the difficulty level is too high. Humanoids in 5e are more difficult than B/X counterparts. Brought to very dangerous situations, and PCs aren't really ready for caves up to level 2 or 3. I used it to my advantage. It helped to reinforce the idea You. Are. Should. A. Running. Via. if things are too difficult. The party then did some things like negotiate with the kobolds to get information about goblins, and when they discovered some hobgoblins robbing from goblins, they negotiated with them and together they went to raid the orcs. It worked, but if he hadn't, I'd have had the lizard and hermit's voices followed first. I used it to my advantage. It helped you reinforce the idea that you. Are. Should. A. Running. Via. if things are too difficult. The party then did some things like negotiate with the kobolds to get information about goblins, and when they discovered some hobgoblins robbing from goblins, they negotiated with them and together they went to raid the orcs. It worked, but if he hadn't, I'd have had the lizard and hermit's voices followed first. Strange how the idea of options other than combat rarely seemed to be considered in my groups in the 80s and 90s. Nowadays, my group usually gravitas towards negotiating tactics. Strange how the idea of options other than combat rarely seemed to be considered in my groups in the 80s and 90s. Nowadays, my group usually gravitas towards negotiating tactics. So many people say something about it (like the times in the 'why D&D downloaded morale' thread if people responded with something like, 'we never used it'). My question has always been 'HOW?' - The TSR-era D&D just doesn't seem to facilitate constant combat. Aside from a slightly higher AC, an Xth-level fighter is not different enough from opponents' X HD to fight all these battles before being resourceless. Casters have very few spells to use up to a high level, and clerics don't really have healing to keep the party at all success points for a long time (different levels don't have healing spells, for example). I just never understood how people did this. So many people say something about it (like the times in the 'why D&D downloaded morale' thread if people responded with something like, 'we never used it'). My question has always been 'HOW?' - The TSR-era D&D just doesn't seem to facilitate constant combat. Aside from a slightly higher AC, an Xth-level fighter is not different enough from opponents' X HD to fight all these battles before being resourceless. Casters have very few spells to use up to a high level, and clerics don't really have healing to keep the party at all success points for a long time (different levels don't have healing spells, for example). I just never understood how people This. For my previous experience in the era of the first edition, we tended to have large groups of PCs along with rentals and henchmen. We could have anywhere from 8-11 PC, so there were often more than one of a particular type of character - magical user and illusionist, cleric and and different fighters, etc. We played the rules as written except for the house rule of double damage on a natural attack shot 20, and used morale and henchmen/rentals. When I think about it, I often think of that illustration in the Hackmaster 4th edition Player's Handbook that shows our hero surrounded by his henchmen and rentals. I can't remember which page it's on, but I'll look at it later. Nowadays my game groups contain almost

universally only 3-5 players, so it's a different dynamic in the group. Whizbang Dustyboots said: I don't know if there's so much interest in Gamma World modules from a historical point of view. Hardcore game historians who care about Gamma World are a fraction of an already smaller audience. It doesn't mean there's no desire for it. Post-apocalyptic settings are also popular: see how Numenera and MCC did for their kickstarters. Another vote for Night's Dark Terror (B/X), which would be a good excuse for them to use real clockless sandbox mechanics as in the chult adventure. It would be nice to have a more developed Shattered Circle, since it had room for a lot of expansion with chitin city and other elements. It was a very beautiful and neglected adventure. It might as well remake night below. Ndt? Oh HELL yes. I'd take it in the blink of an eye. I didn't realize Zeitgeist was goodman games. I got something from them, then. However, weren't there any legal issues with Blackmoor? I thought the end of the d20 line wasn't because he wasn't selling or anything. It's also a shame, going back to the Temple of the Frog looks exactly like it's in the REMO alley. Edit: or, I could see that they are for sale on DriveThru, so if there was it looks like it has been fixed. As for the Slavers series and the second edition of AD&D -- there was another adventure that continued the Slavers saga in the Greyhawk setting called slavers. Another vote for Night's Dark Terror (B/X), which he would adjust. 5E has pretty sloppy mechanics, so fan conversions of many of these things are relatively practical. ... What if I could choose a form for a 5E update? Probably thrace caves. I love that form. Page 5 The_Mediocre_Dr_Orloff said: I didn't realize Zeitgeist was Goodman Games. I got something from them, then. However, weren't there any legal issues with Blackmoor? I thought the end of the d20 line wasn't because he wasn't selling or anything. It's also a shame, going back to the Temple of the Frog looks exactly like it's in the REMO alley. Edit: or, I could see that they are for sale on DriveThru, so if there was it looks like it has been fixed. Zeitgeist is EN Publishing, not GG As far as what classic adventures WotC will give saltmarsh treatment, I agree with both desert of desolation and slavers series. I was also dragonlance mind, but this is more likely to have a Curse of Strahd treatment. It doesn't mean there's no desire for it. Even post posts the settings are popular: see how well Numenera and MCC have done for their kickstarters. Isn't Gamma World a little too close to the Falliut/Mad Max type? I think this is not as required in the RPG by what I noticed. Isn't Gamma World a little too close to the Falliut/Mad Max type? I think this is not as required in the RPG by what I noticed. It depends on the edition, but everyone has wild mutations and super-scientific artifacts. Mad Max on acid could be a way to describe most of it. As for the classic adventures WotC will give to the Saltmarsh treatment, I agree with both the Desert of Desolation series and slavers. I was also dragonlance mind, but this is more likely to have a Curse of Strahd treatment. It's really hard to discern what WotC is to do with Dragonlance. Kender was a subrace halfling during part of the D&D Next test period, so at least at some point, there were thoughts of a Dragonlance 5E. Since then, crickets, beyond Krynn's mentions in books here and there. I guess there are some contractual issues that are seen as too expensive to fix compared to the revenue that a new version of the setting would introduce. It depends on the edition, but everyone has wild mutations and super-scientific artifacts. Mad Max on acid could be a way to describe most of it. Whizbang Dustyboots said: It's really hard to discern what WotC is doing with Dragonlance. Kender was a subrace halfling during part of the D&D Next test period, so at least at some point, there were thoughts of a Dragonlance 5E. Since then, crickets, beyond Krynn's mentions in books here and there. I guess there are some contractual issues that are seen as too expensive to fix compared to the revenue that a new version of the setting would introduce. I also think another problem may be the strange kind of editorial mandates that I suspect are imposed on 5e, namely to a) have adventures from level 1 and b) tie things to Forgotten Realms. These two continue to show up in 5e books although it wouldn't make much sense (Storm King's Thunder has a 5-level introduction to get PCs to a level when you actually play the real adventure, the bad Greyhawks show up on Faerun). Of all the official 5e books only Saltmarsh and Yawning Portal have escaped the second point, due to reprints, but only books that start from higher levels are sequels and part of a series: Rise of Tiamat (Tyranny of Dragons 2, sequel to Hoard of the Dragon Queen) and Dungeon of the Mad Mage (Waterdeep 2, sequel to Dragon Heist). If we get Desert of Desolation or Slavers in the Saltmarsh formula, reprints of adventures will probably be added so that they can from level 1 (I know there is one for Slavers but I suspect DoD will hinder some unrelated desert adventures for level 1-3 and 3-5 or similar) Dragonlance would be particularly annoying to adapt to these two points because a) even the original adventure starts at the 4th level and that was intended for larger groups of PCs, remake 3.5 had to bump it to lv 7 to adjust the smaller size of the party in its edition. Which means you should adapt a huge 12-part module and add an entire introductory adventure until Hoard of the Dragon Queen. b) You cannot drop PCs from Faerun to Krynn in the same way that you can drop them in Barovia. I can't imagine WotC wanting Dragonlance not to be set in Krynn. And given the subraces and subclasses that would probably be offered, I don't think many players will strongly resist creating specific Krynn characters. Watching it, Goodman Games seems to be associated specifically with the hardcore version and some precondo stuff. Probably an early deal to let Goodman run the press or something? Anyway, I considered Dragonlance, but I don't think it would really work with the OAR style. 14 connected modules of ~32 pages seem a bit too much, especially if they are dividing the 128-page Temple of Elemental Evil into 2 books. I could see WotC bringing DL back on my own, but if he did an adventure I guess it would be a reimagining rather than an update. I wonder if goodman games could do some of the early Greyhawk modules, like The Forgotten Temple of Tharizdun though. I'll start by saying I just took OAR #4: The Lost City. I'm never going to buy any of these, but I admit I'm curious about that. B4 was a typical first module to have an orderly idea stuffed with meaningless monsters. Orderly idea: Lost city closed by the outside world, with a population that is slowly fed a false monster of God. Nonsense monsters: Sprite? Owlbear? Wolf? Api? How did all these creatures get into a closed pyramid? While the module had a pretty good first half (levels 1-5, IIRC), the bottom half that led to the god monster was just sketched out, with a lot of great evil monsters all living one space apart from the other, no rhymes or reason behind all this. One of the many projects I did and never used was a complete reworking of this module as the starting point of a new campaign. I moved the city to the Sea of Dust (WoG) and made it one of the ruins of Suloise. I hunted all the non-sense monsters and replaced them with those that might logically be there. I converted those newly sketched lower levels into housing, goblin barracks, etc. Oh, what about those freshly used goblins? It slowly brought humans down from both the pyramid and the lost city and fed them to the god monster, slowly reducing the population of both, and both groups were so in their of dreams that they didn't really notice. Hopefully these guys will do something worthy with B4... deserves a solid rewrite... Page 6 The_Mediocre_Dr_Orloff said: So, what are your thoughts on any of the OAR modules? What classic modules would you like to have We're going to treat it? Something I would do differently with fifth edition conversions? I'm very interested in Into the Borderlands (for nostalgia) and Isle of Terror (since it would fit well with a Ghosts of Saltmarsh campaign that I hope to run). They look good and caught my eye when I saw them in the FLGS. There are two reasons why I didn't get them (though tempted): expensive Tad. WotC's adventures are cheaper and I don't have many. No VTT support (in my case, FG). I checked and couldn't find any so, for now, it's a pass. But I'm still quite tempted. They look like excellent products! EDIT: I would also be interested in Against the Cult of the Reptile God. I have the original and would be eager to run in a newer system. EDIT: I would also be interested in Against the Cult of the Reptile God. I have the original and would be eager to run in a newer system. Against the Cult of the Reptile God it is also one of my favorites. I did it in the '80s around the time we were entering Call of Cthulhu. And although I did it as written (I didn't add any ingredients of cthulhu myths) due to the experience of our coc atmospheric session playing group we really entered the Reptile God module with its secret cult beneath the village surface. I think the entire GDQ (Against The Giants-Descent Into The Depths-Queen of the Demonweb Pits) campaign has previously been mentioned as a candidate for OAR treatment, and there has been some discussion about it. In particular on the history of the G1-3 -- 2nd silver anniversary edition, 3rd edition, etc. But from the whole series, what seems to me to fall into the vein of influence on the original adventure game Gygax and Arneson that Joseph Goodman is attempting to capture through Dungeon Crawl Classics is the latest module, Q1 The Queen of the Demonweb Pits. Cross genres the way REH's Conan story The Tower of the Elephant does, in the sense that moorcock's Hawkmoon series does. A mixture of scientific fantasy before such genres were invented by publishers. Thoughts? They will hit similar but not identical territory with their next release, Castle Amber, having interdimensional fun, and so on. And they've already released Expedition to the Barrier Peaks, which blends science fiction and fantasy. And there are a lot of DCC adventures that do both. So I think you probably have something, Borbetomagnus, about what goodman is. It's hard for me to imagine them republishing giant forms when they're in Yawning Portal (though probably in a much less scary version than Goodman would) or posting part of GDQ without the other parts. But I've already been wrong. Whizbang Dustyboots said: They will hit a territory but not identical with their next outing, Castle Amber, having interdimensional fun, and so on. E E Expedition to the Barrier Peaks, which fuses science fiction and fantasy, has already been released. And there are a lot of DCC adventures that do both. I can't wait for OAR Castle to be Amber. I may need to re-read the stories of CAS Aveoigne to be ready to exhaust it with my group. Whizbang Dustyboots said: So I think you're probably on something, Borbetomagnus, about what goodman is in. It's hard for me to imagine them republishing giant forms when they're in Yawning Portal (though probably in a much less scary version than Goodman would) or posting part of GDQ without the other parts. But I've already been wrong. Yes, Whizbang Dustyboots There is such a theme for the modules that Goodman publishes that tends towards science fiction, or actually kind of strange fiction. There are other goodman publications that provide more evidence of this focus. See the Swords & Planet adventure module, Peril On The Purple Planet, or the upcoming Dying Earth RPG, which are totally over when the pre-order/kickstart is launched. Am I the only one staring for an OAR treatment of Night Below? I think the entire GDQ (Against The Giants-Descent Into The Depths-Queen of the Demonweb Pits) campaign has previously been mentioned as a candidate for OAR treatment, and there has been some discussion about it. In particular on the history of the G1-3 -- 2nd silver anniversary edition, 3rd edition, etc. The Giants series has already been re-released for the fifth edition in Tales from the Yawning Portal, so I don't see why Goodman would have done anything with that series. The Drow series, on the other hand, could be a possibility. Am I the only one staring for an OAR treatment of Night Below? Do you want the conversion part or the history part? Because I think there are already conversions on DMs Guild (you have to own the original set, though, or buy the PDF/POD from their site). The story part of an REMO book seems unlikely -- how many prints of Night Below And were they significantly different from each other? To be honest, I'd just like to have a version 5e ready to run the adventure... It doesn't look like the people at DMs Guild's Classic Modules Today have converted it yet, but they've converted great 2E adventures, so I guess it's on the list (or even actively worked), depending on how those other great conversions worked. Although I would have put it behind the slavers and Desert of Desolation adventures with the likelihood of getting the Ghosts of Saltmarsh approach, I could definitely see a 5E Night Below hardcore (that he added on some other one-shot underdark adventures. So, they're two minds on this series. I really like goodman games and I really like OAR #1 physical object. On the other hand, I tried to perform and, as mentioned above, it is actually quite useless as the table; too big, no PDF, and the maps were for me, literally unreadable. So these are so close to the big one, I want them to do more, but without usability improvements it's unlikely to buy any more. I am sure they are aware that this is a problem, and I hope they can do something about it. (Even on that same hand, I'm not interested at performing 5e conversions, so they're a bit useless to me in that sense.) That said, I would buy an X4/X5 (Master of the Desert Nomads/Temple of Death) OAR compilation in a warm second, with or without PDF. An updated Dark Night Terror would be great, but it feels like you really need a bonnet to do it justice. I should say I got the book Barrier Peaks and he came here the other day. I'm very impressed. I haven't read everything, but there's a lot of extra content beyond the original adventure, and the book is very robust and well done, and has an integrated book brand, as if they'd all come out with this. I'll probably order an island of terror based on this, and the amber of the castle when it comes out. The Lost City also does a good job of filling in the blanks only elusive in the original. I'd be happy if Goodman could license Mystara and continue with other of those adventures. Okay, so my copy of Terror Island finally arrived in the mail. A lot of good things there. An orderly edition is that one of the Adventurous parties that you can come across on the island are the sisterhood of low-level adventurers/scientists who are there to explore the place and study wildlife, which I'm pretty sure wasn't in the original. I need to read it more closely to see what else has been added. I tool I love the new things that have been added to the original published adventures, and the essays, interviews and the rest. Page 8 I got Castle Amber. Doug Kovacs' inside cover is amazing. One of my favorite modules of all time. Some good historical background on Clark Ashton Smith, too. As pointed out by Whizbang Dustyboots in the monster makers thread, there should be 5e rules for creating magens in this book. Ask for confirmation from those who have read it. As pointed out by Whizbang Dustyboots in the monster makers thread, there should be 5e rules for creating magens in this book. Ask for confirmation from those who have read it. I just figured it out yesterday, and no, the rules for creating Magen aren't in this book. However, I understand that Frostmaiden's Rime has these rules. Boo, that's a shame. Magen was one of my favorite D&D monsters. Whizbang Dustyboots said: Boo, that's a shame. Magen was one of my favorite D&D monsters. Magen is in the new Amber Castle. Just not the rules to create them. But the rules for creating magen are in WotC's new book Frosthaven and I see that the rules are online in a couple of places After much thought, I don't want Frostmaiden. Could anyone provide an overview (not verbatim) of the method that Magen creates? I ask this here so that others can also use it or modify it for use in Castle Amber. I don't want Frostmaiden. Could anyone provide an overview (not verbatim) of the method that Magen creates? I ask this here so that others can also use it or modify it for use in Castle Amber. Wait, let me break my 2e MYSTARA MCA. To make a magen, the magician also has to buy 3,000 pieces of gold of chemicals and dark components for suspension. The liquid takes two weeks to prepare, and during that time the magician constantly focuses on the enchanting and mixing it, that he can do nothing else except eat, sleep and rest. Once the wizard has prepared the suspension, it must add some unique ingredients, depending on the type of magen you want. To prepare a demo, the wizard must add melee and missile weapons that he wants the completed magen to be able to use. To form a caldron, the creator adds a pair of tentacles from a roper or choker. Building a galvanic requires a part of any creature capable of generating electricity or lightning. Finally, to create a hypnos, the magician must llocate a parchment holding a spell of a enchanted person and pour it into the mixture. The magician transfers the prepared liquid to the mold and quickly casts the following spells in this order: lightning, transmutation of the mud into rock, stone into flesh and blood, domination and lightning again. The enormous energy of spells interacts with the gel; roll ld20 and check the following table for the Roll 1 Result Lightning magic is reflected on the charmer. Failed. 2-3 Mixture and mold explode, causing 4d6 points of damage to everyone within a radius of 10 feet. Failed. 4-6 Nothing happens. Wizard has to create a new jelly. Failed. 7-19 A magen is born! Success! 20 A magen is born! What the wizard does not know, however, is that an evil intelligence of the Outer Plans has possessed his body and will eventually turn the creature against the wizard. Equipment, tools and mold can be reused after the first construction. If a wizard attempts to use the mold to create a different type of magen than the one previously produced, the attempt automatically fails. Each reuse of a mold requires a save launch compared to lightning. The fault indicates that the mold breaks during the final spelling transmission. If a breakage occurs, but the roll ld20 indicates success, there is a slight (5%) possibility that the magen will emerge perfectly formed and fully self-aware, not subject to the command of the magician! But usually, a broken mold results in a deformed magen that dissolves into nothing in a matter of minutes. I'm sorry about the weird formatting. Short version: They are basically like creepy crawlers of human size. Just poor jelly in the mold, zap with proper spells, add a little lightning and boom. Magen. Thank you, but I wasn't asking for version 2e. Rather I was asking for the 5e for people using updated castle amber. What I wonder most is that there is a blow to die for or another limitation (animated dead ala) to prevent wizards from making armies of magen. Thank you, but I wasn't asking for version 2e. Rather I was asking for the 5e for people using updated castle amber. What I wonder most is that there is a blow to die for or another limitation (animated dead ala) to prevent wizards from making armies of magen. It is a 7th level magic and the magician loses as many success points as possible equal to the CR of the created magen. Only a spell of desire can undo this. Cool, thank you. So it's like Xanathar's homunculus spell. By Xanathar.

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