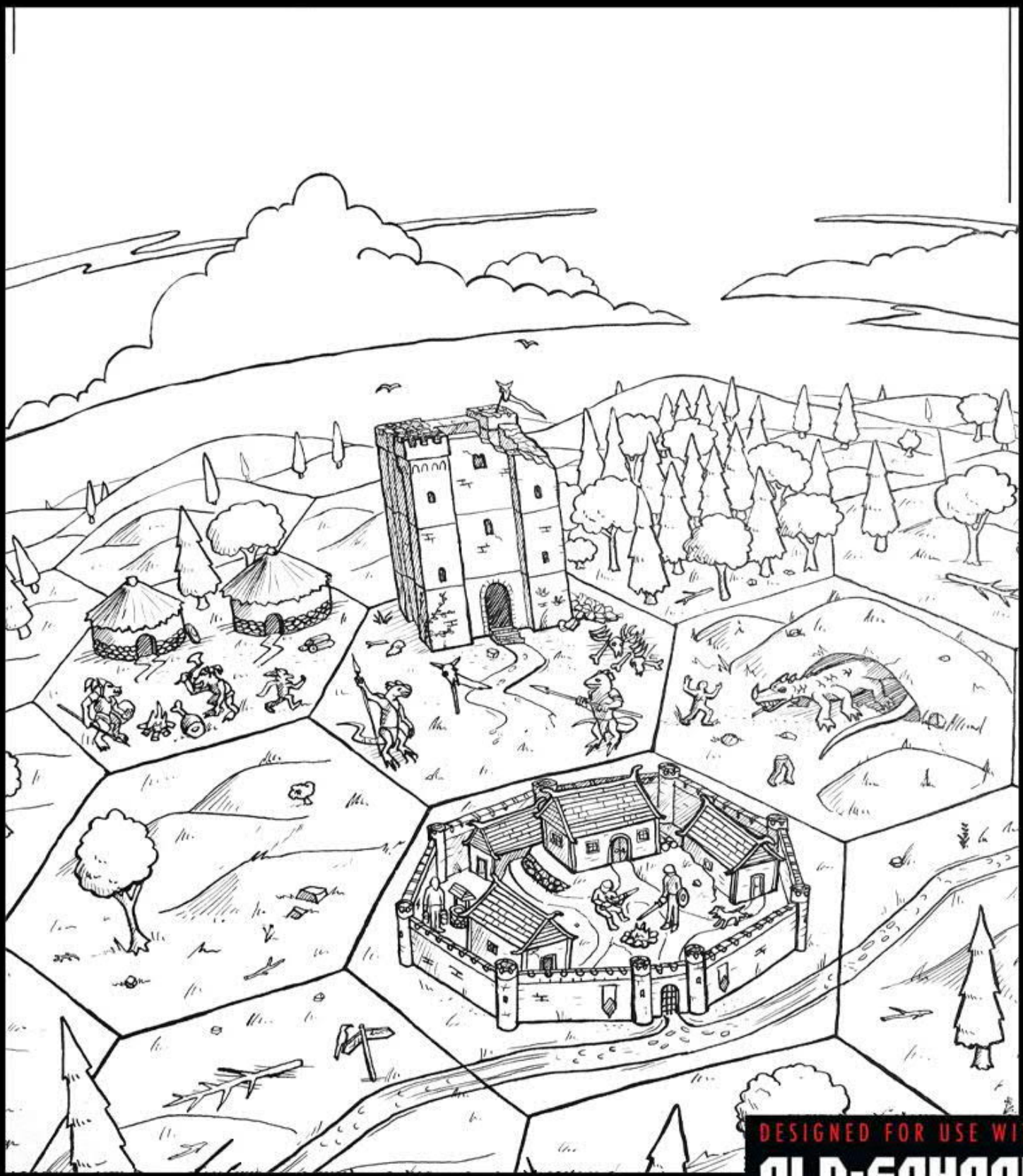
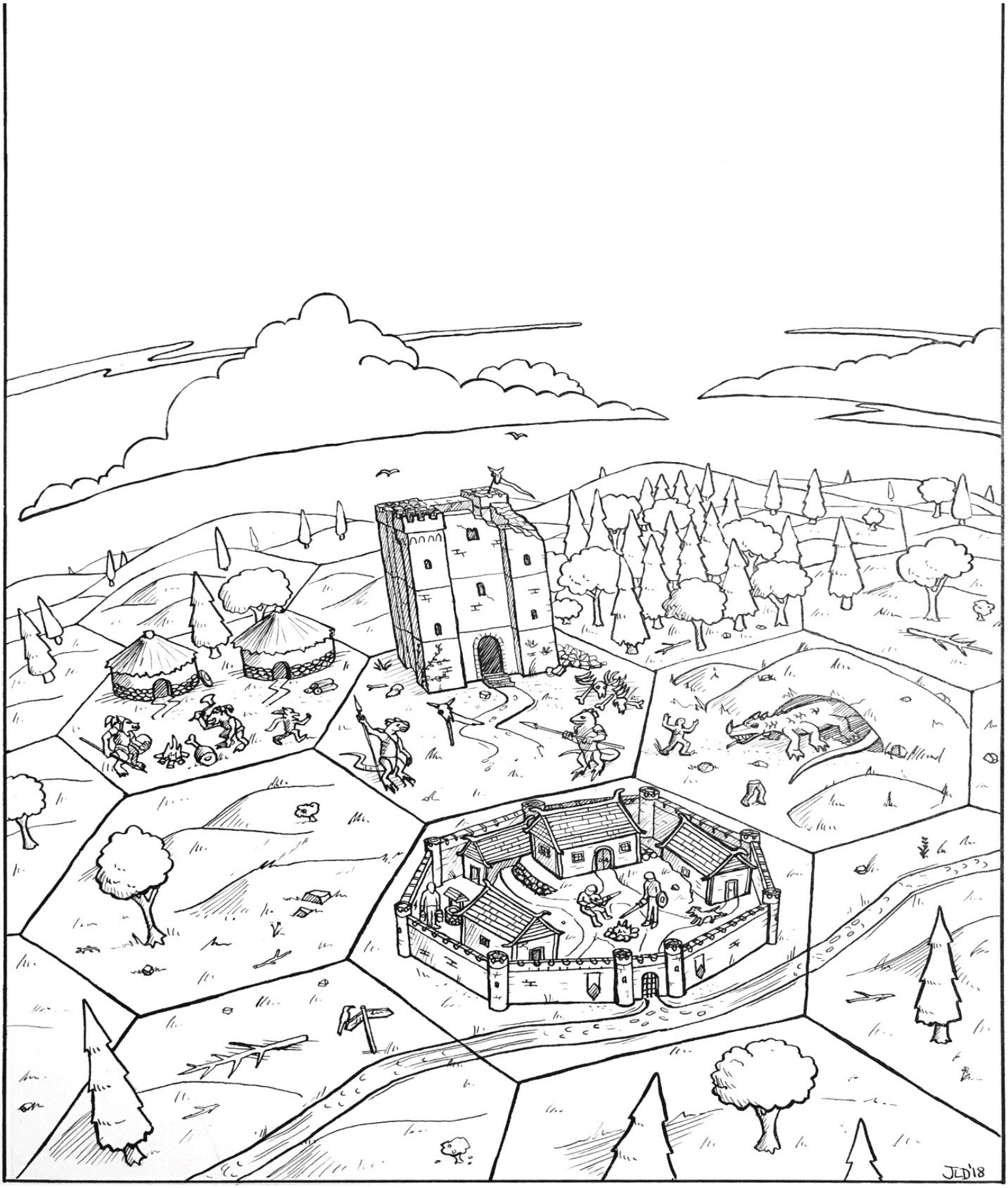
Basilisk Hills Ultimate



Todd Leback

DESIGNED FOR USE WITH
OLD-SCHOOL ESSENTIALS



Basilisk Hills Ultimate

Basilisk Hills Ultimate

Credits Designer: Todd Leback
Editing: Brian Johnson
Layout: BJ Hensley
Cover Art: Jen Drummond (jendart.com)
Cartography: Adrian Barber, Andy Duvid, Bill Edmunds, and Dan Smith
Interior Art: Adrian Barber, Carlos Castilho, Chad Dickhaut, Dan Smith, Denis McCarthy, Marco Ortiz Walters, Michelle Smallwood.

Maps created using Hexographer.
Hexographer is © Inkwell Ideas (inkwellideas.com).

Populated Hexes

Support more hexcrawling by becoming a patron of Populated Hexes at: patreon.com/Populatedhexes

Table of Contents

Introduction to Populated Hexes **1**
Hexcrawling Rules **1**
Absalom **1**
Campaign Setting 1
Using Populated Hexes **1**
Basilisk Hills Hexcrawl 2
Adjusting Scale **4**
A History of the Basilisk Hills **4**
Hex Generalizations **8**
Sparsely Populated 8
The Ruins of the Past 8
Using this Book **9**
Why is the Party Here? 9
Running this Hexcrawl **10**
How to Use Cycles 11
Hex 07.14 **14**
Random Encounter Table 14
Hex 07.15 **14**
Leyda (MC 2) 15
Random Encounter Table 19
Hex 07.16 **19**
Random Encounter Table 20
Hex 07.17 **20**
Random Encounter Table 20
Hex 07.18 **21**
Random Encounter Table 21
Hex 07.19 **21**
Random Encounter Table 22
Hex 07.20 **22**
Random Encounter Table 22
The Old Garrison 22
Hex 07.21 **24**
Random Encounter Table 24
The Barrow of the Boar-King 24
Hex 07.22 **25**
Random Encounter Table 26
Collapsed Mausoleum 26
Hex 07.23 **28**
Random Encounter Table 29
Hex 07.24 **29**
Random Encounter Table 29
Hex 07.25 **30**
Random Encounter Table 30
Hex 07.26 **30**

©2020 Todd Leback. Some artwork © Dean Spencer, used with permission. All rights reserved. Publisher's Choice Quality Stock Art © Rick Hershey / Fat Goblin Games.

This product is released under the terms of the Open Game License Version 1.0a, Copyright 2000, Wizards of the Coast, Inc. Please refer to the Open Gaming License included with this release for additional legal text and copyright information. Old-School Essentials is a trademark of Necrotic Gnome. The trademark and Old-School Essentials logo are used with permission of Necrotic Gnome, under license.

Not for resale. Permission granted to print or photocopy this document for personal use only.

Random Encounter Table 30
Barrows of the Three Kings. 31
Hex 07.27 **33**
Random Encounter Table 34
Hex 07.28 **34**
Random Encounter Table 35
Lair of the Neanderthals 35
Hex 08.15 **35**
Random Encounter Table 36
Mountain Lion Lair 36
Hex 08.16 **36**
Random Encounter Table 37
Hex 08.17 **37**
Random Encounter Table 37
Hex 08.18 **38**
Random Encounter Table 39
Hex 08.19 **39**
Random Encounter Table 39
Hex 08.20 **40**
Random Encounter Table 40
Hex 08.21 **40**
Random Encounter Table 41
Hex 08.22 **41**
Random Encounter Table 41
Main Cavern 44
Hex 08.23 **47**
Random Encounter Table 48
Hex 08.24 **48**
Random Encounter Table 48
Hex 08.25 **49**
Random Encounter Table 49
Hex 08.26 **49**
Random Encounter Table 50
Camp of the Redfoot Gang 50
During the Day 51
At Night 52
Hex 08.27 **54**
Random Encounter Table 55
Hex 08.28 **55**
Random Encounter Table 55
Hex 09.14 **55**
Random Encounter Table 56
Hex 09.15 **56**
Random Encounter Table 57
Hex 09.16 **57**
Random Encounter Table 58
Hex 09.17 **59**
Random Encounter Table 59
Ruined Monastery 59
Hex 09.18 **65**
Random Encounter Table 66
Hex 09.19 **66**
Random Encounter Table 67
Hex 09.20 **67**
Random Encounter Table 67
Garrison Tower 67
Hex 09.21 **69**
Random Encounter Table 69
Hex 09.22 **70**
Random Encounter Table 70
Hex 09.23 **70**
Random Encounter Table 71
Hex 09.24 **71**
Random Encounter Table 71
Hex 09.25 **72**
Random Encounter Table 72
Hex 09.26 **72**
Random Encounter Table 73
Hex 09.27 **73**
Random Encounter Table 73
Hex 09.28 **73**
Random Encounter Table 74
Hex 10.15 **74**
Random Encounter Table 75
Hex 10.16 **75**
Random Encounter Table 75

Hex 10.17 **76**
Random Encounter Table 76
Hex 10.18 **77**
Random Encounter Table 77
Hex 10.19 **78**
Random Encounter Table 78
Hex 10.20 **79**
Random Encounter Table 79
Hex 10.21 **79**
Random Encounter Table 80
Hex 10.22 **80**
Random Encounter Table 80
Hex 10.23 **80**
Random Encounter Table 81
Hex 10.24 **82**
Random Encounter Table 82
Hex 10.25 **82**
Random Encounter Table 83
Hex 10.26 **83**
Random Encounter Table 83
Hex 10.27 **83**
Random Encounter Table 84
Hex 10.28 **84**
Random Encounter Table 84
Hex 11.14 **85**
Random Encounter Table 85
Hex 11.15 **85**
Random Encounter Table 86
Hex 11.16 **86**
Random Encounter Table 86
Hex 11.17 **87**
Random Encounter Table 87
Hex 11.18 **88**
Random Encounter Table 89
Hex 11.19 **89**
Random Encounter Table 89
Hex 11.20 **90**
Random Encounter Table 90
Hex 11.21 **90**
Random Encounter Table 91
Hex 11.22 **91**
Random Encounter Table 91
Hex 11.23 **92**
Random Encounter Table 92
The Cave of the Lamia Queen 93
Hex 11.24 **97**
Random Encounter Table 97
Hex 11.25 **98**
Random Encounter Table 98
Hex 11.26 **98**
Random Encounter Table 99
Hex 11.27 **99**
Random Encounter Table 99
Hex 11.28 **100**
Random Encounter Table 100
Hex 12.15 **100**
Random Encounter Table 101
Hex 12.16 **101**
Random Encounter Table 101
Hex 12.17 **101**
Random Encounter Table 102
Hex 12.18 **102**
Random Encounter Table 103
Hex 12.19 **103**
Random Encounter Table 104
Hex 12.20 **104**
Random Encounter Table 104
Hex 12.21 **105**
Random Encounter Table 105
Barrow 1 106
Barrow 2 107
Barrow 3 107
Optional Rules 108
Barrow 4 108
Alternate Rules 109
Barrow 5 109

Barrow 6 110
Hex 12.22 110
Random Encounter Table 111
Hex 12.23 112
Random Encounter Table 112
Hex 12.24 112
Random Encounter Table 112
Hex 12.25 113
Random Encounter Table 113
The Fane of Zaphisdreal the Magnificent 113
Random Encounters in the Fane of Zaphisdreal 113
Hex 12.26 118
Random Encounter Table 119
Hex 12.27 119
Random Encounter Table 119
Hex 13.14 120
Random Encounter Table 120
Hex 13.15 120
Random Encounter Table 121
Hex 13.16 121
Random Encounter Table 121
Hex 13.17 121
Random Encounter Table 122
Hex 13.18 122
Encounter Table 122
Hex 13.19 123
Random Encounter Table 123
Hex 13.20 123
Random Encounter Table 124
Hex 13.23 125
Random Encounter Table 125
Hex 13.24 125
Random Encounter Table 126
Hex 13.25 126
Random Encounter Table 126
Hex 13.26 126
Random Encounter Table 127
Hex 14.15 127
Random Encounter Table 127
Hex 14.16 128
Random Encounter Table 128
Hex 14.17 128
Random Encounter Table 129
Hex 14.18 129
Random Encounter Table 130
Hex 14.19 131
Random Encounter Table 132
Hex 14.20 132
Random Encounter Table 132
Hex 14.24 132
Random Encounter Table 133
Hex 14.25 133
Random Encounter Table 133
Hex 14.26 134
Random Encounter Table 134
Hex 15.14 135
Random Encounter Table 135
Hex 15.15 135
Random Encounter Table 136
Hex 15.16 136
Random Encounter Table 136
Hex 15.17 136
Random Encounter Table 137
Hex 15.18 137
Random Encounter Table 137
Hex 15.19 138
Random Encounter Table 138
Hex 15.20 139
Random Encounter Table 139
Hex 15.25 139
Random Encounter Table 140
Hex 16.15 140
Random Encounter Table 140
Hex 16.16 141
Random Encounter Table 141
Hex 16.17 141

Random Encounter Table 142
Hex 16.18 142
Random Encounter Table 142
Hex 16.19 144
Random Encounter Table 144
Hex 16.20 144
Random Encounter Table 145
Blank Dungeon Maps 145
Basilisk Hills Hex Map 156
Hex 14.22 – The Lair of the Troglodytes 157
0303. Forgotten Mines 157
1. Entrance 157
2. Right-hand Passage 157
3. Left-hand Passage 158
4. Drop-off and Death of Thieves 158
0307. Manticore. 159
0504. Troglodyte Village 159
1. The Roof 161
2. Collapsed Staircase 162
3. Shangkrulta's Chamber 162
4. Junk Closet 162
5. Bodyguard Quarters 162
6. Sleeping Quarters 163
7. Sleeping Quarters 163
8. Sleeping Quarters 163
9. Empty Room 163
10. Balcony 164
11. Stairwell 164
12. Slave Pens 164
13. Entrance 164
14. Slime Pit 164
15. Springhouse 165
16. Smokehouse 165
17. Stables 165
18. Forge 165
19. The Tree of Sorrow 165
20. The Gate 166
0607. Mountain Lions 166
Random Encounter Tables 166
Hex 13.22 — The Plateau of Sighs 167
0305. Antelope 167
0404. Antelope 167
0507. Thusdisderri's Range 167
The Plateau of Sighs (Subhexes 0505, 0604, 0605, 0606, 0706) 168
0505. The Temple of Lhusanar 169
The Temple of Lhusanar 170
1. The Entrance to the Temple 170
3. Spider statue 170
4. Antechamber 171
4. The Chamber of Convocation 172
5. Entrance to the Plane of Elemental Earth 172
6. Lhusanar's Realm 173
0605. The Blades that Cut 175
0606. Lair of the Crystal Spiders 175
0706. The Frozen Campsite 176
Random Encounter Table 177
The Plateau of Sighs 177
Hex 14.23 – The Basilisk Knights 178
0405. Wild Horses 178
0507. Liwil 178
1. The Keep 179
2. The Stables 180
3. The Mining Camp 181
4. Drinking Shack 181
5. Anven's Tree 182
6. The Ambassador's Manse 182
8. Alchemist 183
9. Dead-end Alley 183
10. The Knight and Stone Tavern 183
0705. Elsael's Tree 184
Important NPCs of Liwil 184
Random Encounter Tables 187
Hex 15.22 — The Toppled King 188
0305. Deer 188
0306 and 0407 188

0404. Bulette 188
0406. Zaphisdreal the Mighty has Fallen 189
0506. The Writhing Pit 189
0606. Basilisk Lair 190
0703. Robber Flies 190
0704. Gold Vein 191
Hex 16.22 – Autrak's Range 191
0404. Anthill 191
1. Waste chamber 192
2-3. Larders 193
4-6. Fungus chambers 193
7. Nursery 193
8. Queen's chambers 193
0505. The Dire Wolf and her Pack 193
0507. Ladybug, Ladybug 193
0607. Snakes! 194
0704. Autrak's Lair 194
Area 1. Main Entrance 194
Area 2. Main Chamber 194
Area 3. Treasure Hoard 195
Area 4 195
Area 5 196
0704 and 0705. Old-Growth Oak 196
Random Encounter Tables 196
Hex 15.21 – River's Source 197
0304. Crumbling Hunting Lodge. 197
0305. Timber! 197
0404. The Source of the Kirkikit 197
0603. Lizard Lounge. 198
0705. Spiders! 198
0805. Old Growth Oak. 198
Hex 16.21 – Forest's Blessing 198
0304. Unicorns. 198
0306. Cave System. 200
Level Two 203
0407. Spring of Mercy. 205
0503. Forest Dunes. 205
0604. Tureltsa's Temple. 206
0705. The Tolerable Troll. 206
Random Encounter Tables 206
Hex 14.21 – Gateway to the Pallid Fields 207
0206. Shrine to Coatliuh 207
0306. Feral Automaton 207
0404. Wyvern Aerie 208
0405. Gold Vein. 208
0506. Granite Deposit 208
0507. Wasps! 208
0603. Graves 208
0604. Lake of the Ancient One 209
0605, 0606. Elm Trees 209
0704. Hermit Cave 209
0705. Standing Stones 209
0706. Elm Trees 210
Random Encounter Tables 210
Hex 13.21 — Village of the Gangrenous Orcs 211
0404. The Village of the Orcs 211
1. Entrance 213
2. Lair of the Gnasher clan 214
2.1. Common Area 215
2.2 Armory and Sleeping Quarters 216
2.3. Storage Chamber 216
2.4 Ogre Quarters 216
2.5. Bodyguards' Chambers 216
2.6. Moggashrok's Quarters 216
3. Haunted! 216
4. The Arena 217
5. The Blinded 217
5.1 Descent into Darkness 218
5.2 Common Sleeping Quarters 218
5.3. Armory 219
5.4 The Threshold of Dreams 219
5.5. The Larder 219
5.6. Tegar's Quarters 220
5.7. The Shrine to Lhutep 220
6. Gangrenous Toes 220
6.1 Entrance Chambers 221

6.2. Lieutenant's Quarters 222
6.3. Shaman's Quarters. 222
6.4 Larder and Kitchen 222
6.5. Bodyguards' Quarters 223
6.6. Chieftain's Quarters 223
7. The Maw 223
8. Bloody Moon 224
8.1. Sleeping Quarters 224
8.2. Common Area 224
8.3. Larder 224
8.4. Bodyguards' Quarters 224
8.5. Burte's Lair 224
9. Polluted Well 225
10. Nightflyers 225
10.1. Flight Deck 226
10.2. Sleeping Area and Armory 226
10.3. Tulmog's Quarters 227
10.4. Flying Gear 227
10.5. Stables 227
10.5b. Shrine to Nemftha 227
0505. Stirge Warren 227
0507. Pink Granite Deposit 227
0608. Pink Granite Deposit 228
0806. Gerre's Lair 228
Random Encounter Tables 228
Appendix: Classes 229
Cleric 229
Alternate Rules 230
Grove Guardian 232
Alternate Rules 233
Advancing Animal Companions 234
Knight 235
Code of Conduct 236
Alternate Rules 236
Morlock 238
Optional Rules 239
Morlock Shaman 240
Control Vermin 241
Morlock Deities 241
Optional Rules 241
Morlock Sorcerer 243
Optional Rules 244
Morlock Demographics 245
Orc Shaman 246
Alternate Rules 247
Troglodyte 249
Troglodyte Musk 249
Alternate Rules 250
Skills 250
Knacks 250
Troglodyte Shaman 251
Alternate Rules 252
Troglodyte Demographics 253
Troglodyte Miscellany 254
Appendix: Creatures 255
Dragons in Absalom 255
Breath Weapons 256
Physical Characteristics and Attacks 256
Lair Actions 259
Legendary Resistances 260
Dragons and Alignment 260
Dragons and Treasure 260
Types of Dragons 262
Dryad 265
Half-Dryads 266
Guileu 267
Unicorns in Absalom 267
Appendix: Rules 268
Fighting Styles 268
Founding a Temple 268
Holy Days 269
Temple Hierarchy 270
Generating Magical Energy 270
Using Magical Energy 270
Divine Relics 271
Friction 272

Friction Results 272
Ley Lines 274
Ley Line Mechanics 274
How Common are Ley Lines? 275
Nodes 276
What Do They Do? 276
Mishaps 281
The Lhusanar Temple Nexus 282
Masterwork Items 282
Researching Spells 283
Ritual Magic 284
Appendix: Spells 289
Appendix: Miscellaneous 293
The Cult of the Basilisk 293
Ghoul Fever 293
Ring of Animal Training 293
Old School Essentials OGL 304





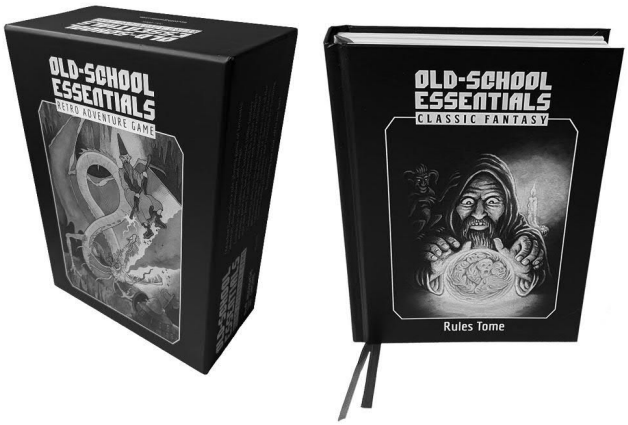
OLD-SCHOOL ESSENTIALS

RETRO ADVENTURE GAME

The Basic/Expert rules you know and love, presented in a deluxe new format.

Optimised for quick and easy use at the table.

Available as a boxed set or all-in-one tome.



ADVANCED FANTASY

Expand your horizons with the Advanced Fantasy supplements, bringing the flavour and options of the Advanced 1st Edition into your B/X games.

Carefully adapted for 100% B/X compatibility.

Advanced Monsters and Treasures coming 2020!



necroticgnome.com

Introduction to Populated Hexes

Welcome to Populated Hexes, the series of 6-mile hexes in the world of Absalom! The goal is to provide a number of individual 6-mile hexes, fully populated with lairs and features, that can either be dropped into an existing campaign as a point of interest, the destination of a treasure map found in the bowels of a dark dungeon, or as a stand-alone mini-sandbox.

These supplements use the Old School Essentials rules published by Necrotic Gnome, but like many OSR products, pretty much any system can be easily adapted.

Maps & Scale

Each hex will be presented with two hex maps: a smaller map with locations and features noted, and a larger map with only major features noted that can be printed and used as a player handout. The scale represented on the maps included in these products are as follows:

- Large hex = 6 miles, face to face.
- Subhex = 1.2 miles, face to face.

Hexcrawling Rules

Third Kingdom Games produces supplements that are used throughout these releases. Two of them – *Domain Rules* and *Hexcrawling Basics* – are free to download and are designed to work in conjunction with this series. You can find out where to pick up these and other supplements in the **Populated Hexes** line at patreon.com/Populatedhexes.

The following books will be useful to have access to throughout the series. Many of them are free!

- *Filling in the Blanks* and *Into the Wild*
- *Old School Essentials Classic Fantasy Rules Tome*
- *Old School Essentials Advanced Fantasy Genre Rules*
- *Labyrinth Lord Basic and Advanced Edition Companion*
- OSRIC
- A variety of other OSR resources

Absalom

The world of Absalom is one of constant change, where Law and Chaos are more than abstract philosophical ideas but are instead metaphysical realities that shape the very world itself.

Absalom is dominated by Cycles, each lasting between two to four hundred years. Each Cycle is divided into an Apex – when Law holds sway – and a Nadir – when Chaos sweeps over the lands, driving back the light of Civilization.

Cycles are marked in the beginning by the Apex and ascent of Law, and the end by the Nadir. During each Apex the civilizations of Man do their best to expand their domains and bring law to the land; these civilizations often shrink, or even crumble, during the Nadirs as barbarians, beastmen, and worse fall upon the kingdoms of Man.

Campaign Setting

The following assumptions are made in this setting:

Starting Date
This series is set at the beginning of the Sixteenth Cycle of recorded history. There have been many civilizations that have risen and fallen, some of Men, some of others.

Humanocentric
The adventurers will be human, setting out to explore the new world with the ebbing of the forces of Chaos. Non-human classes are certainly allowed – and indeed, these supplements present rules for many non-human classes – but the base assumption is that most PCs will be human.

Chaos Storms
During Nadirs – and occasionally in an Apex – events called Chaos storms can spontaneously occur, changing the very landscape, distorting distances, and wreaking havoc upon the nature of reality. Maps from the previous Cycle may prove unreliable.

The Gods
Gods are real but are local. They are the Small Gods of Terry Pratchett or the hearth deities of ancient Rome. Belief gives strength and power to spirits of the world.

Using Populated Hexes

As stated above, each 6-mile hex can be used as a mini-setting, a drop-in adventure location that is encountered during travel, or as part of a greater hexcrawl. Elements can be added or abandoned as needed, as is true of all supplements.

These hexes are released one at a time, seven in a series. Each series is a cluster of seven hexes: a central hex and the six surrounding it.

Each release will be divided into two sections: the hex itself, with keyed encounter locations, and an Appendix, which builds on encounters and concepts in the hex. Populated Hexes offers some expanded alternatives to the basic rules found in Old School Essentials, and these will be introduced as needed in each hex. Broadly speaking, the intention is to introduce character options – to bring some of D&D 5e into B/X. These rules can be used or abandoned, as desired.

Basilisk Hills Hexcrawl

This book is a compilation of the seven main hexes in the Basilisk Hills cluster, the two bonus hexes that are part of the original cluster, and ninety-eight additional hexes, creating a sandbox of approximately 3,300 square miles, or an area slightly smaller than Puerto Rico.

The seven main hexes in the Basilisk Hills Hexcrawl are:

14.22 Keep of the Troglodytes

13.22 The Plateau of Sighs

14.23 The Basilisk Knights

15.22 The Toppled King

15.21 The River's Source

14.21 The Gateway to the Pallid Fields

13.21 The Gangrenous Orcs

Two additional hexes are also part of the original hex cluster: Hex 16.22 (Autrak's Range) has been incorporated into Hex 15.22, and Hex 16.21 (Forest's Blessing) is found in Hex 15.21.

These nine original hexes are compiled in this book in their original, detailed form, with each hex broken down into a number of smaller subhexes. The new hexes that comprise the bulk of this hexcrawl are briefly fleshed out with no more than one area of interest per hex, to provide a broad overview of a larger area. Those single areas of interest have been detailed as needed, the intent being to create a large area, suitable for sandbox play, containing a smaller, more richly illustrated area. The Referee is free to expand upon the less detailed hexes as they see fit and as the PCs explore their surroundings.

The new hexes will be detailed in numerical order, starting in the top left corner with Hex 07.14 and working south to the end of the column, then returning to the top and working down. Each new hex will have an entry that describes the area of interest (if there is one), followed by a random encounter table specifically suited to the hex in question. When a random encounter is generated, determine which hex it occurs in and then roll on the appropriate table.

There will be three broad groups of encounters that can occur on any table:

1. Drawn from an existing local lair. These will be indicated in bold font, and indicate an encounter with a creature that has a pre-existing lair nearby (typically within a one-hex radius).
2. An encounter with a type of creature suitable for the terrain that, once rolled for, the Referee can then place in a nearby hex, essentially creating a new lair to be encountered. These will be indicated on the encounter tables with an italic font.
3. An encounter with a suitable type of creature that is just passing through and does not have a nearby lair. These are indicated on the encounter tables using a normal font.
4. There are some general encounter tables that may be referenced in the text. Those correspond to the following Tables 1-4. As a general rule, use the quantities given for the number appearing as found in the OSE *Classic Fantasy Rules Tome*.

Table 1.1 Hills Animals (1d8)

1. Antelope
2. Bear (1-3 black, 4-5 grizzly, 6 cave).
3. Cat, mountain lion
4. Snake (1-4 rattler, 5-6 pit viper)
5. Rock baboon
6. Snake (1-4 rattler, 5-6 pit viper)
7. Wolf (1-4 normal, 5-6 dire)
8. Another source

Table 1.2 Hills Humanoids, etc. (1d6)

1. Orc
2. Ogre
3. Kobold
4. Gnoll
5. Troglodyte
6. Another source

Table 1.3 Hills Other (1d10)

1. Ape, white
2. Blink dog
3. Hippogriff
4. Undead (1-3 skeleton, 4-5 zombie, 6 ghoul)
5. Robber fly
6. Manticore
7. Another source
8. Basilisk
9. Basilisk
10. Basilisk

Table 2.1 Forest Animals (1d8)

1. Bat (1-3 normal, 4-5 giant, 6 giant vampire)

2. Bear (1-3 black, 4-5 grizzly, 6 cave)
3. Deer, herd
4. Spider (1-3 crab, 4-5 black widow, 6 tarantella)
5. Rat (1-4 normal, 5-6 giant)
6. Snake (1-3 rattler, 4-6 pit viper)
7. Wolf (1-4 normal, 5-6 dire)
8. Another source

Table 2.2 Forest Humanoids, etc. (1d6)

1. Orc
2. Ogre
3. Goblin
4. Gnoll
5. Bugbear
6. Another source

Table 2.3 Forest Other (1d8)

1. Cockatrice
2. Killer bee
3. Stirge
4. Pixie
5. Treant
6. Harpy
7. Another source
8. Basilisk

Table 3.1 Mixed Animals (1d8)

1. Bear (1-3 black, 4-5 grizzly, 6 cave)
2. Bat (1-3 normal, 4-5 giant, 6 giant vampire)
3. Deer, herd
4. Spider (1-3 crab, 4-5 black widow, 6 tarantella)
5. Snake (1-3 rattler, 4-6 pit viper)
6. Wolf (1-4 normal, 5-6 dire)
7. Cat, giant (mountain lion)
8. Another source

Table 3.2 Mixed Humanoids, etc. (1d6)

1. Orc
2. Ogre
3. Kobold
4.Goblin
5. Troglodyte
6. Neanderthal
7. Bugbear
8. Another source

Table 3.3 Mixed Other (1d10)

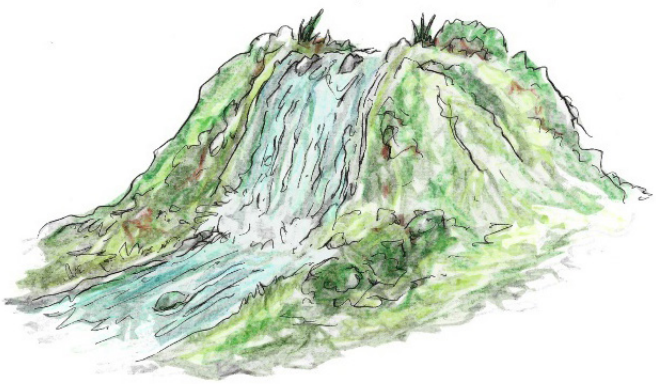
1. Cockatrice
2. Killer bee
3. Stirge
4. Pixie
5. Treant
6. Harpy
7. Sprite
8. Another source
9. Basilisk
10. Basilisk

Table 4 Humans (1d6)

1. Brigand
2. Freeholder
3. Merchant
4. NPC party
5. Pilgrim
6. Another source

The terrain covered by this hexcrawl falls into two main categories (excluding unusual terrain):

1. Grassy hills. The bulk of the land is grassy, rolling hills. Here and there are scattered groves of trees – oaks, maples, pine, and cedar, primarily. Water, while not plentiful, is not scarce either, and the adventurers can typically find several springs and small creeks within a single 6-mile hex. Game is also plentiful, as are the basilisks which give the hills their name.
2. Forest. The northeast corner of the map is composed primarily of light, deciduous forests. The pines and cedars of the hill country give way, in addition to oaks and maples, to chestnut, walnut, and ash. These woods are old, with tall, mature trees that shade the ground and prevent thick undergrowth from forming. Unless otherwise stated travel in unimpeded through these woods, although vision is reduced to ¾ normal range (see *Into the Wild*).



Where the two different terrain types meet there is a mixture of topography, as the hills flatten out and become forest. In these instances use movement and encounter modifiers for hilly terrain and vision modifiers for light forests. When encounters occur roll on Tables 3.1, 3.2, and 3.3.

Each hex entry has the Referee's map of the hex, with any lairs or areas of interest indicated on the map. Immediately under the map is an entry for "Resources"; these are abstracted additional resources that are located in the hex (see *Into the Wild*). If the hex does not possess additional resources this will be indicated with an "N/A"; the hex still possesses the land value as determined by its terrain type (see *Into the Wild*). Next, each hex has six spaces for lairs and six for features. If the Referee would like a more densely populated map these blank spaces are provided to allow them to add more detail. Encounters in the hex follow, with one or two blank entries. Not all hexes have something pre-determined of interest.

Adjusting Scale

These maps are drawn as 6-mile hexes, measured face to face, and are divided into smaller 1.2-mile subhexes. Individual Referees may decide to adjust the scale of the hexes to better fit their campaign, perhaps because they are already using hexes of a different scale, or they want to adjust the density of encounters, or another reason.

Adjusting the scale can be done easily without distortions. Assume, for instance, that a Referee wants to blow up the scale so that each subhex measures 6-miles; in that case the larger hexes measure 30 miles across.

A History of the Basilisk Hills

The Basilisk Hills are a small spur of a larger range that borders the Silver Sea, running north and cutting through the Zelaia Prairie, the majority of which lies to the west of the Hills. The southern reaches are dry and barren, transitioning to fertile, grassy hills further to the north (the area with which this book is concerned). Continuing north, the hills begin to rise and grow steeper, transitioning into the Vysoky mountain range to the north.

Eastward, the Basilisk Hills transition into light, mature forests, with towering stands of oak, maple, chestnut, and other valuable timber, stretching to the River Sarn and the Scarlet Principality beyond.

In the time before Cycles – or at least, before humanity began to record history – Absalom was warmer and wetter. The *mecistop*, or Crocodile Kings, ruled the south, their empire encompassing the Silver Sea and as far north as the River Bel. The Basilisk Hills and Zelaia prairie were, at this time, thickly wooded, the southernmost extension of the Great Woods that still cover much of the northern lands. In the time before recorded history the Great Woods were inhabited by the *derevo*, or tree-folk, a race of humanoids only distantly related to treants. The bio-sorcery of the Crocodile Kings was ineffective against the tree-folk, and an uneasy détente existed between the two.

The arrival of the Ancient Ones in their dimension-spanning craft triggered a small ice age on Absalom; the airs cooled and grew dryer. This, combined with the advanced technology of the Ancient Ones, led to the collapse of the Crocodile Kings' civilization.

Humans and the other chattel races rose up, supported by the Ancient Ones, and overthrew the *mecistop*, who retreated further south to remote redoubts.

With the ice age the Great Forest began to slowly retreat north, followed by the tree-folk. The *derevo* were not tool-makers, nor builders of great monuments, and left little evidence of their existence upon the land.

With the fall of the *mecistop*, recorded history began. It is unknown to human sages whether the coming of the Ancient Ones brought the advent of the Cycles of Law and Chaos, or if those had always been a part of Absalom. Regardless, the recorded history of humanity begins with the Apex of the First Cycle. Major events and time-spans are given below for the Referee's edification.

The following is a broad timeline of Absalom in general, and the Basilisk Hills region in particular. Each Cycle is broken down into an Apex and a Nadir. Where possible, the lengths of each are given, although the very nature of Cycles – especially the Nadirs – makes it difficult to pin down specific lengths of time. Much knowledge is lost during each Nadir, even in these advanced days, and it is often difficult to accurately track the passage of the years. The Variegated Kingdoms – the largest human empire north of the Silver Sea – has established a calendar based upon the founding of the Kingdom at the beginning of the 12th Cycle. Such dates are denoted with the abbreviation "AF" (for "After Founding"). Much of the timeline below is intended to provide the Referee with context for the region, although studious PCs, or sages, may know some of the more obscure events.



1st Cycle (Apex 125 years, Nadir 105 years, total of 230 years).

- Skirmishes continue between the *mecistop* and the forces arrayed against them (Ancient Ones, humans, orcs, etc.). The last foothold of the Crocodile Kings north of the Silver Sea is destroyed midway through the Apex.
- The Ancient Ones claim the ley engine known as The Candle (see Hex 18.25) in the last years of the Apex.
- The Great Forest begins to recede northward, slowly. The *derevo* civilization still dominates much of the north for the time being.

2nd Cycle (Apex 104 years, Nadir 150 years, total of 254 years).

- Humanity begins to build cities. The first human civilization north of the Silver Sea is founded west of the Basilisk Hills, in the cradle of the fertile Zelaia Plains.
- Just as suddenly as they appeared, the Ancient Ones disappear at the end of the 2nd Apex, leaving behind many inscrutable devices and writings.
- The first clashes between humans and tree-folk occur, as humanity looks to spread north. The *derevo*, without permanent settlements to bind them to one place, begin to follow the receding forests northwards.

3rd Cycle (Apex 150 years, Nadir 178 years, total of 328 years).

- Much of the Basilisk Hills is contested no-man's land after a vicious Nadir drives away most of the human settlers.
- After a Cycle of abandonment, the Candle is reclaimed by a school of human mages, who manage to harness the energy of the massive ley engine and reshape parts of the structure. It remains in the hands of the Council of Seven until the beginning of the 4th Nadir, when it is abandoned again for several Cycles.

4th Cycle (Apex 145 years, Nadir 149 years, total of 294 years).

- For a brief, shining ten years the *cerves*, or deer-folk, that roam the barren hills and grasslands of Absalom dominate the Basilisk Hills and Zelaia Plains, united under an effective warchief. Upon her death, however, this confederation collapses just as quickly as it had arisen.

5th Cycle (Apex 131 years, Nadir 186 years, total of 317 years).

- The Basilisk Hills fall under the control of Noshmog One-eye, a hobgoblin general, and the hordes of humanoids he commands. His kingdom lasts for but a generation past his death, eventually splintering into numerous tribes and factions as warfare breaks out among the various races.
- The end of the 5th Apex sees the ecology of the Basilisk Hills stabilize, settling into an equilibrium where it roughly remains today. The last of the *derevo* leave for the north, never to be seen again south of the Gere River (far to the north).

6th Cycle (Apex 130 years, Nadir 180 years, total of 310 years).

- A strong Chaos storm whips through the Basilisk Hills halfway through the 6th Nadir, opening multiple portals to Faery, and, indeed, merging the two worlds in certain areas. Residents of both worlds mix freely during this time. As the Nadir draws to a close the dimensional boundaries seal once more. The market town of Clasp (Hex 09.32), founded to cater to merchants from both worlds, is sucked into Faery, but returns to the Mortal World on a seemingly random schedule, appearing each time for exactly a week and a day. Clasp remains to this day, although few know of its existence.

7th Cycle (Apex 72 years, Nadir 319 years, total of 391 years).

- Known also as the Long Night, an abnormally short Apex combined with an extremely long Nadir almost led to the extinction of civilization.
- It is during the Long Night that the portal to the

Shadowlands is opened just east of the Basilisk Hills, leading to a large swath of forest falling under fell influence. Known as the Darkwoods (see Hexes 17.24 and 18.24), the influence of Shadow has shrunk somewhat during the 14th and 15th Cycles.

8th Cycle (Apex 199 years, Nadir 107 years, total of 306 years).

- Thankfully, the Cycle following the Long Night had an Apex that lasted nearly two centuries, giving humankind and other civilized races breathing room to start rebuilding what is left. Unfortunately, much knowledge was lost to the tide of Chaos during the previous Nadir, and humanity spends much of this time simply recovering.

9th Cycle (Apex 136 years, Nadir 116 years, total of 252 years).

- Another, shorter-lived, hobgoblin kingdom is established in the Basilisk Hills, centered just south of what is currently the village of Liwil (see Hex 14.23). It lasts no more than a decade, and when it finally collapses, the hobgoblins are driven north from the Hills towards the northern Vysoky Range. The idea of a humanoid empire is firmly implanted in the legends of the hobgoblins, and once or twice every Cycle since this time a strong war-leader has emerged and attempted to unite the disparate humanoid tribes.

10th Cycle (Apex 149 years, Nadir 170 years, total of 319 years).

- The Skeldrene Dynasty is founded at the beginning of the 10th Apex.
- Phiesen is founded roughly ten years after the Skeldrene Dynasty, and its first fort is built where Zizdul now stands some five years after that.

11th Cycle (Apex 173 years, Nadir 134 years, total of 307 years).

- The Timshan Dynasty is established in Jacaar (Hex 28.41).
- The great dragon Nakbaknian arrives in the Basilisk Hills near Liwil at the end of the 11th Apex, and claims a wide swath of land as its domain. Many Basilisk Knights are slain in unsuccessful attempts to drive it away. As a result, Liwil and most of the Hills are cut off from the nascent Skeldrene Empire.

12th Cycle (Apex 167 years, Nadir 115 years, total of 282 years, 14 BF – 268 AF).

- Vilmay Lial the First sits upon the Throne of Many Colors, establishing the Variegated Kingdom, fifteen years into the beginning of the 12th Cycle. The Calendar begins counting from that day.
- Phiesen, west of the Basilisk Hills, in the south of the Zelaia Plains, is the first great civilization to fall at the beginning of the 12th Nadir.
- Timshan, to the east of the Basilisk Hills, lasts not much longer, succumbing to dynastic incompetence a mere ten years before the end of the 12th Nadir.
- The village of Hob (Hex 19.29) is founded along the banks of the Sarn (16 AF), the terminus for a trade route that runs west to Liwil and beyond. It never grows much larger than Market Class 5 (see *Into the Wild*), as the demise of the Skeldrenes halts most trade until Junction is founded to the north at the beginning of the 15th Cycle.
- Nakbaknian is finally slain at the beginning of the 12th Apex by a combined force of Basilisk Knights and several companies of Skeldrene archers.



13th Cycle (Apex 193 years, Nadir 123 years, total of 316 years, 269 AF – 585 AF).

- Zaphisdreal the Magnificent, last of the Skeldrene line, dies in the 60th year of the Nadir (AF 452). The Empire, already in decline, collapses swiftly, as various nobles begin to squabble over succession and control of territory.
- At roughly the same time as Zaphisdreal dies a mighty earthquake shakes the land. It makes the Bel River un-navigable (see Hex 24.26). The fledgling town

of Rheas' Ford, capital of the Scarlet Principality, no longer has a navigable water-route to the Silver Sea, and the domain begins to look eastwards toward the now wider (and navigable) Sarn River.

14th Cycle (Apex 175 years, Nadir 122 years, total of 297 years, AF 586 – 883 AF).

- Much of the extremely long Apex of the 14th Cycle is spent with the former Skeldrene territory rent by war and conflict between different domains. The Basilisk Hills, the easternmost part of the Empire, fall under the control of Duke Torgen (615 AF), and eventually his children.
- The *mochyn*, or boar-folk, that claimed the remnants of the Great Forest as their territory, take advantage of the disintegration of Skeldrenes and, pressured westward by an expanding Scarlet Principality, begin to raid the communities in the Basilisk Hills (664 AF). Eventually the disparate *mochyn* tribes are defeated by an army led by Torgen's great-granddaughter, and the boar-folk melt away north into the forests (767 AF). This defeat marks the decline of their peoples, and the boar-folk never truly recover as a force.
- By the beginning of the 14th Nadir Torgen's line has come to an end and there is no unifying force remaining amongst the communities in the Basilisk Hills. The Basilisk Knights (see Hex 14.23) try their best but can barely control the territory immediately surrounding Liwil.

15th Cycle (Apex 133 years, Nadir 151 years, total of 284 years, 884 AF – 1,168 AF).

- The village of Junction is founded on the banks of the Sarn river by the forces of the Scarlet Principality (886 AF). By mid-Apex a trade route is established from Junction to the mountain fastness (and iron-rich mines) of Rocky Peak. River boats start to voyage north, and mining in the Aima Hills, at the source of the Sarn, begins in earnest.

16th Cycle (1,169 AF . . .).

- Deepwater is founded in the 3rd year of the 16th Apex (1,170 AF).

During the Tenth through Thirteenth Cycles the Skeldrene Empire ruled these lands. The Empire occupied much of the area detailed in this book, while the bulk of its vast territory is off-screen to the west and south. The dynasty, after a Cycle of shrinking influence, collapsed during the Nadir of the Thirteenth Cycle. Much of the once civilized land returned to wilderness, although here and there can be found villages and settlements that were once part of the dynasty; Liwil in Hex 14.23 is one of the last remnants of the glory days of the Skeldrenes.

The Skeldrenes are responsible for most of the artifacts and ancient structures that can be found in these lands; the Crocodile Kings didn't reach this far north, the Ancient Ones largely ignored this area, and those humans that lived here in earlier Cycles dwelled in small clans and petty fiefdoms.

Each of the hexes in this book is described in the following manner:

1. **Hex Number.** Refers to the number of the hex as found on Map 1.
2. **Hex Image.** A blown-up image of the single hex, divided into the subhexes standardized by the Populated Hex series.
3. **Resource Value.** The bonus resource value of the hex (see *Into the Wild* or *Domain Building*). These additional resources can either be abstracted into the hex's Land Value or directly extracted for up-front profit. The latter requires labor to extract the resource. If a hex doesn't have listed resources, it still possesses those constituting the base value of the hex; any resources listed are simply in addition to the standard.
4. **Lairs.** There are six spaces for entries; most are left blank for Referees to populate for themselves if desired.
5. **Features.** As with lairs, but for noting potential features in the hex.
6. **Encounter Table.** An encounter table is given for each hex, drawing on the surrounding six hexes as well as the general encounter tables found at the beginning of this book. If using the supplemental hexes as presented here (without additional lairs or features) roll either 1d4 or 1d6, as noted on the table. If the Referee has elaborated on the hexes, roll 1d6 or 1d8, depending on the number of possible encounters.

In the pages following is the map depicting the area covered by this book. The hexes in the Basilisk Hills Supplemental book are outlined in blue; those in the original Basilisk Hills cluster are outlined in red.

The subsequent map shows a red dashed line represents the old borders of the Skeldrene Empire; outside of these borders any ruins will typically belong to different eras

and/or domains. The red dotted line outlines the nine hexes that are fully fleshed out as part of the Basilisk Hills Populated Hex series.

Hex Generalizations

Some assumptions can be made regarding the hexes in this map:

Sparsely Populated

The Basilisk Hills cluster, as it is currently written, is dotted with a few human communities:

- Leyda, in Hex 07.15
- Liwil, in Hex 14.23
- Bandit Camp in Hex 08.26
- Freeholders in Hex 10.17

If the Referee is populating the hexes as outlined in *Filling in the Blanks* it is recommended they reroll any results of "Settlement", unless they would like a less wild area. Any other results that indicate the presence of humans can be added as they occur.

Otherwise, assume that 1 in 6 hexes on the map have 1d6–1 human families living within. On a result of "0" assume there is a single individual, and not a family. When this occurs roll on Table 4 to determine what kind of human is encountered.



Lack of Infrastructure

The vast majority of the hexes in this region are uninhabited wilderness, with a few settlements. Besides the occasional reminder of the infrastructure left over from the Skeldrene Empire, there are almost no roads within the area. Those roads that are found are, except within the hexes that contain settlements, rough and poorly maintained. Though they do not confer a movement bonus, parties that move along these roads do not suffer a movement penalty due to terrain.

Example. The road leading south from Liwil passes through hill country. Ordinarily, roads increase movement by 50% and hills decrease movement by 33%. While traveling on the road from Liwil, neither modifier applies. Once the adventurers move off the road the 33% movement penalty applies.

The exception to this is the road that runs southwest from Liwil (Hex 14.23). There are no other settlements (other than the bandit camp in Hex 08.26) along the road, but it eventually leads to the mining town of Dry Gulch (Hex 05.28). The road is little more than a single-laned dirt track, just wide and flat enough to allow wagons to drive along it. In wet weather (after more than 1" of rain over a three-day period) the road remains passable, but reduces movement by 50% for 1d4 days after the last rains. During these times travelers on foot or mounted make better time eschewing the trail and traveling off-road.

The Ruins of the Past

The hexes in the Supplemental book provide only a broad overview of the northern Basilisk Hills, with only one area of interest per hex. That doesn't mean, however, that nothing else is in the hex. The supplemental hexes are provided with multiple blank entries for features and lairs, should the Referee choose to add them, in the fashion of the Populated Hex series.

Almost every hex in this book contains remnants of the past Skeldrene Empire. These ruins can be placed as part of a further fleshing-out of the area by the Referee, or they may be included as background scenery when the PCs explore the region.

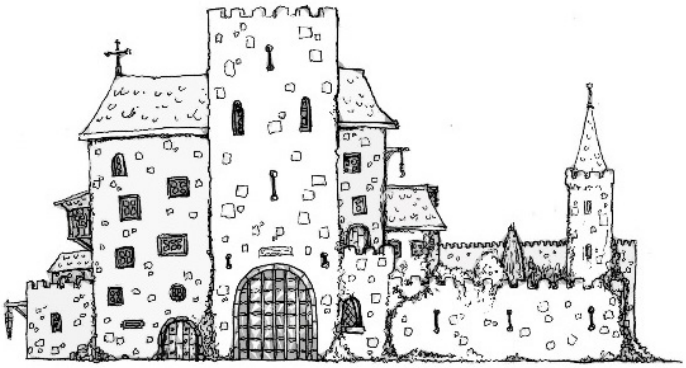
If used as background, the PCs will encounter signs of the fallen empire virtually wherever they go:

1. Old roads paved with flat stones. The pavers are now split and tilt crazily, the joins between them choked with weeds.
2. Signposts marking the distance between two important points.
3. Ruined communities, the buildings razed to the foundations by marauding monsters.
4. Monuments to the great dynasty rulers, defaced by weathering, birdshit, and graffiti.
5. Ancient battlefields, littered with still-visible skeletal remains and rusted weaponry.
6. A ruined watchpost, half-collapsed and covered in vines.
7. An ancient well, lined with stone and covered with a rotted wooden lid. Those wandering without care could fall in!
8. Referee's choice.

Using this Book

This supplement covers a wide swath of land, and when combined with the nine hexes that make up the original Basilisk Hills cluster should have enough material for an entire campaign.

It is written to be used as a hexcrawl; there is no story to this book, only a series of locations and features that the Referee and players can string together to build a story of their own. For those unused to an open-ended hexcrawl format, or who might benefit from a little more structure, the following provides some advice on how to use this book.



Why is the Party Here?

The adventurers may enter the area for a number of different reasons or motivations. This book assumes the party is not from here – there are few civilized locations for a party of adventurers to hail from, after all. If the party is from the area, it is best to assume that play begins in Liwil (see Hex 14.23), the largest settlement to be found here. They can either be natives of Liwil or, because of the trade road that connects Liwil with Dry Gulch to the west and Hob to the east, could be new arrivals in the Basilisk Hills looking for adventure (Dry Gulch is located just off the map in Hex 05.28; Hob is in Hex 19.29, and Junction in Hex 24.17, both found on the setting map).

Regardless of where they are from, the following can be used to draw the interest of adventurers to the region:

- **Treasure.** The party found a map leading to one of the locations within the area. Hex 17.22 (part of the Darkwoods Hexcrawl) contains a treasure map leading to a magical device in Hex 11.27. Other good treasure locations include:
  - A *holy avenger* sword can be found in an ancient shrine somewhere near Liwil, but only the valorous are worthy of discovering it (Hex 11.23).
  - The dungeon in Hex 08.22 features multiple magical treasures.
  - A *deck of many things* can be found in the dungeon in Hex 12.25.
- **Knowledge.** The adventurers have heard that some knowledge or mentor they seek is somewhere in the area, whether it be the advice of a sage, answers from a deity, or the chance to squire oneself to a knight. Some potential sources of knowledge are:
  - Hex 09.17. The ruined monastery contains multiple means of answering a number of questions the adventurers may have.
  - Hex 07.20. The magic-user and sage Frithria can be hired to research local history.
- **Wealth.** Word of the new gold mines outside of Liwil will soon spread to the rest of the world, inviting speculators of all stripes. In addition to the wealth to be found mining, providing protection to the miners and the likely-to-burgeon population of Liwil could be lucrative. There are other resources in the area as well, including the rare alchemical compound *harbenite*. Some areas rich in resources include:
  - Hexes 07.20, 08.21, 09.28, 12.19, and 13.23.
- **Domain Building.** The Basilisk Hills are largely empty of humanity and devoid of any large domain. Mid-to-high level adventurers looking to clear land to claim for their own would find much to like here.
  - The adventurers might encounter an individual in Junction who tells the party they recently tried to establish a freehold in the wilderness, but soon discovered they missed the finer things in life. They left the beginnings of a settlement and returned to Junction, and will sell the adventurers directions to the compound (located in Hex 11.16) for 1d6 × 50 gp.
- **Domain Building, but not their own.** Ever hungry for land and resources, the Scarlet Principality sponsors expeditions outside its borders to prepare for expansion. Now that a bridge has been built across the Sarn at Junction, and the road west opened to Rocky Peak, the Scarlet Prince may very well be interested in what lays west of the river, especially if a route to the gold mines of Liwil can be found that bypasses the monopoly which Hob currently has on the trade.
  - The village of Leyda (Hex 07.15) is at the terminus

of a road leading northeast and connecting to the Long Road between Junction and Rocky Peak. When its existence becomes known to the Scarlet Principality they will no doubt seek to use it as an entry into the Basilisk Hills.

- Liwil is set to grow significantly over the next few years as prospectors from Dry Gulch and beyond rush north to strike it rich. The authorities of Dry Gulch will seek to bring Liwil under their control, while the Basilisk Knights will seek to clear the surrounding lands of threats so they can expand and remain independent.

- **Bounties and Rewards.** The Basilisk Hills teem with all manner of monsters (basilisks among them!), as well as other threats. Two gangs of brigands are active in the area, although neither threatens any of the settlements directly. The Redfoot Gang operates on the Zelaia Prairie, preying on the gold trade centered on Dry Gulch (Hex 05.28), while the Dispossessed, led by Gajo the Ruthless, prey on merchant caravans on the Long Road between Junction and Rocky Peak.
  - The Redfoot Gang have just sent a camp of brigands north to watch the road to Liwil (see Hex 08.26). Before too long the authorities in either that city or Dry Gulch are bound to notice the gang's highway robberies, and put out a call for assistance.
  - The Dispossessed's redoubt is in Hex 02.12, and they have mostly been preying on traffic along the Long Road. The brigands avoid Leyda like the plague, having had several bad experiences with a dragon they coincidentally encountered near there. The authorities in Junction or Rocky Peak would certainly be interested in the brigands' defeat.
  - The Basilisk Knights in Liwil would like the return of an amulet that was stolen from them years ago. The amulet is currently in the possession of the disgraced Knight who stole it, although the Knights in Liwil do not know exactly where he is (Hex 09.20).
  - The College in Rocky Peak is interested in learning what happened to the expedition they sent to investigate the Monastery of Tarbobus.
  - An esteemed knight named Padic Vell and his squires disappeared on a journey from Liwil to Rocky Peak last fall, and the Knights are offering a reward of 500 gold for information relating to his disappearance (see Hex 11.23).

Running this Hexcrawl

One assumption this book makes is that monsters or events in a hex are in "stasis" until the party either enters the hex *or* a monster is encountered outside of its home hex as the result of a random encounter roll. Once the party enters a hex* the clock starts ticking, even if they do not discover a lair or feature, unless the feature in question is player dependent. For instance, there is a party of NPC adventurers in Hex 16.18 and an abandoned pit trap in Hex 12.22. Once the adventurers enter Hex 16.18, even if they don't encounter the NPC party, the NPCs begin to act. If, say, the party merely travels through the hex and don't return for another month, they may very well find that the NPC party has left, leaving nothing behind but a cold campsite. However, if the adventurers enter Hex 12.22 but don't find the pit trap, it remains set; it's not going to trip simply because the adventurers enter the hex

*The Referee may determine that this is too much bookkeeping, and only bring a monster out of stasis once it is encountered, not when its home hex has been entered.

The encounters and locations in this book do not have a designated "Challenge Rating". It is a common premise of old school roleplaying that travel in the wilderness is in some ways more dangerous and unpredictable than exploring a dungeon, and this book is no exception. While exploring the hexes presented herein the adventurers are just as likely to encounter an orcish village or the lair of a lamia sorceress as they are to encounter an eyrie of hawks or a couple of crab spiders.

It is recommended that before the adventurers begin a thorough exploration of the area they meet some, if not all, of the following conditions:

- Primary PCs are at least 3rd level.
- Each PC has at least one retainer.
- The PCs travel with some mercenary force.
- Some, if not all, of the party should be mounted on horses.

Of course, it is certainly possible for a party of 1st-level adventurers to set out into the wilderness, but their lifespans will likely be relatively short. As the Referee, you have the option of either starting the PCs off at a higher level or, once you determine where the adventurers will begin, placing several low-level dungeons within a day's walk so they can do some initial adventuring (and hopefully gain both experience and gold!) before setting out further into the wilderness.

If the Referee decides to start the party off at a higher

level it is recommended the following steps be taken:

- Rather than start each PC off at the same level, give each PC the same number of starting XP. Use the fighter's progression table, and give each PC the minimum amount of XP needed for a fighter to reach the desired level.

Example. The Referee decides they want the party to start off around 4th level. Fighters need 8,000 XP to reach 4th level, so all the PCs start with 8,000 XP.

- Generate twice as many retainers as there are PCs in the party and give each player the choice of picking a single retainer. Allow the lowest-level PC to chose first. Leftover retainers can be added to the Referee folder for future use as retainers or NPCs. The book *Into the Wild* provides guidelines for generating the levels and classes of retainers (note that many will be 0-level normal humans).

The terrain within this hexcrawl is not especially demanding; mostly grassy hills and light forest. Even though only a select few sources of water are described in the following text, it is safe to assume that each hex contains several sources of potable water (chiefly in the form of springs, small ponds, and creeks). Likewise, game tends to be abundant, especially in indicated hexes, so resource management does not have to be a huge part of play.

While the party is exploring they will likely come across a number of ruins and dungeons scattered about the hex. It is up to the Referee to determine how much foreshadowing they want to provide the players. How the locale is described can impart several clues as to the general challenge the adventurers can expect to face, so they will at least be somewhat forewarned before they charge willy-nilly to their doom. Locations where the party will likely find themselves in over their heads can be described as "foetid, choked with bones, with a foul miasma hanging in the air", while those with a lesser chance of risk can be described in less grim terms.



However, to make the Referee's task easier the main encounter locations described within have been arranged here in general order of difficulty (levels 1-3, 3-5, 5+).

Easy Encounter Locations (1-3).

- 07.21
- 09.20
- 10.18

Moderate Encounter Locations (3-5).

- 07.22
- 07.26
- 08.22
- 08.26
- 09.17
- 12.21

Difficult Encounter Locations (5+).

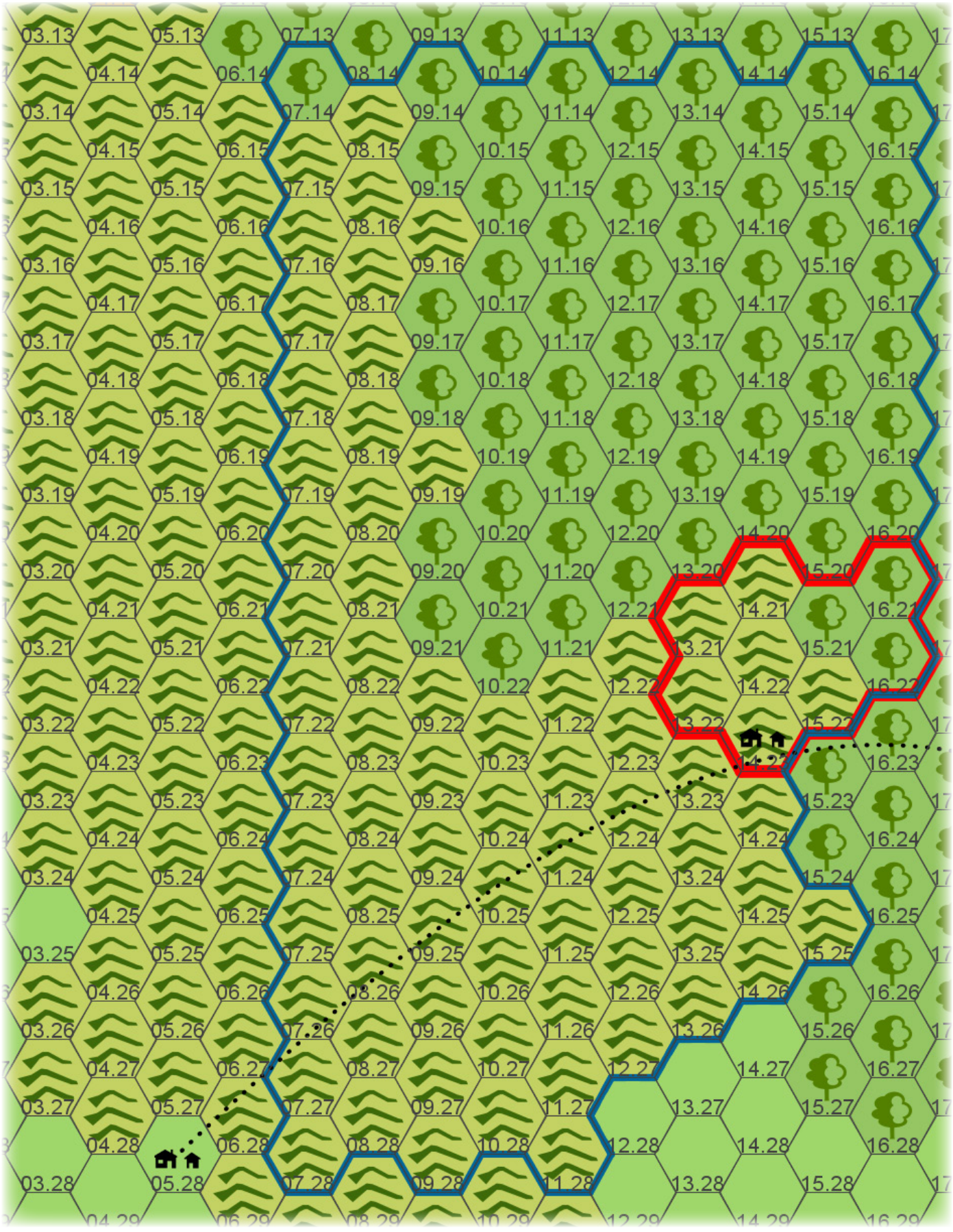
- 11.23
- 12.25

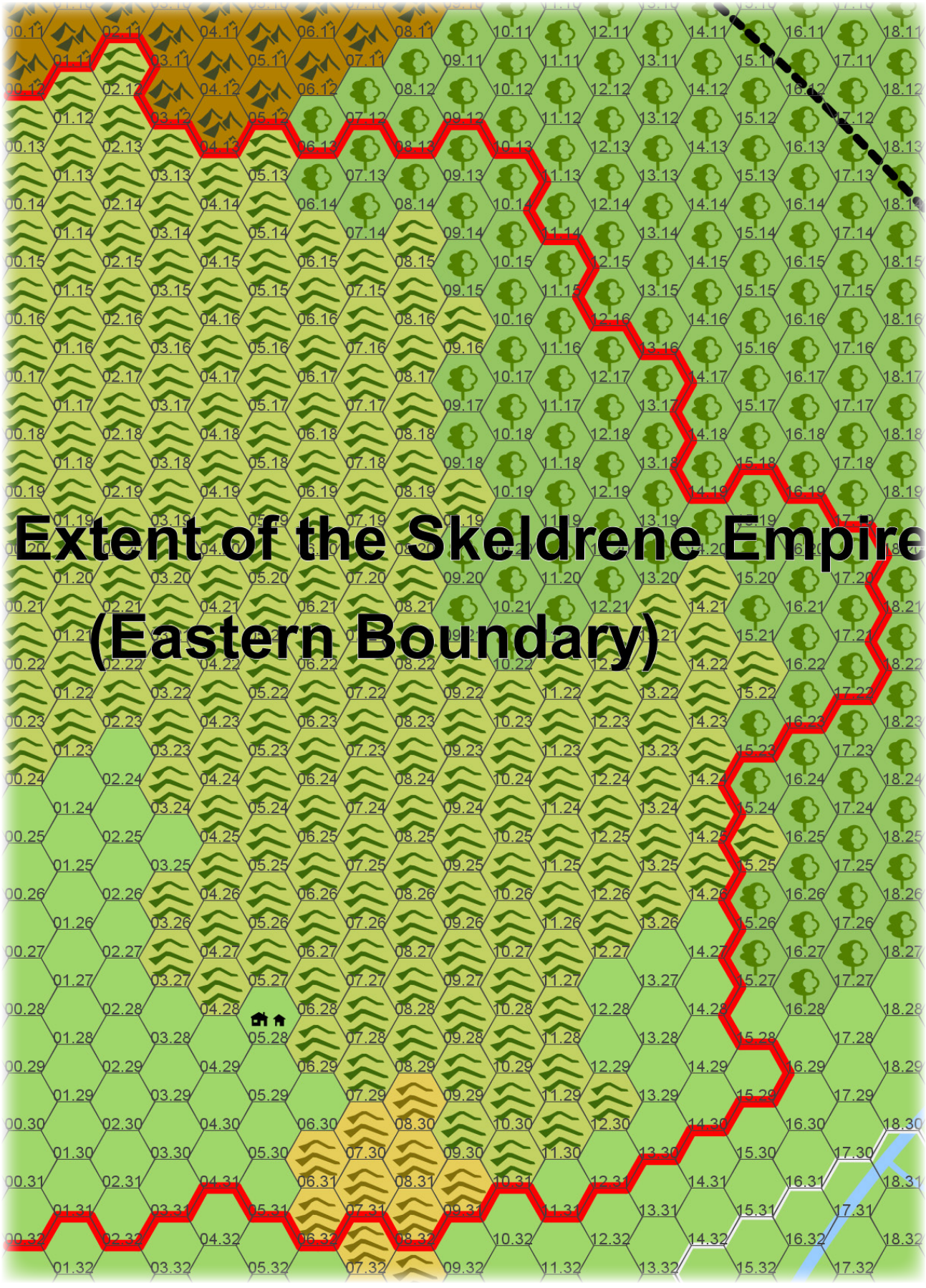
Once the adventurers build up a stable of retainers and mercenaries they will be more capable of handling greater threats as a party, even though they may be of lower level on average. Higher-level PCs may also make a quick entry into an area, determine the risk is relatively low, and send their retainers in to handle the lower-level threats while the PCs deal with the more difficult ones. In these cases, players should be allowed to run their retainers through these lower-level dungeons at the same time they're doing other things with their main PCs (this concept of "retainer trees" is explored in *Into the Wild*).

How to Use Cycles

The setting of the Populated Hexes series is built on the assumption that the course of history is defined by the cosmic battle between Law and Chaos writ large, divided into centuries-long units of time called Cycles, which are themselves divided into Nadirs, when Chaos is ascendant, and Apexes, when Law is on the rise. The default setting assumes adventuring takes place at the beginning of an Apex, when civilization is beginning to emerge from the shadows of Chaos.

It is, of course, always possible to run a game set in a Nadir. How is this modeled mechanically? Well, the Referee first needs to define when the game is set. The

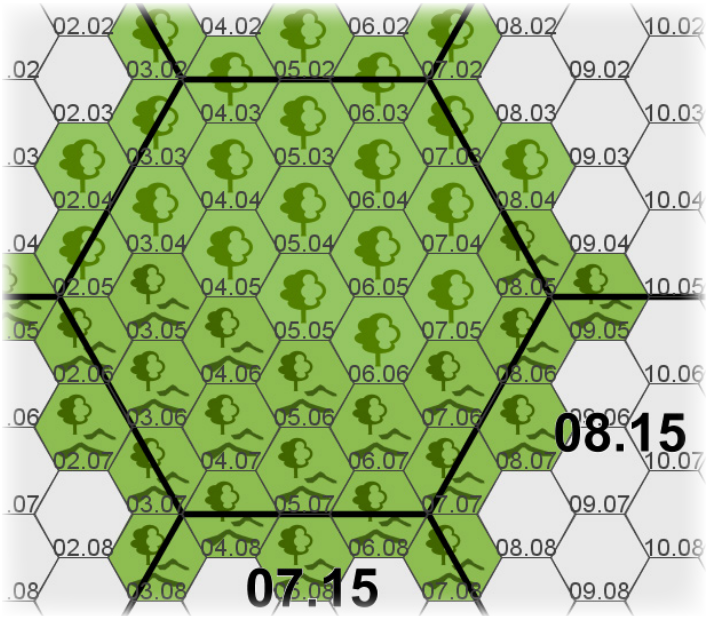

03.13
05.13
07.13
09.13
11.13
13.13
15.13
04.14
06.14
08.14
10.14
12.14
14.14
16.14
03.14
05.14
07.14
09.14
11.14
13.14
15.14
04.15
06.15
08.15
10.15
12.15
14.15
16.15
03.15
05.15
07.15
09.15
11.15
13.15
15.15
04.16
06.16
08.16
10.16
12.16
14.16
16.16
03.16
05.16
07.16
09.16
11.16
13.16
15.16
04.17
06.17
08.17
10.17
12.17
14.17
16.17
03.17
05.17
07.17
09.17
11.17
13.17
15.17
04.18
06.18
08.18
10.18
12.18
14.18
16.18
03.18
05.18
07.18
09.18
11.18
13.18
15.18
04.19
06.19
08.19
10.19
12.19
14.19
16.19
03.19
05.19
07.19
09.19
11.19
13.19
15.19
04.20
06.20
08.20
10.20
12.20
14.20
16.20
03.20
05.20
07.20
09.20
11.20
13.20
15.20
04.21
06.21
08.21
10.21
12.21
14.21
16.21
03.21
05.21
07.21
09.21
11.21
13.21
15.21
04.22
06.22
08.22
10.22
12.22
14.22
16.22
03.22
05.22
07.22
09.22
11.22
13.22
15.22
04.23
06.23
08.23
10.23
12.23
14.23
16.23
03.23
05.23
07.23
09.23
11.23
13.23
15.23
04.24
06.24
08.24
10.24
12.24
14.24
16.24
03.24
05.24
07.24
09.24
11.24
13.24
15.24
04.25
06.25
08.25
10.25
12.25
14.25
16.25
03.25
05.25
07.25
09.25
11.25
13.25
15.25
04.26
06.26
08.26
10.26
12.26
14.26
16.26
03.26
05.26
07.26
09.26
11.26
13.26
15.26
04.27
06.27
08.27
10.27
12.27
14.27
16.27
03.27
05.27
07.27
09.27
11.27
13.27
15.27
04.28
06.28
08.28
10.28
12.28
14.28
16.28
03.28
05.28
07.28
09.28
11.28
13.28
15.28
04.29
06.29
08.29
10.29
12.29
14.29
16.29


Extent of the Skeldrene Empire
(Eastern Boundary)

grip of Chaos is least during the first and last quarters of a Nadir, and greatest during the middle half. During the beginning and ending the Referee may select 1d2 of the following conditions to affect play. During the middle of a Nadir four of the following will occur (potentially all six during particularly fierce times).

- **1. Increased frequency of threats.** Increase the chance of random encounters by 1. For instance, random encounters in hilly terrain normally happen on a roll of 1-2 in 6. During a Nadir this chance is increased by 1, to 1-3 in 6.
- **2. Irritability.** Apply a –1 penalty to all reaction rolls made with Chaotic creatures and NPCs.
- **3. Increased size of threats**. When generating wandering encounters roll twice for the number appearing, taking the higher of the two results to determine the number encountered.
- **4. Weird Weather.** If using the random weather generator from *Into the Wild* the range of unusual weather events is increased to 1-2 and 19-20.
- **5. Strife.** Domain morale rolls suffer a –1 penalty.
- **6. Complications.** When rolling for banes, complications, or mishaps roll twice, taking the higher result.

Hex 07.14



Resources: Animal, game (boar, 2)

A few sounders of wild boar roam this hex, feeding off the plentiful acorns, chestnuts, and walnuts that grow on the trees in this forested territory.

Lairs

1.
2.
3.
4.
5.
6.

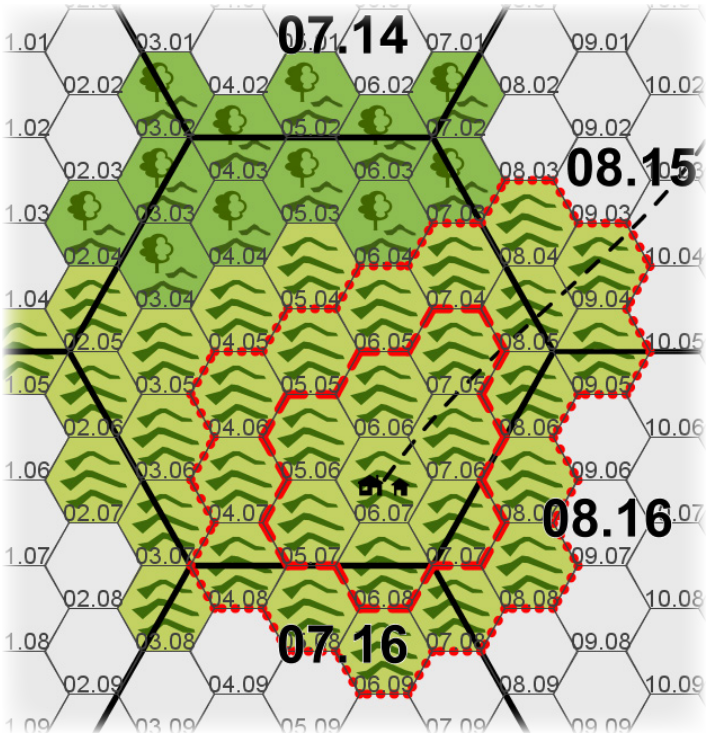
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. Mountain Lion (1d3) from Hex 08.15
2. *Table 3.1*
3. *Table 3.2*
4. *Table 3.3*
5. Boar, normal (1d6)
6. *Table 4.1*

Hex 07.15



Resources: Mineral, mined (sulfur, 2); Mineral, mined (mica, 5); Animal, livestock (turkey, 5)

This hex is rich in resources, with mines of sulfur and mica. The residents of Leyda also raise an abundance of turkeys. The mountain lions from Hex 08.15 have recently been attacking the flocks, angering the villagers, but they have thus far been unable to prevent the attacks.

Subhex 06.07 contains the village of Leyda. The ring of subhexes surrounding Leyda (indicated by the dashed red line) is occupied by farmers, shepherds, and freeholders, with an average of 4 families per subhex. The further ring, indicated by a dotted red line, is more sparsely populated, with an average of one family per hex.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. 06.07. The Village of Leyda.

2.

3.

4.

5.

6.

Leyda (MC 2)

Leyda is a small, surprisingly bucolic community in the middle of a vast wilderness. Unbeknownst to all, a gold dragon has lived in Leyda since the middle of the 14th Cycle (614 AF), posing as a reclusive magic-user, and is almost solely responsible for keeping the community as safe as it is.

The village has no standing militia; Nana Hildpip and her daughter Ridhal are in charge of maintaining order. When needed, the village can raise a fighting force of ten, in addition to Ridhal. Half are normal men and the other half are considered veterans. All provide their own weapons and armor, which are a mixed variety and tend towards the kind of arms that would be found in a rural environment (bows rather than crossbows, etc.).

1. Quarry. When the town was founded, the settlers discovered a deposit of soapstone located just outside of the new community, and quarried it for building materials. As a result, most of the original structures are built of stacked soapstone.

The quarry has since largely played out, and is ignored by all but the younger residents of Leyda, who, against the better judgment of their elders, frequently play on the steep slopes and amidst the tailings of the quarry.

2. Enchanted Woods. When the village was first founded, it was discovered, after the fact, that a nearby copse of trees was inhabited by a clan of sprites. Not wanting to risk the wrath of the fae, an agreement was reached between the villagers and the little folk, an agreement that is honored to this day. The pixies are vassals of Lugubrio, the Crying Prince, a wild Faery Lord. The sprites all have a bluish cast to their skin, and dwell in mushroom-shaped houses dotted throughout the grove.

Sprites (18). ***AC*** *5 [14],* ***HD*** *½* (2 hp),* ***Att*** *1 x spell (curse),* ***THAC0*** *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*

- Five sprites can collectively curse a target (no attack roll, save versus spells). The effect is determined by the Referee, but is almost always used to comical effect.
- Even if attacked, sprites have no interest in killing, preferring to retaliate with pranks.

Papa Snoot (chieftain). ***AC*** *5 [14],* ***HD*** *1** (7 hp),* ***Att*** *1 x spell (curse or spell),* ***THAC0*** *19 [0],* ***MV*** *60' (20') / 180' (60') flying,* ***SV*** *D12 W13 P13 B15 S15 (E1),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *16,* ***NA*** *unique,* ***TT*** *S*

The leader of the sprites is called "Papa Snoot", an older, bearded sprite with bushy eyebrows and an even larger nose. Snoot can cast the following spells once per day as a 2nd-level illusionist: *dancing lights, phantasmal force.*

The clan has a total of 8 gp tucked away in Snoot's house, along with small knick-knacks they've stolen from travelers foolish enough to pass through the grove.




1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20
21
22
23

3. Ruins. The remains of a ruined building are found just outside of town, its original purpose lost to time. It has always been of ill repute among the villagers, and its notoriety was only increased several decades ago when a farmer started pulling down walls to re-use the material for their own dwelling, and they were crushed by a falling soapstone block. Since then, not even the village youth will play amidst the rubble.

Any Lawful individual spending more than a turn within the ruins must roll their Wisdom or lower on 4d6. Those failing are struck by misfortune (1-3 a simply embarrassing occurrence, 4-5 a minor mishap that does 1d4 damage, or 6 a major mishap that does 1d12 damage).

Spending 1d4 days excavating the ruins will uncover the source of the curse, a *book of foul corruption* (see *Advanced Fantasy: Treasures*).

4. Residence. The elected Mayor of Leyda, an older woman named Nana Hildpip, along with her extended family – four children and their spouses, thirteen grandchildren, and two great-grandchildren – call this modest, if large, farmhouse home. Hildpip feigns an icy, hard personality, but in reality is caring and large-hearted. She and her family raise sheep on the hills north of town, and card and spin yarn of exceptional quality.

She and her husband are some of the most knowledgeable residents regarding the history of the surrounding area, and are a reliable source of information on local points of interest. She is also the only one to suspect that Madam Nethloc is more than she seems. Hildpip and her husband are both normal non-combatants, as are most of the family, but two of her children are classed NPCs: Gardto, the eldest son, is a 1st-level ranger and Ridhal, the youngest daughter, is a 2nd-level fighter who is the de facto head of the village's militia.

Gardto Hildpip (R1). ***AC*** *7 [12],* ***HD*** *1 (2 hp),* ***Att*** *1 x weapon (by weapon),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (R1),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *10,* ***NA*** *unique,* ***TT*** *na*

- Gardto has all of the abilities of a 1st-level ranger.
- He typically can be found in leather armor and carrying a long bow and sword.
- Will hire himself out as a guide for 5 gp per day, but will not want to remain away from Leyda for more than two weeks.

Ridhal Hildpip (F2). ***AC*** *7 [12],* ***HD*** *2 (9 hp),* ***Att*** *1 x weapon (see below),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Lawful,* ***XP*** *15,* ***NA*** *unique,* ***TT*** *na*

- Ridhal typically dresses in leather armor and carries a long knife (treat as dagger) in town, but if danger threatens she girds her loins with chain, a shield, and short bow and sword.

5. Residence. Jalaf Bando, a curmudgeonly carpenter, lives in this small yet immaculately appointed house. Many in the village suspect (rightly) that he is in an on-again, off-again relationship with Madam Nethloc, yet he is completely unaware of her true nature.

Jalaf is a master carpenter and can build or fix most anything made of wood.

6. Wizard's Tower. Madam Nethloc, the polymorphed gold dragon, lives in this tower at the edge of the village. She spends most of her days in human form – that of a plump, matronly woman with rosy cheeks – only changing into her dragon form when well away from the village, or, in moments of need, pretending to quaff a potion before transforming. She has lived in the village for centuries, managing to convince subsequent generations that she's simply long-lived due to the faerie blood she inherited from her father.

Nethloc is loathe to interfere directly in the village's defense in her true form, and prefers to use spells or manipulate adventurers who are conveniently passing through, turning into a dragon only in the direst of circumstances.

If using the standard OSE rules Madam Nethloc is a standard gold dragon. If using the alternate dragon rules from the Basilisk Hills Appendix (or Hex 15.22) Nethloc is a Very Old royal dragon with the following special abilities:

- Spellcasting as a 6th-level magic-user.
- Potent Breath (breath weapon treated as if Nethloc has +1 HD, inflicting an extra 4 points of damage).

Madam Nethloc's true name is Lierrenmoor.

Madam Nethloc (gold dragon). ***AC*** *–2 [21],* ***HD*** *11** (69 hp),* ***Att*** *2 x claw (2d4), 1 x bite (6d6); or breath or spell,* ***THAC0*** *11 [+8],* ***MV*** *90' (30') / 240' (80') flying,* ***SV*** *D6 W7 P8 B8 S10 (F11),* ***ML*** *10,* ***AL*** *Lawful,* ***XP*** *2,700,* ***NA*** *unique,* ***TT*** *H*

- Can use her breath weapon up to three times per day, either a 90' cone of fire or a cloud of chlorine gas.
- Can cast 4 1st-level, 4 2nd-level, and 4 3rd-level spells per day.
- Can shapechange at will.

A secret door in Madam Nethloc's tower leads to an enormous underground cavern, accessible only via flight,

in which is kept the sizable treasure she has collected over the centuries. Assume she has access to every magic-user spell in the Core rules, and memorizes a mixture of defensive, offensive, and general-purpose spells.

Roughly once per month Frithria Wil, the magic-user from Hex 07.20, will visit Nethloc for a day or two, to pick up supplies in Leyda and converse with another magic-user. When the adventurers arrive in Leyda there's a 1 in 10 chance that Frithria will be present. If he is not currently present he arrives in 1d20 days.

7. The Stump. Pronounced with a capital "S" by the villagers, the stump is all that remains of what must once have been a truly magnificent tree, large enough to have been carved into a dwelling. The tree dates back centuries, to the 6th Cycle and the Chaos Storm that merged Faery and the Mortal World, and was one of the trees from Faery left behind when the two worlds were rent apart (there is a grove of the trees remaining in Hex 17.24 as well). In AF 1113, in the 15th Nadir, lightning struck the tree and it was felled, leaving only the stump (the villagers harvested the rest of the tree for timber).

Jalaf Bando (Area 5) has kept several pieces, worth a total of 3,500 gp, and if used to create items specifically dealing with the fey or Faery (or similar, such as a harp that plays a *charming* melody) will be worth double.

When the lightning struck the tree a small spring emerged, wending its way down the slope to finally join with Lilixci Creek. The spring has intermittent magical properties; dabbing a little spring water on one's eyelids, directly from the spring at the base of the tree, grants the ability to *detect invisible*, as per the spell. This can only be done on the night of the new moon (in Absalom the New Moon occurs on the Firstday of every month), and the ability lasts until sunrise the next day.

Lovers in the village have taken to trysting in the hollow of the stump, a fact that is pleasing to Madam Nethloc, who can often hear their whispered sweet nothings carried on the breeze to her tower.

8. Quarry. More soapstone was quarried here as well, but this vein has also played out. It faces north, and is a cool place to rest during the day, for even at the height of summer it is still in the shade at noon.

9. Root Cellar. A shallow, dry cave extends partway into the hill, staying cool for most of the year, and the villagers use it to store surplus crops.

10. Garrison. Long since reduced to ruin, this structure was once the garrison for the Skeldrenic troops stationed here. The building has not been used since the beginning of the 15th Cycle.

11-13. Residences. These are private residences. There's a 1-4 in 6 chance that the residents will have room for 1d6 travelers to sleep, charging 1 sp per night for room and board.

14. Footbridge. A small stone footbridge spans the stream that originates in Area 7.

15. Rectory and Chapel. Marma Anra, cleric of Lessara, resides and holds services in this building. Anra is young, only in her late teens, and somewhat overwhelmed by the responsibility of tending to the spiritual needs of the community. She was a simple acolyte, thrust into her current position when the former priest died suddenly a month prior to the adventurers' arrival.

Lessara is the local deity, goddess of hill and hearth.

Marma Anra (C1). ***AC*** *9 [10],* ***HD*** *1 (2 hp),* ***Att*** *1 x weapon (1d6),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D11 W12 P14 B16 S15 (C1),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *5,* ***NA*** *unique,* ***TT*** *na*

16. Funeral Yard. It is customary for the dead of Leyda to be cremated on a funeral pyre. This large, flat area adjacent to the chapel is used for such rites. As long as a priest of Lessara conducts the proper rites and rituals this area is sacred ground; mindless undead will not enter, and free-willed undead must make a save versus death if they desire to enter.

17. Residence. Jachel Heske, a widower, lives in this house. He is willing to take on boarders at a rate of 2 sp per night, and has room for four. In his younger days Jachel was a trader, and frequently made the perilous journey north to Rocky Peak to do business.

Jachel keeps a treasure he once obtained, which he had planned to bring home to his wife. It is a small mechanical bird, forged in Pesh.

Nightingale of Pesh (2,000 gp)

Small mechanical bird crafted from silver, obsidian, and mica. A special silver key is inserted into a slot in the back.

Must be wound to work. Each turn of the key produces one round of effect, and it can be wound a maximum of 6 rotations at a time.

- **Counterclockwise:** chirps a haunting melody.
- **Clockwise:** sings a hypnotic song, replicating the *fascinate* illusionist spell as if cast by a 9th-level illusionist. The effect lasts for as long as the bird sings.
- Each time it is wound clockwise there is a 1% chance per round of effect that the mechanism within the bird breaks.

Jachel's wife died while he was away, before he could give her the nightingale. He would be willing to part with it under the following circumstances:

- Money. He will take no less than 5,000 gp.
- Service. There's a 1-2 in 6 chance he offers it as a reward should the adventurers perform some great deed or service for the village.
- Love. He will gladly give it, free of charge, to a PC who is obviously in love, provided they give it to the object of their affection.

18. Mill. Powered by the slow waters of the Lilixci, the mill services the village of Leyda as well as the surrounding farms. The miller Talee Sonbri and her (large) family live in the mill. Talee's second oldest, Vidrah, is desperate to escape Leyda and pursue the exciting life of an adventurer. She will pester outsiders constantly for stories of the outside world.

Vidrah is a 0-level normal human with 3 hp, and will gladly sign on as a retainer if given the chance. She has no gear.

19. Caravanserai. Run by a cord-thin, no-nonsense man named Egar, the caravanserai serves the few caravans and tinkers that venture this far south from the road to Rocky Peak. Egar doubles as the town's blacksmith and tavernkeeper; the house has a single open room that Egar uses to cook and serve food and drink, although most days the only customers availing themselves are other villagers.

He does not offer rooms for rent; those unable to afford lodgings with the residents of the village are welcome to camp in the open yard of the tavern. Each time the adventurers arrive in Leyda there's only a 1 in 10 chance that a (1-4) traveling tinker or (5-6) merchant caravan is in town. Tinkers carry 1d100 gp worth of basic equipment listed in the *Classic Fantasy* book, while caravans carry 5d100 gp worth (in addition to bulk goods).

20. Main Bridge. A graceful stone bridge, wide enough for a single wagon, crosses the Lilixci at this point. Any character knowledgeable in masonry will recognize that the bridge is both extremely old and of exceptional quality. It was built in the 6th Cycle by gnomish craftsfolk, and still stands to this day.

A careful search of the bridge (with the same chances as finding a secret door) reveals one of the keystones is false and can be removed to disclose a small, hidden compartment. Within the compartment is a lily carved from flawless pink marble, the size of a man's hand. The lily can be used in conjunction with the spell *Open Faery Road* (see Appendix) to open a gate directly to Aboideau, the region in Faery from which the gnomish masons came.

21. Stream. A wide stream meanders from the hills through the village. It flows northwards, through Hex 07.14, before bending eastwards to eventually join the Sarn. The stream is called Lilixci Creek by the locals, after a spirit said to dwell in its waters but which has not been seen in several generations. It is too shallow to be navigable by anything larger than a canoe and is a source of plentiful trout and crayfish.

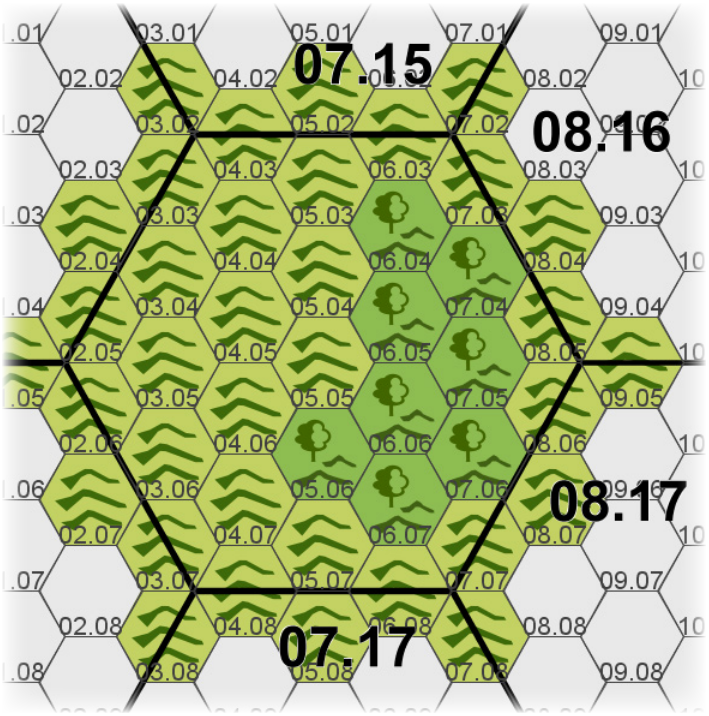
22. Ruins. A barn has collapsed here, leaving only the stone foundation and a lone black locust tree growing inside. Despite the rough appearance it would make a decent campsite for a large adventuring party, sheltered from all but a heavy downpour.

23. Barns. The villagers keep their livestock in these communal barns; some cattle and sheep, but mostly turkeys that roost in the eaves of the two long barns. During the day the animals are typically left to wander throughout the village.

Random Encounter Table

1. **Mountain Lion (1d3) from Hex 08.15**
2. *Table 1.1*
3. *Table 1.2*
4. *Table 1.3*
5. *Table 4.1*
6. Wild turkey (1d20)

Hex 07.16



Resources: Vegetable, agricultural (apple, 2); Mineral, mined (platinum, 3)

Lairs

1.
2.
3.
4.
5.
6.

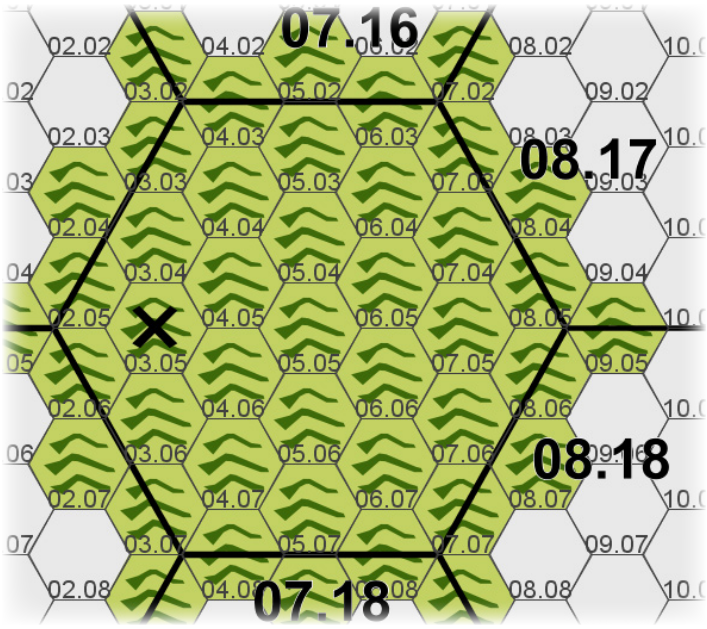
Features

1. A portion of the eastern half of this hex gives way to wooded hills. The growth here is more recent than the forests to the east, and undergrowth more prevalent. Exploration and travel times are increased by 25% within these wooded hexes due to inconvenient brambles and understory.
2.
3.
4.
5.
6.

Random Encounter Table

1.
2. *Table 1.1*
3. *Table 1.2*
4. *Table 1.3*
5. *Table 4.1*
6.

Hex 07.17



Resources: Vegetable, agricultural (apple, 4)

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **03.05.** Snakebit! Common rattlesnakes are found throughout this subhex in large numbers. Every time the adventurers pass through, there's a 1-2 in 6 chance that the party will stumble upon a rattler, which will try to bite a random member of the party (mounts included).

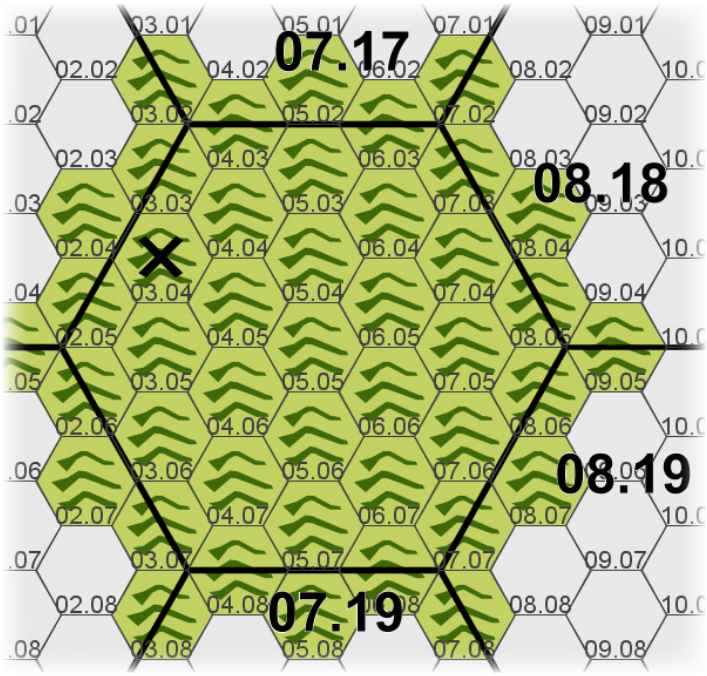
The rattlers attack as normal humans, and if bitten by one the target must make a saving throw versus poison. If the save fails, the target is sick for 4d6 hours, able only to move at half speed (as per giant centipede venom). Otherwise, rattlesnake bites inflict no damage.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 07.18



Resources: Animal, game (quail, 1); Vegetable, industrial (camphor, 4)

Scattered throughout this hex are small copses of camphor trees, valued for the sweet-smelling oil that can be harvested from their bark. If using the rules from *Into the Wild* to determine additional resource value, increase the base price of the camphor trees by 50%.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **03.04.** An earthen berm can be found in this subhex, describing a gentle curve facing the southwest. It is no more than 70 feet long and 10 feet tall. At a glance, it appears as if it was constructed no more than one hundred years ago, and this is indeed the case; it was built by the people of Leyda to serve as a defensive fortification against an invading horde of orcs during the beginning of the last Nadir.

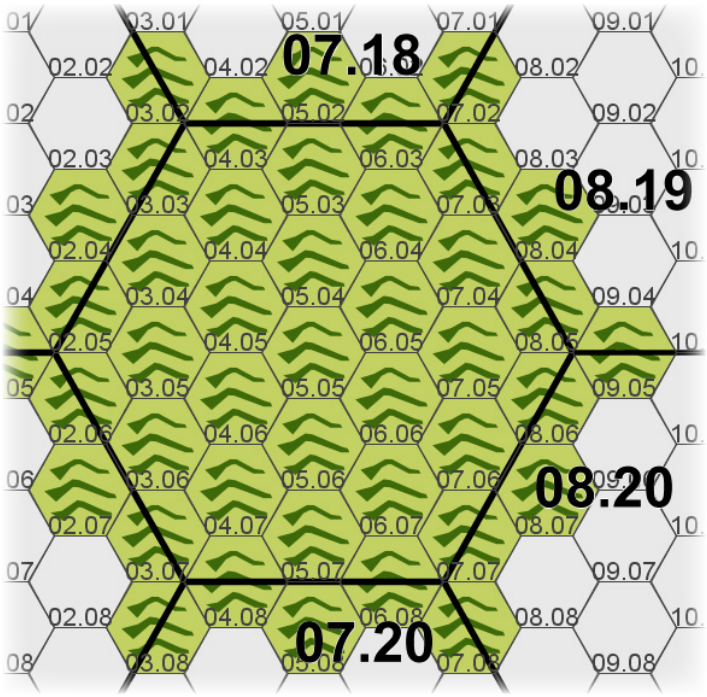
It would take a total of 8 adventurer-hours to search the berm and the surrounding area; doing so yields a result of Treasure Type V, mostly buried in soil and loam. During this search a number of skeletal remains – mostly orcs – will also be found.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 07.19



Resources: N/A

Lairs

1.
2.
3.
4.
5.
6.

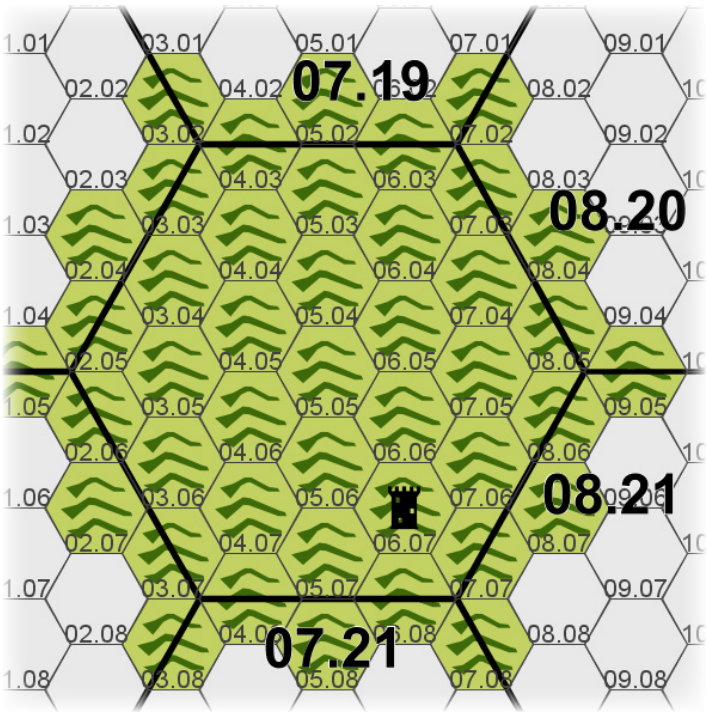
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 07.20



Resources: Mineral, mined (garnet, 5); Vegetable, industrial (camphor, 2); Vegetable, industrial (ropeweed, 2)

Garnets are plentiful in this hex, as are a smattering of camphor trees (see Hex 07.18). A small number of the low, scrubby bush called ropeweed can also be found, the fibers of which are excellent for making rope.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **06.07.** A small, fortified keep can be found in this subhex, centuries old. At one time, during the Skeldrene Empire, it was a garrison for troops stationed to secure this region. Since the fall of the empire it has changed hands multiple times, and is currently inhabited by Frithria Wil, a high-level magic-user. Once a month Frithria will journey north to Leyda for supplies and gossip.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Frithria (1-3) or Hewcome plus one crystal statue (4-6).
6.

The Old Garrison

1. The Tower. Frithria lives and studies in this small, stone tower. The tower has four levels: a basement used for storage, first and second levels used as living quarters, and an upper level with access to the circular roof that Frithria uses for study.

Frithria divides his days between tutoring Hewcome and working in his garden.

2. Stables. A small wooden outbuilding has room for two horses and sleeping quarters for three people. Only one of the stalls is occupied, by Frithria's mule Bluebell, and the magic-user's apprentice, Hewcome, sleeps in one of the beds.

When Frithria travels he will usually (1-4) leave Hewcome to tend his tower, otherwise (5-6) Hewcome will join Frithria.

Two crystal statues, created by Frithria in his younger days, patrol the grounds when the magic-user is

not present. When he is present the statues stay in the tack room in Area 2, but will respond in 1d4+1 rounds should Frithria summon them. If Hewcome leaves the compound his master insists that a crystal statue accompany him, due to the dangers of the surrounding wilderness. Hewcome chafes at this restriction, and there's a 1 in 6 chance that he will have sneaked out by himself.

Crystal statues (2). ***AC*** *4 [15],* ***HD*** *3 (12, 14 hp),* ***Att*** *2 x blow (1d6),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *11,* ***AL*** *Lawful,* ***XP*** *35,* ***NA*** *1d4 (1d4),* ***TT*** *None*

- Unaffected by sleep spells.
- The two statues are named Claude and Klaus, and, while they cannot speak, will obey simple commands. They bear a striking resemblance to Frithria.

Frithria Wil (M9). ***AC*** *9 [10],* ***HD*** *9 (25 hp),* ***Att*** *1 x spell (by spell),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P11 B14 S12 (M9),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *1600,* ***NA*** *unique,* ***TT*** *na*

Frithria is an older man, in surprisingly good shape, with bone-white hair and a craggy face. He almost died in his earlier years as the result of a magical experiment, and the experience left him with a permanently withered right leg. Frithria is never seen without his staff, which he uses to help himself walk.

- He can cast three spells per day of each level 1-3, two of level 4, and one of level 5.

Frithria typically memorizes the following spells:

1st level. *Detect magic, shield, sleep.*

2nd level. *Detect invisible, invisibility, web.*

3rd level. *Dispel magic, fireball, protection from normal missiles.*

4th level. *Dimension door, polymorph self.*

5th level. *Hold monster.*

His library consists of a dozen books, containing all the magic-user spells of 1st and 2nd level, the other spells he typically has memorized, and 1d4 additional 3rd-level, 1d3 additional 4th-level, and 1d2 additional 5th-level spells.

Frithria moved here decades ago in order to make a closer study of the Skeldrene Dynasty. He should be considered a sage with regard to any questions concerning the history, geography, etc. of the Basilisk Hills from the 9th Cycle to the present.

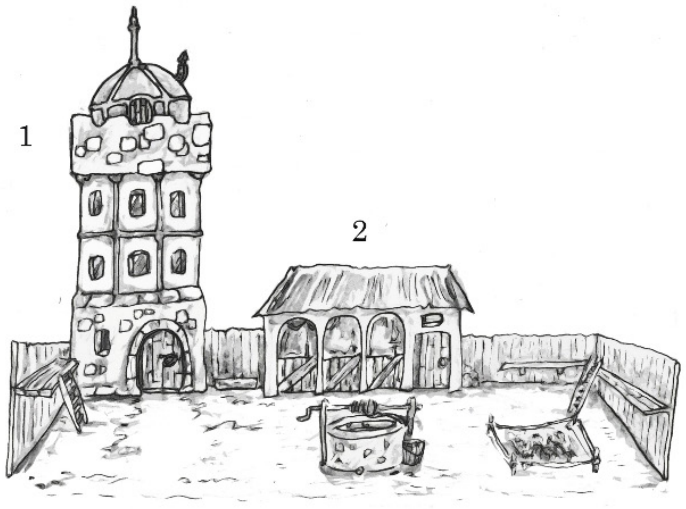
He has the following magical items:

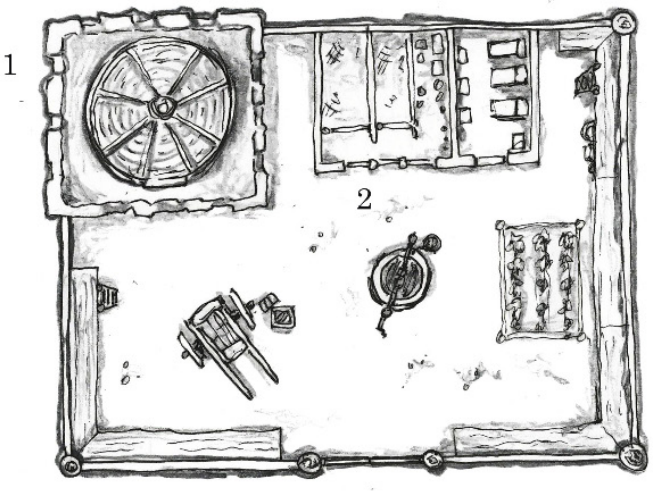
- Potions of *clairvoyance*, *fire resistance*, and *healing* (the last one is always carried on his person).
- *Ring of regeneration.*
- *Staff of commanding* (with 19 charges remaining).
- Four randomly determined spell scrolls, each containing 1d4 spells of levels 1d3.

Hewcome (M1). ***AC*** *9 [10],* ***HD*** *1 (2 hp),* ***Att*** *1 x spell (by spell),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D13 W14 P13 B16 S15 (M1),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *13,* ***NA*** *unique,* ***TT*** *na*

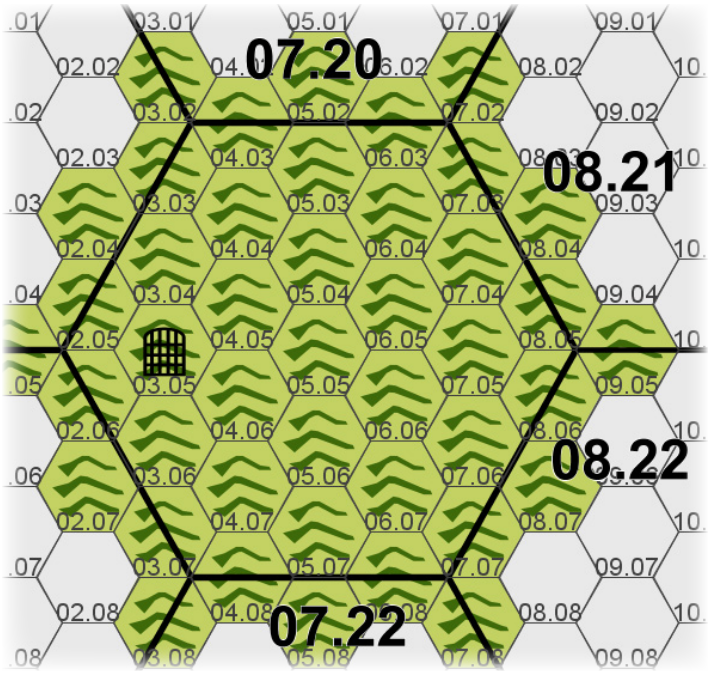
Hewcome is a young man, barely out of his teens, from the village of Leyda (see Hex 07.15). He is eager to please and impress, and will often commit foolhardy acts in an attempt to do both.

Hewcome typically memorizes *magic missile.*





Hex 07.21



Resources: Animal, game (quail, 3); Vegetable, agricultural (camphor, 4)

More of the camphor trees are scattered throughout this hex (see Hex 07.18).

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **03.05.** Dungeon. The Barrow of the Boar-King. This single-roomed chamber was built during the boar-folk incursions of the 14th Cycle to house the remains of one of their slain generals.

2.

3.

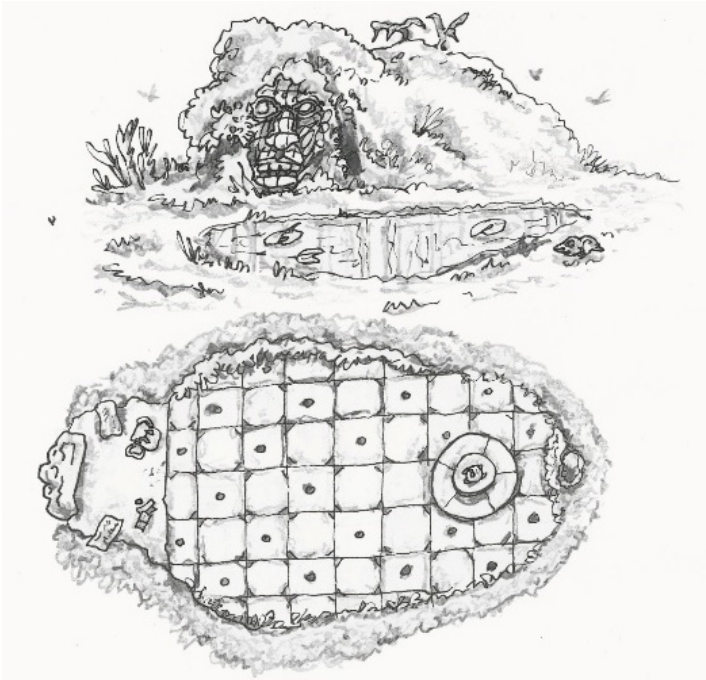
4.

5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Goblins from Hex 08.22 (1 gang + gangboss)*
6.



The Barrow of the Boar-King

A singular mound covered in vegetation, the entrance to this barrow is sealed with a granite plug carved into the likeness of a vaguely unsettling face. A careful study reveals that, while it looks almost human, it does not quite appear to be.

In order to enter the barrow the plug must either be shifted, requiring a combined Strength of over 100 (although a giant-sized creature, such as a dragon or stone giant, could do it by themself), or broken with sledgehammers and picks, a task that will take 4d6 adventurer hours.

The interior of the barrow is deep and narrow, with a low ceiling only 8' above the ground. A pedestal is visible at the far end, holding an object that glitters gold.

The floor is fashioned from square stone pavers, 5' square, covered in dust and dirt that has drizzled down from the ceiling, almost totally obscuring the paving stones. The floor is also trapped. Pavers that are safe to stand on are blank, while those that trigger a trap have a small circle etched in the center. These circles can be spotted with the same chances as detecting a secret door while the floor is dirty; cleaning the floor (with a broom, spell, or other means) reveals the marks.

Each flagstone marked with a circle is trapped, and any weight in excess of 25 pounds placed on that flagstone

triggers a spear trap. Spring-loaded, the spear shoots up, through the circular mark, hitting whatever is standing on the flagstone. This happens automatically (without the standard chance to trigger a trap as described on p. 109 of OSE Classic), attacking as a 6-HD monster. If it hits, the spear does 2d4 points of damage.

The pedestal at the far end of the chamber is carved from stone. Sitting atop it is a gold urn containing the ashes of the fallen *mochyn* hero. The urn itself is worth 500 gp, and the ashes contained within are worth 1,000 gp if used as a principal component for a potion of *heroism* or *invulnerability*.

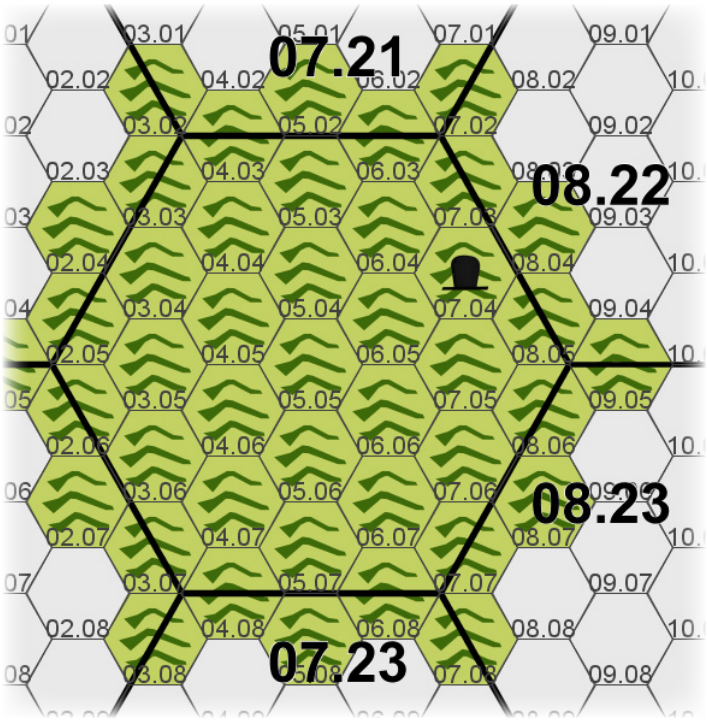
Removing the urn from the pedestal has its challenges as well, as doing so triggers another trap. Concealed behind a false stone wall at the back of the barrow is a skeletal guardian that breaks forth as soon as the urn is removed. Clever players may attempt to replace the urn with a similarly weighted objected in one swift motion. Doing so successfully requires both of the following:

- Rolling equal to or under the character's Intelligence using 5d6 in an attempt to gauge the urn's weight.
- Rolling equal to or under the character's Dexterity on 5d6 in an attempt to make the switch as seamless as possible. Thieves and assassins roll 4d6 instead.

Skeletal guardian (1). ***AC*** *6 [13],* ***HD*** *5* (24 hp),* ***Att*** *4 x claw (1d6),* ***THAC0*** *15 [+4],* ***MV*** *90' (30'),* ***SV*** *D10 W11 P12 B13 S14 (F5),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *300,* ***NA*** *1d4 (0),* ***TT*** *na*

- Unintelligent undead creature with standard undead characteristics.
- Amalgamation of multiple bodies; has four arms.
- Makes four attacks per round. Attacks can be divided between targets within melee range. There's a 1-3 in 6 chance per round that it will focus its attacks on a single target; otherwise it will attack everyone within range with a roughly equal number of attacks.
- Each target hit by the skeletal guardian's claw attack must save versus death. On a failed roll an icy chill freezes the target's heart for an instant, and their next attack (regardless of the target) is made with Disadvantage.
- Animated as a guardian, and will not leave the chamber where it is stationed.

Hex 07.22



Resources: Mineral, mined (iron, 1)

This hex contains a small amount of iron.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **07.04.** A circle of crazily tilted standing stones marks the entrance to a tomb complex that was used during the 10th Cycle to inter the noble dead of an offshoot of the Skeldrene Dynasty. Once sealed with a stone and wood cap, seismic activity and the elements have shattered both standing stones and cap, and the interior of the tomb has collapsed down into the lower levels.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Goblins from Hex 08.22 (1 gang + gangboss)*
6.

Collapsed Mausoleum

Each internal level is similar, like an inverted tower. Wooden stairs, cantilevered out from the wall, helix their way down the perimeter to the lowest level. These steps have no railings and are in poor shape. Using them to ascend or descend incurs a chance that one of the steps collapses. For each level a human or dwarf traverses on the steps, there is a 1 in 10 chance a step breaks. If the individual is carrying 601 or more cn in gear this chance increases to 1 in 8. Smaller or lighter creatures (halfling, gnome, elf, etc.) do not risk this, unless they are encumbered with 601 or more cn, in which case their chance of breaking a stair is 1 in 10.

On all levels of the tomb, and while traveling between levels, adventurers must move cautiously, at half their base speed, or risk a 1 in 10 chance of falling. This chance is cumulative with other chances.

Example. A moderately encumbered human has a 1 in 8 chance of breaking a step. If they move at full speed while on the steps this chance is increased to 1 in 6.

If a step breaks while an adventurer is on it they must roll their Dexterity or less on 4d6. Those failing fall, taking damage equal to the number of levels they fall × 1d6.

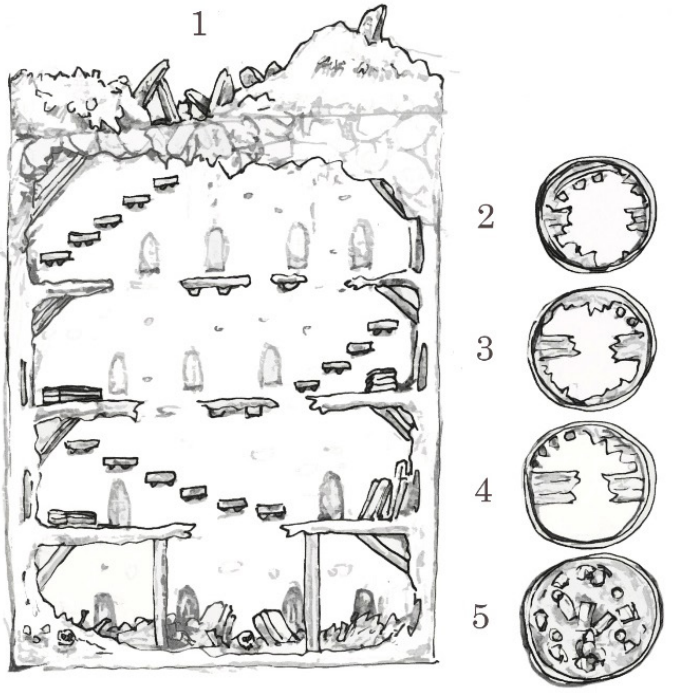
The dead within the mausoleum are interred in wooden coffins nailed shut with rusty cut nails. It takes one turn to lever a coffin open with crowbars, or it can be broken open in 1d6 rounds using brute force and ignorance. The latter imposes a 1-3 in 6 chance of destroying any non-undead creatures within. Neither method (nor any other method, save perhaps burning) will damage any undead creatures inside the coffins.

In addition to any other features described for a given level, the tomb is dotted with funerary alcoves carved into the walls, designed to hold the remains of servants, lesser nobles, or mementos from loved ones. Each level lists the number of alcoves present. It takes one minute to search an alcove, and for each alcove searched the Referee should roll 1d20 and compare it to the table below to determine what has been found. Be sure to ask the player how their character is searching the alcove (sticking their hand in, poking around with a sword, etc.), as this may have repercussions.

1-5. Nothing. The only things in the alcove are cobwebs and dust.

6-10. Remains. The alcove contains a stone urn holding the ashes of the dead.

11. Centipede, giant. A giant centipede lurks within the alcove and will make an immediate bite attack if its nest is disturbed.





12. Trap. A sharp blade slices out from the wall. It attacks as a 4-HD monster and does 1d6 points of damage. If the attack roll is a natural 20 the victim suffers max damage and, if not using a sufficiently long probe to search with, loses 1d4 fingers on one hand. This trap will not reset in a particular alcove once tripped.

13. Trap. Anything inserted into the alcove triggers a trap, dropping a block down into the interior from above. The target must save versus wands. Those failing suffer 1d3 damage and are restrained for 1d4 rounds. If it is an item that triggers the trap (pole, dagger, etc.) the item will be wedged until removed.

14. Personal effects. Small personal effects have been left behind by loved ones. The alcove contains (1) a lock of hair tied with a faded ribbon, (2) a small stone that looks like a heart if one squints at it, (3) a sheet of parchment, the words faded and illegible, the page mouse-eaten and fragile, (4) a ring carved from a piece of wood, (5) a small doll made of corn-husks, or (6) a smudged charcoal sketch of a person.

15. Coins. 1d6 scattered coins, they will be (1-3) cp, (4-5) sp, or (6) gp. All of the coins are of ancient mint.

16. Gem. A small, semi-precious stone (quartz, agate, turquoise, etc.) worth (1-2) 5 gp, (3-4) 10 gp, or (5-6) 15 gp.

17. Jewelry. A (1-2) ring, (3-4) earring, or (5-6) necklace made of (1-3) copper, (4-5) silver, or (6) gold. Copper jewelry is worth 1d10 gp, silver 2d12, and gold 3d20.

18. Visions. The alcove contains naught but a jawbone. If it is touched, the person disturbing it has an instant vision of some import. If the PCs have not yet descended to level 4 or 5 of the mausoleum, the vision will either be of the bone jelly on level 4 or the wights on level 5; otherwise it will be something the Referee would like to tease. This result will occur only for one alcove; treat additional 18s as a roll of 6-10.

19. Real Treasure. The alcove contains (1-3) 3d6 platinum coins, (4-5) a gem worth 1d6 × 100 gp, or (6) a piece of jewelry worth 2d4 × 100 gp.

20. Real, real treasure. The alcove contains a randomly determined (1-3) scroll or (4-6) potion.

1. Surface. A dozen or so standing stones once marked the perimeter of the tomb, but these stones are now tilted and thrust from the earth, some entirely heaved forth. In the center, obscured by brambles, grass, and fallen stone, is the entrance to the tomb complex.

The entrance is hidden by brush, and enough of the cap remains to both provide decent protection from the rain, and also obscure the hazard that is the entrance itself. Incautious adventurers run the risk of stumbling onto the remaining cover and plummeting to the bottom. If the adventurers charge into the circle of standing stones without care there's a 1-2 in 6 chance the lead PC steps on the rotted ceiling and falls. Allow them an attempt to roll equal to or under their Dexterity on 4d6. If they succeed, they only fall to the floor in Area 2, taking only 1d6 damage. If they fail, they fall the forty feet to the bottom, taking 4d6 points of falling damage.

2. First Floor. Of all the floors of the complex, the upper level is in the worst shape. While a perimeter of flooring remains, walking on it incurs the same risk of falling as using the stairs does. Fighting on this floor increases the chance by one degree (a human or dwarf has a 1 in 8 chance, increased to a 1 in 6 chance if moderately or heavily encumbered).

There are 9 alcoves on this level, as well as two wooden coffins (one large, one small). The large coffin contains the remains of an adult woman, the smaller coffin a young girl. The corpse of the woman wears a gold necklace worth 25 gp.

3. Second Floor. Each subsequent floor after the first is in progressively better shape. Individuals have a chance of falling through the second floor only if combat is occurring, with the chance being the same as that for traversing the stairs.

There are 8 alcoves on this level, and two coffins. Each coffin contains a single zombie that animates as soon as the coffin lid is prized off. They have normal chances for surprise, and otherwise act as normal zombies (attack last each round, etc.).

***Zombie (1). AC** 8 [11], **HD** 2 (9, 13 hp), **Att** 1 x slam (1d8), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 12, **AL** Chaotic, **XP** 20, **NA** 2d4 (4d6), **TT** None*

- Standard undead characteristics.
- Attack last each round.

The zombies have no treasure.

4. Third Floor. The only time there's a chance that a PC will fall through the floor on the third level is when a moderately or heavily encumbered human or dwarf is engaged in combat. In these cases there's a flat 1 in 10 chance per round they do, falling to level four and taking 1d6 damage.

There are 8 alcoves on this level and four coffins. Three of the coffins are leaning against the wall and partially broken, having fallen from the level above. The fourth is

on the other side of the tomb, by itself. This lone coffin contains not a skeleton but a dummy, stuffed with straw and covered in plaster, painted to resemble human flesh. The other three coffins, jumbled together in a tangle of wood and liquefying flesh, have melded to create a horrible undead creature called an *asthiri*, or bone jelly.

Asthiri (1). ***AC*** *5 [14],* ***HD*** *5** (25 hp),* ***Att*** *1 x pseudopod (1d8 + special),* ***THAC0*** *15 [+4],* ***MV*** *10' (3'),* ***SV*** *D10 W11 P12 B14 S16 (F5),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *425,* ***NA*** *1d4 (0),* ***TT*** *V*

Bone jellies are undead creatures, horrid combinations of corpses and ooze, with partially dissolved bones floating in a transparent gelatinous matrix. Even though the jellies themselves are rather slow moving, they lash out with a pseudopod with a reach of 10', attacking living creatures within range in an attempt to add new corpses to their bulk. Once a target is paralyzed the jelly will flow over them and begin the dissolving process while continuing to lash out at any others within range.

- A target hit by a pseudopod must save versus paralysis or be paralyzed by icy necrotic energy for 1d4 minutes. The physical damage inflicted is piercing damage from the sharp, splintered bones floating in the creature's body.
- Paralyzed or dead targets are engulfed automatically once the jelly moves into their space, taking an automatic 1d4 necrotic damage per round (or, if already dead, dissolving in one turn). The necrosis only affects flesh, so bones and cartilage are left intact, meaning dissolved creatures can still be raised or resurrected.
- Because of their jelly-like bodies, *asthiri* suffer a maximum of 1 damage from physical attacks, plus any magical bonuses.
- Once slain, the remains of a bone jelly (corpses and bone fragments) can be collected and used as 425 gp worth of special components for the creation of undead or paralysation-based magical items (*potion of undead control*, *wand of paralysation*, etc.).
- Any treasure the bone jelly has is suspended in its ooze-like matrix, picked up incidentally at the same time a corpse was added to its bulk.

5. Fourth Floor. This level is a jumble of half-rotten floorboards, timbers, puddles of rainwater that have collected from the partially open roof, and coffins (both those placed on this level originally and those that have fallen when higher levels collapsed). Movement here is reduced by half; those moving at full speed *or* engaging in combat have a 1 in 6 chance per round of (1-3) twisting an ankle and having their speed reduced by half for 3d6 hours, (4-5) falling and suffering 1d4 damage, or (6) breaking an ankle and having their speed reduced by half for 4d6 days.

There are a dozen alcoves on this lower level, the remains of twelve (now smashed and destroyed) coffins, and six intact coffins. Each of these intact coffins contains a single wight. The presence of living creatures nearby will drive the confined wights into a frenzy, and given the state of the rotting coffins, 1d3–1 wights break free and attack once the adventurers set foot on this level.

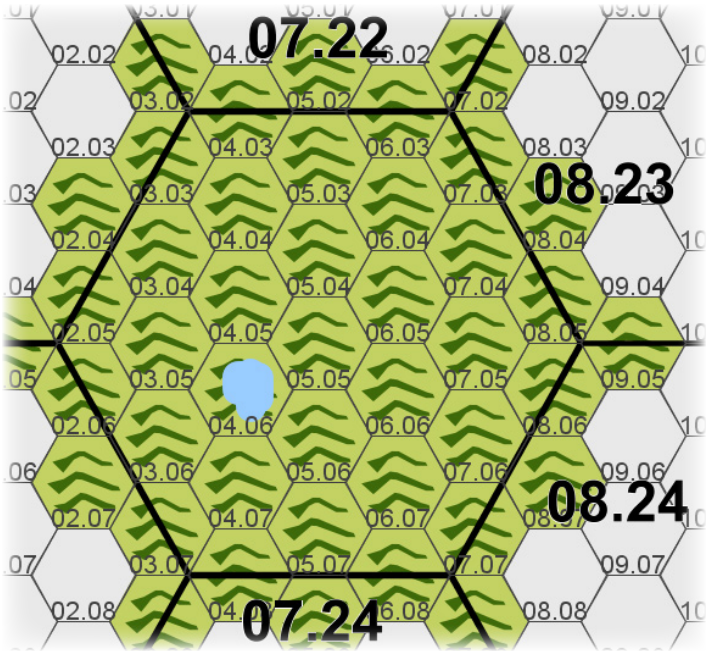
Wights (6). ***AC*** *5 [14],* ***HD*** *3* (10, 14, 14, 15, 16, 17 hp),* ***Att*** *1 x touch (energy drain),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *1d6 (1d8),* ***TT*** *B*

- Standard undead immunities.
- Only damaged by magic or silvered weapons.
- The touch of a wight drains 1d8 hp from a target, who also suffers a –1 (cumulative) penalty to all subsequent attacks until all drained hp are healed.
- Targets slain by a wight become wights themselves 1d4 days after death, under the control of the wight who slew them.

The following treasure can be found on the lowest level, scattered throughout the debris on the floor:

- 5,000 cp.
- Pieces of jewelry worth 700 gp, 900 gp (x2), 1,200 gp, 1,300 gp, and 1,500 gp.

Hex 07.23



Resources: Mineral, mined (iron, 2); Mineral, quarried (gabbro, 4)

This hex contains a small amount of iron, and, more importantly, a decent vein of gabbro that can be quarried for building materials.

Lairs

1.
2.
3.
4.
5.
6.

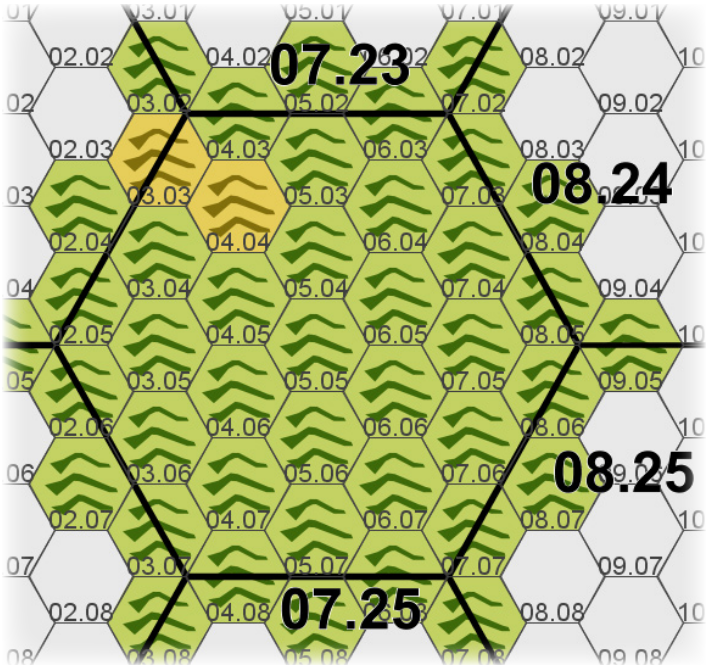
Features

1. **04.06.** This subhex contains a large pond, no more than 200 yards in diameter and about five feet deep at most, fed by several small streams. Fish and other small aquatic creatures can be found in abundance; double the chances of successful hunting and the quantities of food that can be harvested in this subhex. However, the chances for a random encounter within this subhex are increased by 1 as well, due to creatures in the area using the pond for food and drink.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 07.24



Resources: N/A

Lairs

1.
2.
3.
4.
5.
6.

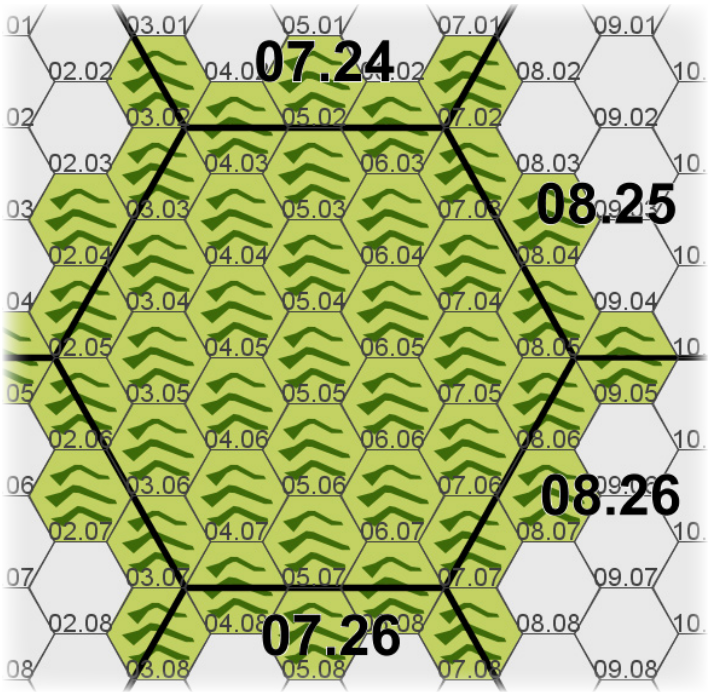
Features

1. Subhexes 03.03 and 03.04 are less fecund than the surrounding land, and rather than lush grass the hills are largely barren, covered by coarse sage, with the occasionally copse of stunted trees.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 07.25



Resources: Animal, game (quail, 2)

Lairs

1.
2.
3.
4.
5.
6.

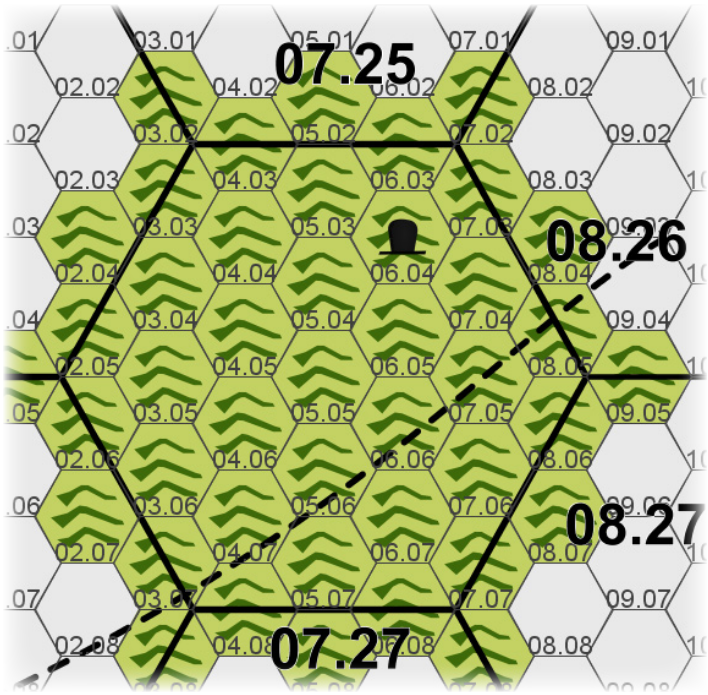
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. Bandits (from Hex 08.26)
2. *Table 1.1*
3. *Table 1.2*
4. *Table 1.3*
5. *Table 4*
6.

Hex 07.26



Resources: Vegetable, agricultural (ropeweed, 2)

Ropeweed plants (see Hex 07.20) are found scattered throughout this hex, in addition to a burial complex left over from the times before the Skeldrene Empire arose.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **06.04.** Burial mounds.
2.
3.
4.
5.
6.

Random Encounter Table

1. Bandits (from Hex 08.26)
2. *Table 1.1*
3. *Table 1.2*

4. *Table 1.3*

5. *Table 4*

6.

Barrows of the Three Kings.

The burial complex in this subhex contains the remains of several petty kings that ruled the tribes in this area during the 8th Cycle. It has been undisturbed since that time, the entrance sealed with a great boulder that must either be levered out of the way, requiring a combined Strength of 125 and four hours labor.

The interiors of the barrows have earthen floors, and walls (interior and exterior) built from arching slabs of slate that formed the bones of the structure before the exterior was covered with earth.

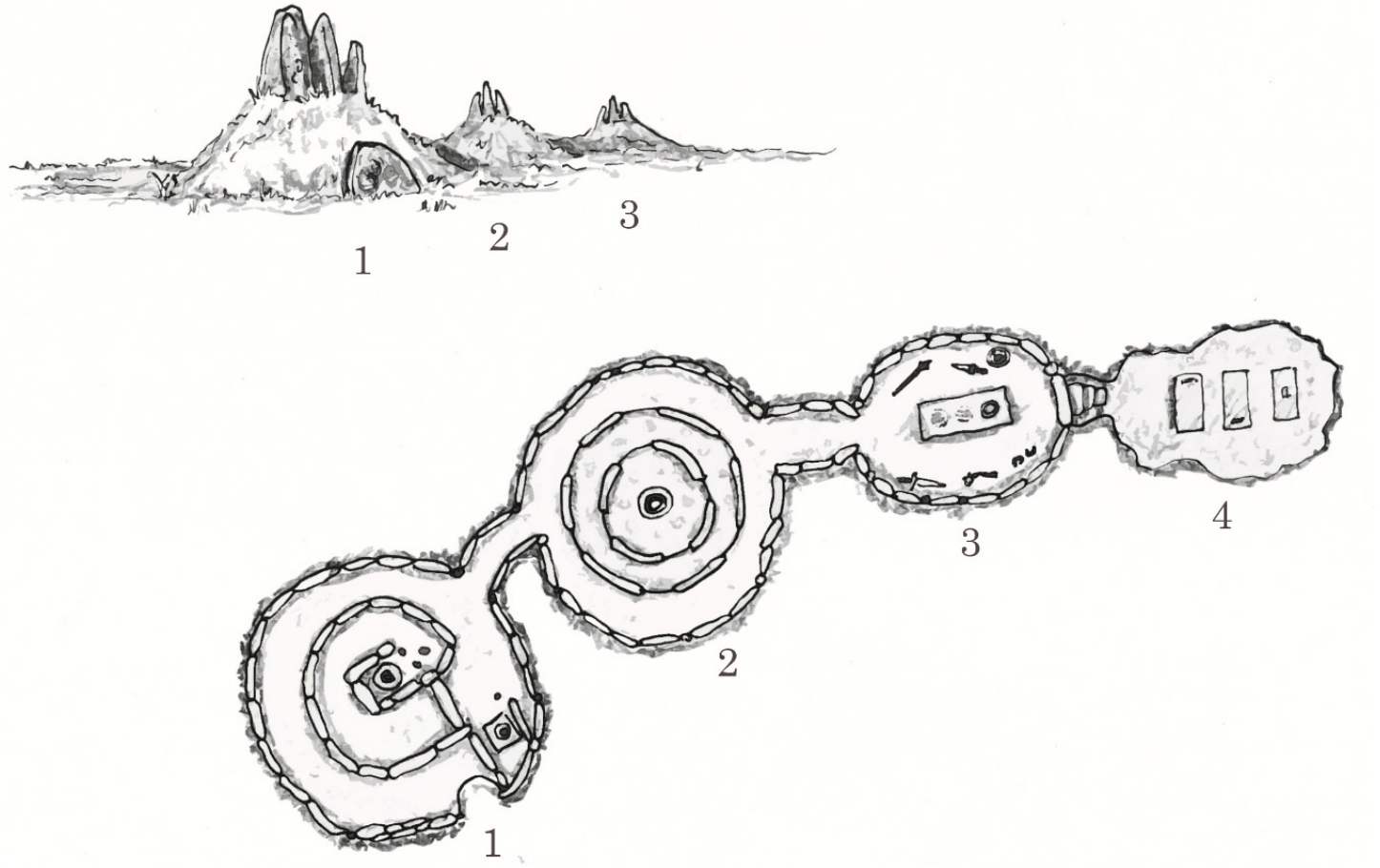
1. Entrance Barrow. The first, and largest, barrow is dominated by an interior spiral that winds around the circumference of the mound. Adventurers may continue down a short, squat tunnel to mound #2, or they may follow the spiral path that leads to a chamber sealed with a slab of slate. If the slab is removed – a process that requires a combined Strength of 50 and takes thirty minutes – a trap is sprung, releasing a weighted slab recessed into the ceiling. Anyone in front of the door must make a saving throw versus wands to avoid taking 3d6 damage. It takes an additional hour to remove the rubble caused by the second falling slab.

The trap can be bypassed by filling the brazier to the left of the door with lamp oil and lighting it. Doing so will allow the slab blocking the path to be pivoted easily out of the way.

A small, grotesque statue is found at the end of the spiral, carved in the shape of a bloated frog, a representation of the demon Tsathoggua. The statue is about a foot in height, carved from basalt, and weighs 1,500 cn. It radiates a magical aura.

2. Circle of Containment. The second chamber is smaller than the first and dominated by two concentric circles of vertical slate slabs. Each slab is covered in strange, arcane glyphs daubed in a phosphorescent paint. When the adventurers first enter the chamber the glyphs begin to glow more brightly and there is movement in the center of the concentric rings of standing stones.

Cycles ago, when the dead rulers were interred here, the clerics of Tsathoggua bound a lesser demon to this chamber, contained within the prison of slate. The demon's energy is being harnessed to maintain the magical wards protecting the barrows, and to prevent the decay of ages from setting in.



Glabrous Idol of the Demon Frog

Squat statue of basalt carved in the likeness of the demon lord Tsathoggua. Activated by smearing a drop of the owner's blood (1 hp) on the frog's mouth. All of the abilities granted by the statue last for a maximum of one day, automatically dispelling at noon. Unless otherwise stated the effects only affect the activator.

- Upon activating, the statue radiates a *water-breathing* effect in a 15' radius around it, lasting for a full day, and affecting everyone within range.
- The one who activated the statue can make a leap attack as a frogling (see Hex 07.36) once every 1d4 rounds.
- The activator's skin becomes thick and blubbery, reducing damage they take from all sources by 1 (to a minimum of 1).
- Use of the statue carries a curse; a cumulative 1% chance per use (max 15%) that the user will transform into a frogling in 1d4 weeks. Their alignment automatically becomes Chaotic, and they lose any class abilities they once had, although they may play as a frogling character (see Hex 07.36) of the same level, Referee permitting.

Batorbu, an ooze mephit, has grown insane from the centuries of imprisonment and will call out to the adventurers in an archaic form of Common, begging to be released. It will offer whatever inducement it can think of: promising to lead the adventurers to treasure, telling them how the idol functions, or even pledging its service. What the mephit does not tell the adventurers is that as soon as it is released from its prison the barrows will begin to collapse as the neglect of centuries appears in an instant. The mephit will also seek to betray its saviors as soon as possible, twisting the letter of their agreement just short of the breaking point.

While in the prison the mephit cannot physically affect anything outside of the innermost circle. All that is needed to break the magic of the confining circle is to damage one of the slate slabs. Once this occurs, all of the magical effects within the barrows (including the embalming table in Area 3 and the brazier and door in Area 1) stop functioning. If this occurs the roof begins to collapse. Each round the adventurers are within the barrows they must roll their Dexterity or less on 3d6. Those failing take 1d3 points of damage from falling debris.

***Batorbu, ooze mephit (1). AC** 5 [14], **HD** 3+1* (13/18 hp), **Att** 2 x claws (1d4) or 1 x breath (1d6), **THAC0** 17 [+2], **MV** 90' (30') / 150' (50') flying, **SV** D11 W12 P13 B14 S15 (F3), **ML** 8, **AL** Chaotic, **XP** 50, **NA** 1d4 (1d4), **TT** U*

Ooze mephits are 5' tall, bat-winged demons hailing from the Elemental Planes where Water and Earth intermix. They look strangely melted, as if formed from wax and left in the sun for too long.

- Not considered "persons" for spell immunity purposes, nor can they be affected by *sleep* spells.
- Once every three rounds ooze mephits can vomit forth a glob of acidic slime, automatically hitting a single target within 15'. The target suffers 1d6 damage and must make a saving throw versus breath. Those failing take 1d3 points of damage on the following round as the acid continues to burn into them.
- Regenerate 1 hp per round when in contact with mud.

Batorbu usually has 18 hit points, but the circle of confinement is currently draining the mephit's energy to power its magical effects. Should the embalming slab be used, the mephit's hp is reduced by 1d4 per use. If Batorbu is reduced to 1 hp the embalming slab cannot be used until the mephit is healed.

3. The Embalming Chamber. In addition to being worshipers of Tsathoggua, the humans that built these barrows were necromancers of middling skill.

This chamber was built for the sole purpose of preparing the bodies of the dead and re-animating them as lesser mummies (see Hex 15.43), as the priests that built the barrows did not possess the skill to create more powerful undead.

The chamber contains a single slab of basalt, 3' tall, 3' wide, and 8' long, that dominates the center of the chamber. The slab is slightly tilted, and a depression on one end acts as a drain for errant fluids that might leak during the embalming process.

Tools are scattered throughout the room, sharp knives, scoops, tongs, and so forth, all used in the embalming process. Everything needed to create a lesser mummy is here, except for a dead body and the special materials needed.

Only magic-users or clerics can create lesser mummies. The process is similar to creating a magical item. Each HD of the lesser mummy subtracts –2 from the chance of success, each asterisk the lesser mummy possesses subtracts –3 from the chance of success, and each special quality the lesser mummy possesses subtracts –3 from the roll and increases the chance of automatic failure by 2. For each HD the subject had in life add +1 to the chance of success, although the mummy has its own HD (a 9th-level fighter animated as a lesser mummy would still only have 3 or 4 HD, but the chance of success would be improved by +9).

Lesser mummies cost 1,000 gp per HD, plus 5,000 gp per

asterisk, plus an additional 2,500 gp per special quality. ¼ of the cost is in special components, the rest is in labor.

Slab of Embalming (10,000 gp, engine)

A solid slab of basalt powered by the life force of an immortal demon, this massive table is used to help power and focus specific necromantic rituals; specifically, the creation of lesser mummies. The gp cost given above is that needed to create a slab of embalming.

- Requires a power source to use, either a ley line or a living creature. If a creature is used, the slab drains its hit points each time it is used, and the maximum HD of the undead created cannot exceed the HD of the creature used to power the engine. Powering the slab with a living creature is an inherently evil act.
- Using the slab to help create lesser undead cuts the labor required in half and reduces the chance of automatic failure from 86-100 to 90-100.

A slab of stone blocks a doorway in the eastern wall of this chamber. Inscribed upon the slab, in an archaic form of Common, is the following:

The great lords Alobe, Miyobe, and Anmonphe are resting beyond this door. Disturb their slumber at your own peril.

The slab is *wizard locked*, cast at 9th level, and must either be broken (a process that takes 4d4 hours) or magically opened.

4. Burial Chamber. A flight of stairs leads deeper into the earth, to a chamber carved from the stone itself. It is dominated by three stone sarcophagi and nothing else. The first sarcophagus contains the remains of Alobe, the second of Miyobe, and the third Anmonphe. The three were all great lords during the Apex of the 8th Cycle, and upon their deaths were interred within this barrow.

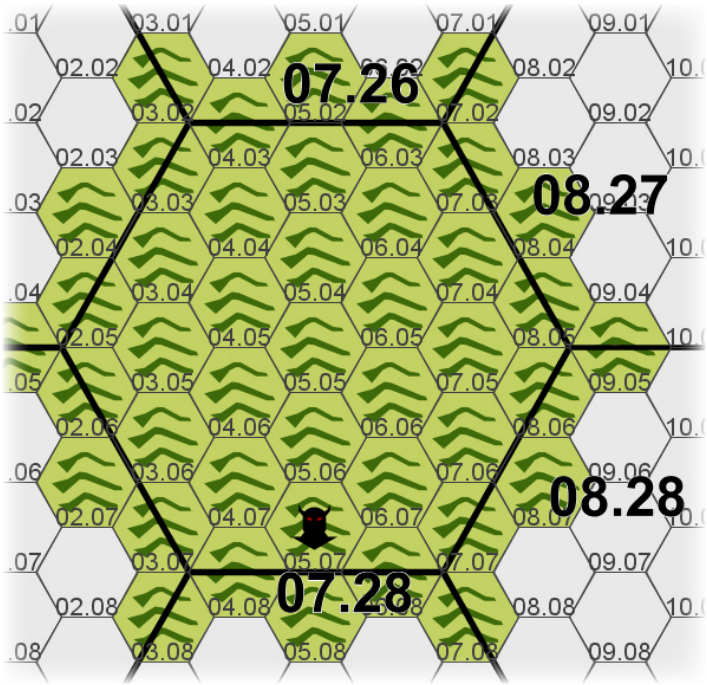
When the adventurers enter the barrow there is a 1 in 6 chance (1-5 in 6 if the door leading to this chamber was broken rather than magically opened) that 1d3 of the mummified rulers will be aware of their presence. If this is the case, those so aware will begin shifting the lids of their sarcophagi and emerge, a process that takes 2 rounds. Otherwise, they are quiescent, not stirring until their lids are removed. The sounds of battle, loud talking, or removing another's lid provides another chance of awakening them, this time increased to 1-4 in 6.

Alobe, Miyobe, and Anmonphe (3 lesser mummies). ***AC*** *5 [14],* ***HD*** *3* (22, 15, 16 hp),* ***Att*** *1 x blow (1d8),* ***THAC0*** *17 [+2],* ***MV*** *60' (20'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *1d8 (1d8),* ***TT*** *D*

- Possessed of animal intelligence: cannot use weapons or operate technology (turning a doorknob would be beyond them, for instance).
- Immune to non-magical weapons, suffer normal damage from magical weapons and fire.
- Those touched by a lesser mummy must Save v. Paralysis or be frozen in place for one round, missing their next turn.
- Save as a level 4 fighter.
- Alobe has 1d10 hp per HD rather than 1d8.

Each sarcophagus contains 10 gold bars worth 20 gp apiece, the common currency in those days.

Hex 07.27



Resources: Mineral, mined (*harbenite*, 3)

A rare alchemical mineral known as *harbenite* can be mined in this subhex, usually at a depth of 3d4 feet. *Harbenite* is worth 100 gp for each ingot mined (an ingot of *harbenite* weighs 10 cn). It is extremely easy to enchant. If exactly ¼ of the weight of a metal item is forged using *harbenite* in the alloy the chances of successfully enchanting the item are increased by 5%.

No more and no less than 25% of an item of steel alloy may consist of this mineral, or the alloyed metal will become weak and brittle.

Example: A suit of chainmail weighs 400 cn; 100 cn of harbenite *must be used to gain the enchantment effect of the mineral. A sword weighs 60 cn; 12.5 cn of* harbenite *must be used to gain the effect of the mineral. If more or less is used in either case, the item is ruined.*

Lairs

1. **05.07.** A large colony of rats make their home in an excavated warren in subhex 05.07.

***Rat, normal (45). AC** 9 [10], **HD** 1 hp, **Att** 1 x bite per pack (1d6 plus disease), **THAC0** 19 [0], **MV** 60' (20'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 5, **AL** Neutral, **XP** 5, **NA** 5d10 (2d10), **TT** L*

- Rats will flee if faced with fire.
- Each bite has a 1 in 20 chance of infecting the target with disease. The target must roll equal to or under their Constitution on 3d6. If they fail, the disease (1-3) leaves them sick and bedridden for one month or (4) kills them in 1d6 days.
- Each group of 5 rats attacks as a pack, swarming the target and making one attack roll. No more than three packs can attack a single target in a round.
- Each creature attacked must make a saving throw versus death or fall prone, unable to attack until they stand up again (takes ½ movement). Other swarms have Advantage when attacking prone characters.
- Damage to a pack reduces the number of rats it contains by the amount of damage done. "Remainder" rats will join other packs nearby, swelling their numbers above five.

2.
3.
4.
5.
6.

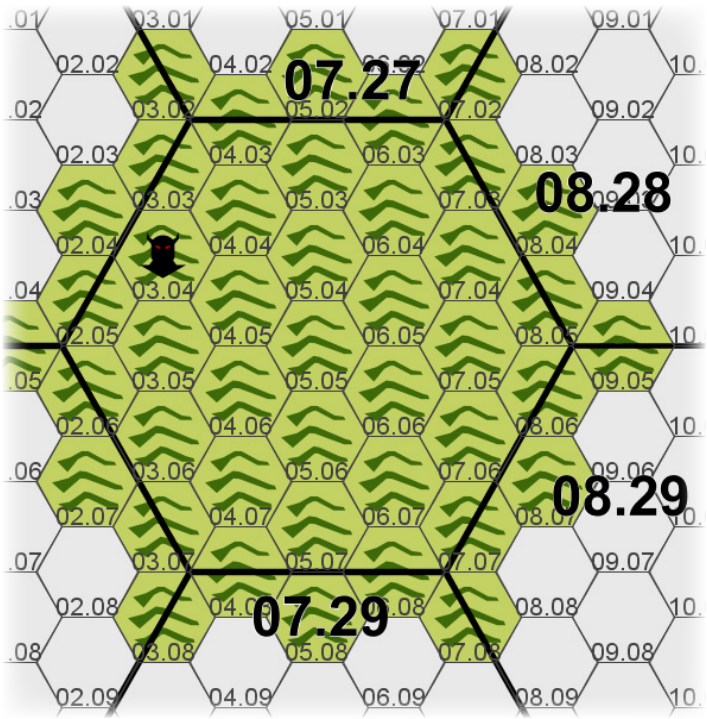
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. **Rats (4d6), from subhex 05.07**
2. *Table 1.1*
3. *Table 1.2*
4. *Table 1.3*
5. *Table 4*
6. Neanderthals (1d10) from Hex 07.28
7.
8.

Hex 07.28



Resources: Animal, game (groundhog, 3)

The ground in this hex is riddled with groundhog tunnels, these rodents providing ample food for the neanderthals in subhex 03.04.

Lairs

1. **03.04.** Neanderthals.
2.
3.
4.
5.
6.

Features

1.

2.
3.
4.
5.
6.

Random Encounter Table

1. Neanderthals (1d12)
2. *Table 1.1*
3. *Table 1.2*
4. *Table 1.3*
5. *Table 4*
6.

Lair of the Neanderthals

A tribe of neanderthals dwells in a small cave complex in this hex. Small parties of them range the surrounding hexes, hunting and gathering food and materials. They have decent relations with the residents of Dry Gulch (Hex 05.28), although they are beginning to clash with the miners staking claims in the surrounding hills, and before too long the two factions will likely come to blows.

Neanderthals (20). ***AC*** *8 [11],* ***HD*** *2 (9 hp),* ***Att*** *1 x weapon (2d4 or by weapon +1),* ***THAC0*** *18 [+1],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *7,* ***AL*** *Lawful,* ***XP*** *20,* ***NA*** *1d10 (1d10 x 4),* ***TT*** *C*

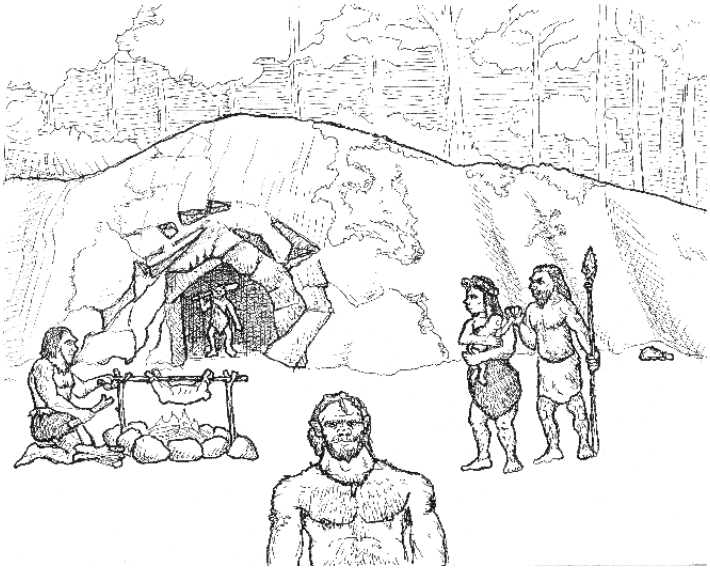
- Use stone axes and hammers, clubs, spears.
- Attack ogres on sight, hate goblins and kobolds.

Neanderthal gangbosses (2). ***AC*** *8 [11],* ***HD*** *4 (21, 22 hp),* ***Att*** *1 x weapon (2d4+1 or by weapon +2),* ***THAC0*** *15 [+4],* ***MV*** *120' (40'),* ***SV*** *D10 W11 P12 B13 S14 (F4),* ***ML*** *8,* ***AL*** *Lawful,* ***XP*** *75,* ***NA*** *1 per gang,* ***TT*** *C*

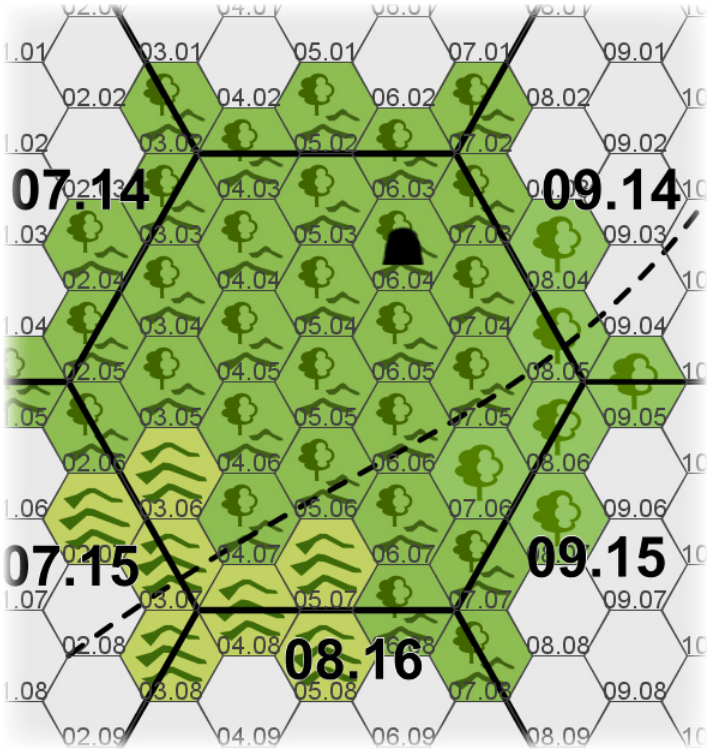
Neanderthal leaders (2). ***AC*** *7 [12],* ***HD*** *6 (24, 30 hp),* ***Att*** *1 x weapon (3d4 or by weapon +3),* ***THAC0*** *14 [+5],* ***MV*** *120' (40'),* ***SV*** *D9 W10 P11 B12 S13 (F6),* ***ML*** *8,* ***AL*** *Lawful,* ***XP*** *275,* ***NA*** *2 per village,* ***TT*** *C*

- The chieftains of the neanderthal village are named Grun and Garka.
- When encountered, if the reaction is positive, they will ask the adventurers for help finding a new lair, further away from "modern" humans, and will offer up the treasure they have accumulated as a reward for the help.

The neanderthals do not have much treasure, but over the years have collected a score of gold nuggets worth a total of 1,250 gp.



Hex 08.15



Resources: Vegetable, industrial (ropeweed, 2); Mineral, mined (quartz, 2); Vegetable, industrial (timber, 4)

A small deposit of quartz, along with a smattering of ropeweed plants, can be found in this hex, while the forested hills that make up most of it provide a decent amount of timber for buildings.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **06.04.** A cave with a single chamber is located in this subhex. A family of mountain lions have made it their home. The cave is located halfway up a steep cliff face, partially concealed by undergrowth.

Climbing the slope requires a Climb Sheer Surfaces roll or, for non-thieves, rolling their Strength or under on 3d6. Adventurers in metal armor must roll their Strength or under on 4d6. If the roll is five or greater above their Strength they fall down after ascending halfway, taking 1d6 points of damage.

If climbing the cliff (as opposed to, say, flying) there is no chance of surprising any cats in the lair.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. Mountain lion
6.

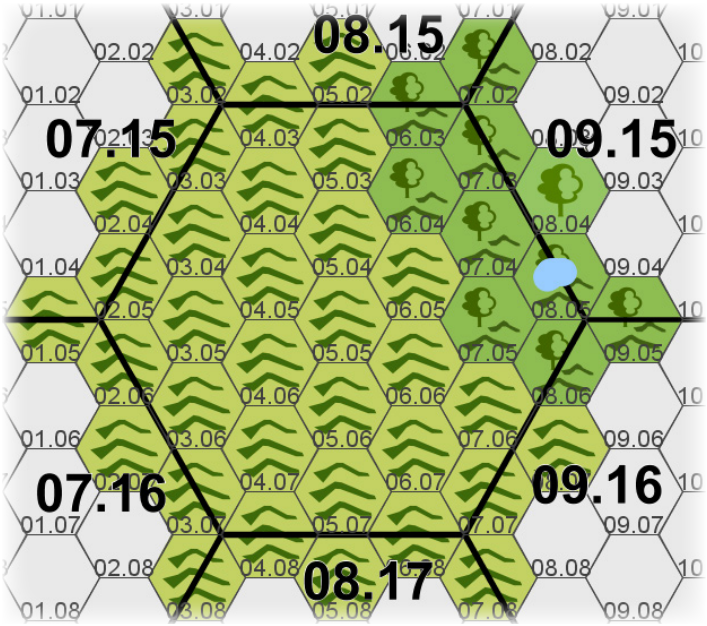
Mountain Lion Lair

A family of mountain lions lair in a shallow cave in subhex 06.04. The few travelers that make use of the road through this hex have yet to be disturbed by the great cats, although were there to be a wounded or solitary traveler they could potentially be attacked. On the other hand, the cats have been making a feast of the many turkeys the residents of Leyda raise for meat and eggs.

***Cat, mountain lion (3). AC** 6 [13], **HD** 3+2 (10, 12, 14 hp), **Att** 2 x claw (1d3), 1 x bite (1d6), **THAC0** 16 [+3], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d4 (1d4), **TT** U*

- Mountain lions always pursue prey that flees.
- When the lair is encountered there will be 1d3 cats within.
- In spring and summer there will be 1d3–1 kits, each with 1 HD, an AC of 8 [11], and a claw/claw/bite routine that does 1d2/1d2/1d3 points of damage.

Hex 08.16



Resources: N/A

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **08.05.** A small pond, no more than one hundred feet in diameter, can be found in this subhex, surrounded by trees. Hunting and foraging have double the normal chances of success in this subhex, but chances of encounters are also increased by 1, due to the number of creatures that come to the pond to drink or stalk those that do.

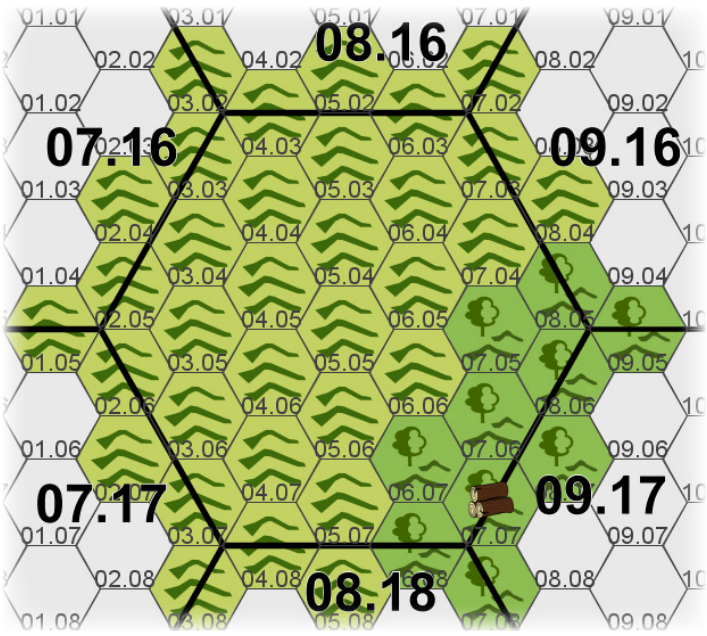
2.
3.
4.
5.
6.



Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 08.17



Resources: Animal, game (deer, 5)

Lairs

1.
2.
3.
4.
5.
6.

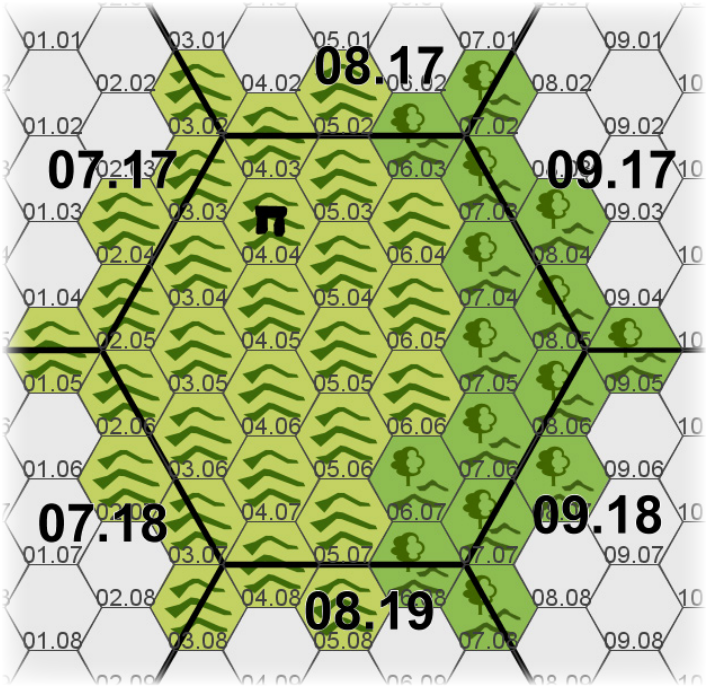
Features

1. **07.07.** An especially valuable stand of old-growth chestnut is located in this subhex. It has a Resource Value of 3 and a base value of 775 gp.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 08.18



Resources: Animal, game (quail, 1); Animal, game (deer, 2)

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **Hex 04.04.** A triumphal arch can be found in this hex, atop a gently rising hill. It stands 50 feet tall and twenty feet wide, with an opening large enough for two horses to pass through side by side. The arch is made of carved marble, and reliefs cut into the surface depict armies of humans and orcs clashing, with the humans emerging victorious.

Words a foot in height, written in archaic Common, are cut into the top of the arch on both sides: "Roegar the Wise defeated a horde of orcs in the Thirdyear of the Twelfth Cycle, clearing the last remnants of Chaos from these lands."

2.

3.

4.

5.

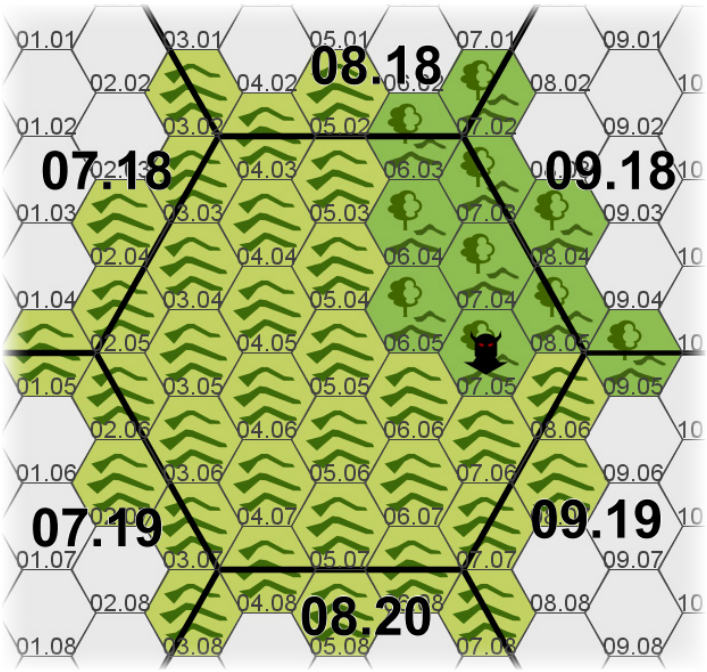
6.



Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Oil beetles (1d8) from Hex 08.19
6.

Hex 08.19



Resources: Vegetable, agricultural (apples, 2); Vegetable, industrial (hardwood, 4)

The grassy hills in this hex are dotted here and there with gnarled apple trees, all that remains of some long-forgotten orchard. Many of the trees no longer produce fruit, and can instead be harvested for the fine-grained wood they are known for, but some still bear apples, small and tart and perfect for baking.

Lairs

1. **07.05.** Oil Beetle Nest. A cluster of oil beetles can be found in this hex, nesting in the shade of a tree deadfall. There are a total of 8 beetles. The beetles stay in the forested region of this hex (reroll if an encounter with them would occur in a non-forested area), subsisting on dead vegetable matter and carrion, when they can get it.

***Beetle, oil (8). AC** 4 [15], **HD** 2* (9 hp), **Att** 1 x bite (1d6), 1 x oil spray (blistering), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Neutral, **XP** 25, **NA** 1d8 (2d6), **TT** None*

- Once per round, in addition to a bite attack, oil beetles can release a spray of acidic oil, targeting a single creature within 5'. The target must save versus breath. Failure indicates they are hit by the acid, suffering immediate painful blistering which imposes a –2 penalty for 24 hours. A casting of *cure light wounds* will remove this affliction in lieu of healing damage. An oil beetle may release the spray no more than thrice per day.

2.
3.
4.
5.
6.

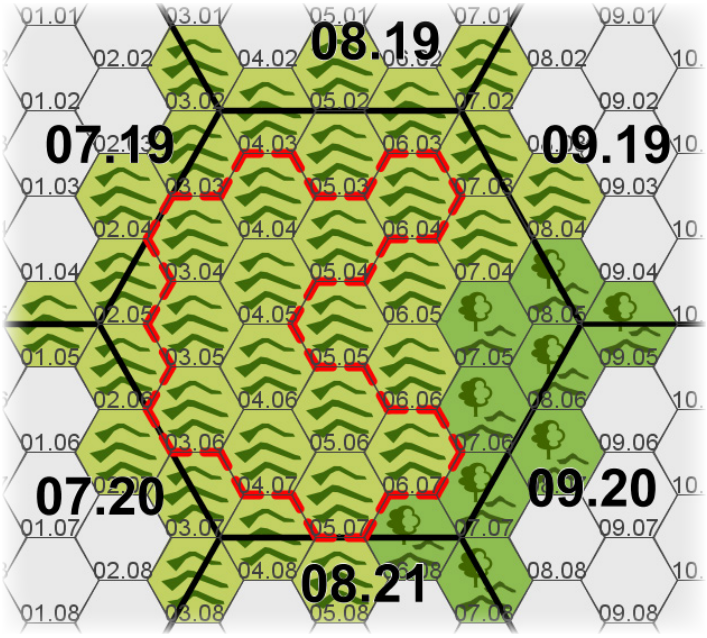
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Oil beetles (1d3)
6.

Hex 08.20



Resources: Mineral, quarried (granite, 4); Vegetable, industrial (lumber, 3)

The hills in the western two thirds of this hex contain rich granite deposits, while the old-growth trees in the eastern third are ideal for harvesting timber for buildings. A large portion of this hex provides unexpected benefits for certain kinds of spells cast.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. Certain magics are greatly enhanced within the dashed red line in this hex. If playing with schools of magic, all spells of Invocation/Evocation are affected, having their ranges increased by 125%.

If schools of magic are not being used, the spells affected are those that channel magical energy to produce specific effects. *Magic missile, fireball, lightning bolt,* etc. all fall into this category.

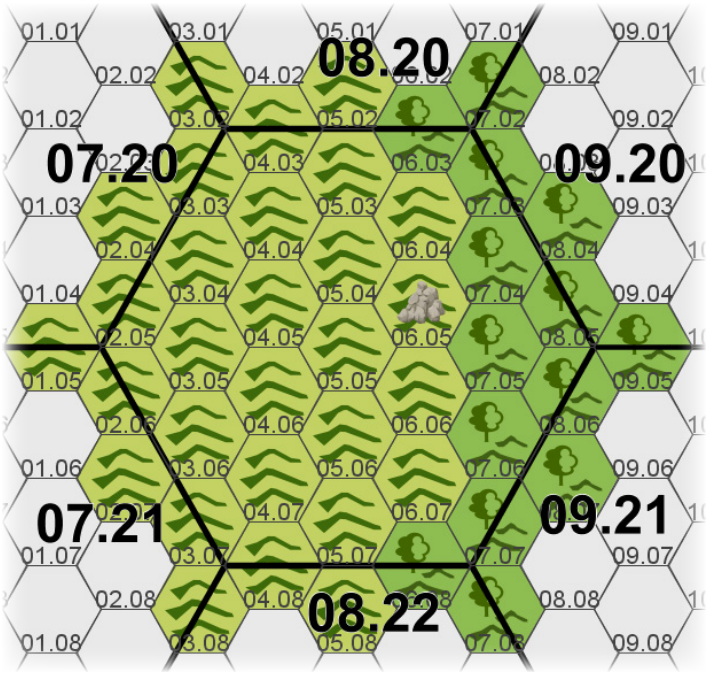
The first time a spellcaster casts such a spell in this area the Referee should inform them that they feel as though their spell is more potent than normal, but not explain in what manner. It should be up to the player to determine the actual resonant effects.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Berserkers (1d6) and knight from Hex 09.20*
6.

Hex 08.21



Resources: Mineral, quarried (marble, 4)

The hills in this hex contain several veins of exquisite marble, suitable for statuary or use in fine construction. A deposit of especially fine marble is in subhex 06.05.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **06.05.** A deposit of unique marble can be found and quarried in this subhex. It is an alabaster white, shot through with veins of luminous green. If used to create stone constructs (see Hex 16.43 for information on creating constructs) the chance of automatic failure is reduced to 90-100, with a mishap occurring only on a roll of 98-100. Additionally, the stone has double its given value if used for such purposes.

The deposit has a Resource Value of 3 and a base value of 1,533 gp.

2.

3.

4.

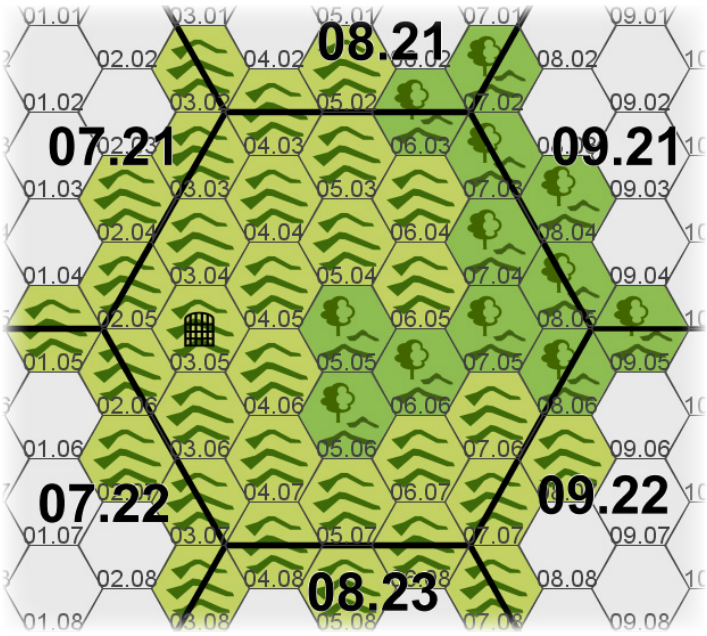
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Goblins from Hex 08.22 (1 gang + gangboss)*
6. *Berserkers (1d6) and knight from Hex 09.20*
7.
8.

Hex 08.22



Resources: Mineral, quarried (granite, 2)

This hex largely comprises grassy hills, although the woods to the east have pushed their way into the center of the hex. A small dungeon inhabited by goblins is in the western portion.

Lairs

1. **03.05.** A clan of goblins inhabits a wizard's refuge from several Cycles previous.

2.

3.

4.

5.

6.

Features

1.

2.

3.

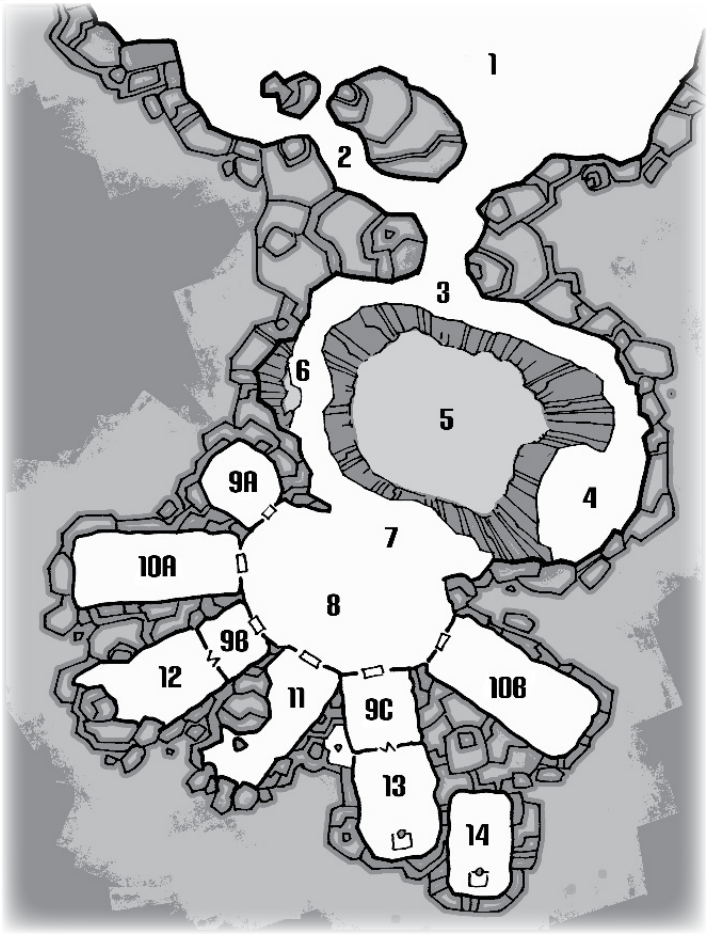
4.

5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. **Goblins (1 gang + gangboss)**
6. **Goblins (1 gang + gangboss + Hargdra + 1d2 bodyguards)**
7. *Rock baboons from Hex 09.22 (2d6)*
8.



This complex was carved from the interior of a hill at the end of a previous Apex to provide a redoubt for a magic-user and her apprentices to study during the chaos of the upcoming Nadir. Their position was overrun within a decade, and all within slain or fled.

The complex is now occupied by a clan of goblins and their giant shrew mounts. Note that this section uses rules for goblins found in Hexes 17.22 and 18.24. If the Referee does not have access to these books then the goblins can just be run according to the rules in *Classic Fantasy: Monsters*.

The interior of the complex is stone, hewn from the solid rock of the hill. What was once undoubtedly fine craftsmanship has deteriorated from lack of care over the centuries; the goblins are simply the current residents, and the complex has not been maintained in Cycles. Unless otherwise stated, doors are of stout oak and stick in their jambs. The goblins have learned the secret of opening them, but the adventurers are not initially privy to this knowledge. Every door has a 1-4 in 6 chance of opening normally. On a roll of 5-6 it is stuck, but can be opened simply by putting a shoulder to it. This requires no roll, but it does alert whomever is on the other side of the door and negates surprise. Note that the chance of being stuck applies each time a door is opened; the adventurers may find that a door that opens normally upon entering a room becomes stuck once they try to leave.

While goblins have infravision, they prefer to have some light within their lair. Interior chambers will be lit with crude torches soaked in animal fat. Should the clan become aware of human intruders in their midst their first action will be to douse all of their lights. The goblin lair consists of the following:

1. *Gang 1*. 3 goblins, 1 gangboss, 4 giant shrews.
2. *Gang 2*. 7 goblins, 1 gangboss.
3. *Gang 3*. 6 goblins, 1 gangboss.
4. *Gang 4*. 3 goblins, 1 gangboss.
5. *Gang 5*. 5 goblins, 1 gangboss.
6. *Gang 6*. 4 goblins, 1 gangboss.
7. Hargdra, goblin king (3 HD), 4 2-HD bodyguards, and 5 giant shrews.

Goblin, standard. ***AC*** *6 [13],* ***HD*** *1–1 (3 hp),* ***Att*** *1 x weapon (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *7 (9 with king),* ***AL*** *Chaotic,* ***XP*** *5,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

- Assume the average goblin is armed with crude swords, clubs, maces, etc. 1 in 4 will have shortbows.
- The average goblin carries 1d6–1 cp in coins and crude trinkets.

Goblin, gangboss. ***AC*** *6 [13],* ***HD*** *1 (4 hp),* ***Att*** *1 x weapon (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8 (9 with king),* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

- Each gang of goblins (2d4) is led by a goblin gangboss, with stats as above.
- Goblin gangbosses always carry (1-3) slings and 10 sling stones, (4-5) 1d2 javelins, or (6) shortbows and 20 arrows.
- Goblin gangbosses each carry 2d4 cp worth of coins and crude trinkets.
- In the presence of a gangboss the normal goblins have a morale of 8.

Goblin, bodyguard. ***AC*** *5 [14],* ***HD*** *2 (11 hp),* ***Att*** *1 x weapon (1d6+1),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8 (9 with king),* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

- Goblin bodyguards protect the goblin king and sub-chiefs.
- Goblin bodyguards will have (1-2) slings with 10 stones, (3-4) 1d3 javelins, or (5-6) shortbows with 20 arrows.
- They inflict an extra +1 damage with weapons.
- If using the Optional Rules from Hex 18.24 for the goblin classes, each bodyguard is assumed to have the Toughness Knack, giving them 1d10 hp per HD. This is reflected in the stat block, above.
- Each bodyguard carries 2d6 sp in coins and crude trinkets.

Shrew, giant. ***AC*** *4 [15],* ***HD*** *1 (4 hp),* ***Att*** *2 x bite (1d6),* ***THAC0*** *19 [0],* ***MV*** *180' (60'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *10,* ***NA*** *1d4 (1d8),* ***TT*** *None*

- Always win initiative in the round of their first attack and gain a +1 initiative in the round of their second attack.
- Will attack targets' heads when not being used as a goblin mount. In these instances targets with 3 HD or less must save versus death or flee in terror for 1d4 rounds due to the ferocity of the attack.
- Skilled climbers, can jump up to 5'. Cannot climb or jump while being used as a mount.
- Giant shrews are blind and sense their surroundings via echolocation. Cannot be blinded or affected by visual spells, but are affected by silence spells (reduce AC to 8 [11], suffer a –4 penalty to all attacks).
- When used as mounts by the goblins giant shrews have their movement rate reduced to 90' (30'), cannot jump or climb, and cannot attack their opponent's heads.

While within the complex random encounters are checked for at the end of every other turn (end of 2nd, 4th, 6th, etc.) and occur on a roll of 1 in 6. Encounters are also rolled for after each combat or other loud event (shouting, triggering the trap in Area 3, etc.). If a random encounter occurs roll on the placement table.

If the adventurers are spotted within the lair the goblins will group up and begin to take defensive action, using their knowledge of the layout to their advantage. It will be very difficult to sneak up on the goblins once the lair is entered; the only approach is visible from their common area (see Area 8), but there are certainly ways to accomplish this that clever PCs could think of.

Each time the PCs approach the complex the Referee should roll to determine where the gangs and named NPCs are. In addition to the watch duty, one gang is typically out of the complex hunting and patrolling the hex. Roll on the Goblin placement table, below, to determine where each gang of goblins and named NPCs are. Start at the top and work down. Once a task or area is accounted for disregard future results for the same. If the goblins lose two or more gangs they will always have one gang at Area 2 on watch duty, will no longer send gangs out on hex patrol, and the rest of the clan will fortify themselves in Area 8 behind a makeshift barricade, so they can rain missile fire down on PCs circumnavigating the sinkhole.

Example. The Referee rolls for gang placement, and rolls a 1 for Gang 1. That means Gang 1 is on watch duty at Area 2. Any additional results of 1 for subsequent Gangs will be disregarded.

Hargdra will never be on guard duty or hex patrol by himself, but will instead be accompanied by one other gang and 1d3 bodyguards. If Hargdra is out of the lair he always leaves at least one bodyguard behind to control his unruly subjects.

Once the Ref2eree has determined the actual placement of the goblins Table 6 can be used to keep track of their locations. Goblins on hex patrol return 1d8 hours after the adventurers first encounter the lair. If Hargdra is found in Area 4 it means the goblins are throwing a sacrifice into the sinkhole. Half of the gangs will be in Area 7 while the other half will be divided between Areas 3 and 4. There will be no goblins on watch (if there were, they sneak in to observe the fun), but any goblins on patrol will be absent.

1. The Approach. The entrance to the goblin lair is in a wide fold in the north side of a hill, funneling towards the interior. The enterprising goblins have staked a dozen or so spears in this conical crevice, upon which are impaled the heads of those they have slain: a mixture of humans (largely from the brigands in Hex 03.05), orcs, one large neanderthal head, and a couple of impressive deer skulls tossed in for good measure.

2. Watchpost. Truly creatures of Chaos, the goblins are erratic about maintaining a consistent watch. When the adventurers first encounter their lair there is a 1-4 in 6 chance that one gang of goblins will be stationed here, resting in the shade of the rock pillars, occasionally peeking around an edge to see if any enemies are approaching.

Even when a watch is posted they've got the standard chance to be surprised. Clever parties could figure out a

way to gain the upper hand (one way would be to climb the hill from another approach, and come upon the goblin watch from above and behind).

Main Cavern

The entrance to the complex narrows both in width and height, leading inward for twenty feet before opening up into a large cavern, dominated by a central sinkhole surrounded by a walkway on both sides. It appears as if the walkway connects on the opposite side, but in reality passage is **unobstructed** only on one side; it dead-ends at Area 4.

The cavern is dimly lit by ambient light streaming in through the entrance. This area of the dungeon is little used by the goblins, except as passage through to the outside or on the rare occasions when they are "feeding the fishes".

When the adventurers enter this area there is a 1-2 in 6 chance that goblins are present. If they are, it will either be (**1-5**) 1 gang making their way outside to (1-3) hunt or (4-6) take over guard duty; or (**6**) 1d6 gangs watching eagerly as the piranhas in Area 5 are fed.

3. Tripwire. The goblins have placed a tripwire where the cleft begins to narrow down into a proper corridor. It can be spotted as a trap, but with double the normal chance of success. If it is not spotted, each adventurer passing through this area has a 1-2 in 6 chance to trip it, causing a precariously balanced boulder to fall. The adventurer that sets off the trap must make a saving throw versus wands; if failed, they take 1d8 points of damage from the falling rock, which also makes enough noise to trigger a wandering monster check.

4. Dead end. While it was once possible to circumnavigate the sinkhole to the east, the walkway has since collapsed at Area 4, leaving a 15' section that must either be jumped or crossed by clinging to the

Table 6a – Group Tracking Table

Location	Group
Patrol	
Area 2	
Area 3	
Area 4	
Area 6	
Area 8	
Area 9a	
Area 9b	
Area 9c	
Area 10a	
Area 10b	
Area 11	
Area 12	

Table 6b – Sample Tracking Table

Location	Group
Patrol	Gang 4
Area 2	Gang 2
Area 3	
Area 4	
Area 6	
Area 8	Gang 5, 6, Screams
Area 9a	
Area 9b	Gang 3
Area 9c	
Area 10a	Gang 1
Area 10b	
Area 11	
Area 12	Hargdra

Table 5 – Goblin Placement Table

	1	2	3	4	5	6
Gang 1	Area 2	Hex Patrol			Area 8	Area 10a
Gang 2	Area 2	Hex Patrol	Area 8		Area 9a	
Gang 3	Area 2	Hex Patrol	Area 8		Area 9b	
Gang 4	Area 2	Hex Patrol	Area 8		Area 9c	
Gang 5	Area 2	Hex Patrol	Area 8		Area 10b	
Gang 6	Area 2	Hex Patrol	Area 8		Area 10b	
Hargdra	Area 2	Hex Patrol	Area 8		Area 12	Area 4
Screams	Area 8		Area 11			Area 9c

walls and shuffling along. If the latter option is chosen, each adventurer must roll their Strength or less on 3d6 (4d6 if moderately or heavily encumbered). Those failing slide down 1d4×10'. Thieves do not have to roll.

It should not be obvious from the other side of the sinkhole that the walkway no longer exists here.

When it comes time to feed the fish Hargdra and his entourage like to watch the proceedings from this Area, as it has a wide, flat ledge from which to observe. In times of need the goblins can scale the gap in the walkway with no need to roll.

5. Sinkhole. The center of the cavern has collapsed, creating a thirty-foot-deep sinkhole, perhaps 40' in diameter. The bottom of the sinkhole is filled with 10' of water, infested with half a dozen giant piranhas. The goblins feed the piranhas only occasionally, tossing in prisoners who are no longer useful, weaker goblins who have invited the displeasure of the stronger, or, if it has been a really long time, an antelope to two to prevent the piranhas from devouring each other.

The sides of the sinkhole are steep and slick with moisture, and scaling them requires either a thief or being lowered via rope. At first glance it is not obvious that the sinkhole is inhabited, but if studied for one turn there is a 1-2 in 6 chance that movement is spotted under the surface.

Piranha, giant. ***AC*** *6 [13],* ***HD*** *3+3 (16 hp),* ***Att*** *1 x bite (1d8),* ***THAC0*** *16 [+3],* ***MV*** *150' (50') swimming,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *50,* ***NA*** *0 (2d4),* ***TT*** *None*

- Up to eight piranhas can attack a single target.
- When blood is in the water piranhas do not check morale.

Unbeknownst to the goblins, one of the prisoners they threw into the sinkhole was wearing a *ring of telekinesis*. It, along with the bones of the adventurer who wore it, is at the bottom of the sinkhole.

6. Fake Rock. Two Cycles previous, before the sinkhole collapsed the center of this chamber, the complex was used by a band of enterprising brigands who, when they were besieged by a patrol of soldiers, hid one of their prizes under a false rock they constructed out of plaster and paint. It has held up surprisingly well, and is detected as a secret door. If discovered, the only way to gain access to the treasure within is to smash the "rock", taking 1 turn.

If the false rock is discovered and destroyed the adventurers will find a single flawless ruby worth 3,000 gp.

7. The Jump. The floor sticks out a bit over the sinkhole in this location, providing the perfect place from which to throw pitiful prisoners to the piranhas prowling the phreatic pit.

8. Common Chamber. Just south of the sinkhole another cavern opens up into a large space the goblins use as their common chamber. Five doors lead out from this chamber.

Goblins found in this chamber will be eating, sparring, mocking those less fortunate than themselves, or gambling. If the adventurers are quiet and do not use lights to approach the goblins will have the normal chances of being surprised.

9a. Gang 2 has claimed this chamber as their sleeping quarters. Orgud, their gangboss, has a quartz of exceptional quality that she keeps hidden under a pile of filthy furs. The quartz is worth 50 gp.

9b. Gang 3 uses this chamber as their sleeping quarters. A secret door in the chamber leads to Hargdra's quarters. By now, years of use by the goblins have made the door less "secret" and more "somewhat concealed". If the goblins seal it completely (should Hargdra retreat here if the lair is overrun) there's a 1-4 in 6 chance to detect it.

9c. Gang 4 uses this chamber as their sleeping quarters. The rear wall contains a hidden door leading to Area 13. Not only is it cunningly hidden (elves only have a 1 in 6 chance to discover it) but it is magically locked with a *wizard lock* cast by a 9th-level magic-user. If examining this chamber with a *detect magic* spell the chance to find the secret door increases to 1-4 in 6.

10a. Shrew Stables. The clan's giant shrews are stabled here. Additionally, Gang 1 typically sleeps in this chamber, as they are generally in charge of the well-being of their mounts. The shrews are typically kept chained to the walls of the chamber; each chain requires one goblin and 2 rounds to unlock. If Gang 1 is in this chamber then 1d8+1 shrews will already be unchained.

10b. Gangs 5 and 6 share this larger chamber as their sleeping quarters.

Area 11. Screams, the goblin jail warden and head torturer, sleeps in this chamber, which doubles as a cell for those unfortunates the clan manages to capture. Prisoners are kept chained to the wall at the far end, sleeping on a mat of filthy straw, while Screams sleeps at the front of the chamber on a slightly cleaner mat of straw. The chains can be broken on a roll of 1-2 in 6 by an individual with an 18 Strength simply by pulling on them (making little noise), with a lockpick, or with

a hammer and brute force and ignorance. This last method generates noise.

Screams, despite a sadistic temperament and unhealthy obsession with knives, is otherwise a normal goblin. He does have a habit of collecting teeth, and in addition to nearly four score normal teeth (mostly from humans) has a prized collection of nine gold teeth, each worth 4 gp.

There will be 1d6–1 prisoners when the adventurers first encounter this lair. Prisoners are given "swimming lessons" roughly once a week. Roll below to determine what prisoners are being held:

1. Neanderthal.

2. Adventurer of (1-3) 1st, (4-5) 2nd, or (6) 3rd level.

3-4. 0-level hireling, the only survivor of an adventuring party.

5-6. Brigand from Hex 08.26.

7. Merchant.

8. Roll on Table 1.2

Area 12. Hargdra's Chambers. Hargdra, the goblin king, has discovered the chamber behind the secret door in the back wall of Area 9b and has made it into his quarters. It is lushly appointed – at least, in the way a goblin might view – in moldering tapestries, carpets, and rotting furniture. Hargdra also keeps the clan's treasure in here, hidden inside a chest that is locked but not trapped. The treasure consists of the following:

- 2,000 ep
- 3,000 gp

Hargdra (Goblin King). ***AC*** *4 [15],* ***HD*** *3 (20 hp),* ***Att*** *1 x weapon (1d8+1),* ***THAC0*** *19 [+2],* ***MV*** *60' (20'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *R (C)*

- Hargrda wears a gaudy ring of plated gold, studded with "diamonds" of glass. It is virtually worthless. The key to unlocking the treasure chest is tucked into one smelly boot.
- He also carries a *potion of invisibility*.

13. Wizard's Workshop. The wizard's original workshop is found in this secret room, the door hidden in the back wall of Area 9c. It has not been entered since the original inhabitants vacated the premises, and a thick layer of dust covers the floor.

The only feature in this room is a 6-foot-tall obelisk. Halfway up the obelisk, set into the front, is a glowing glass semi-circular orb. Touching the orb instantly teleports the individual to Area 14, in front of an identical obelisk.

Touching the globe is not without risk, however. Each time it is touched there is a 1% chance the globe breaks, shattering the connection between the two. If this occurs (1-3) the teleport happens as normal, just prior to the glass breaking, (4-5) the teleport does not occur, or (6) the teleport occurs, shunting the individual 1d100 miles horizontally in a random direction. Only one individual at a time may touch the orb, and it can only teleport one person per round.

Area 14. Vault. The magic-user's vault is in this chamber. Unlike Area 13, this room is not empty. Instead, it contains a virtual trove of magical items, all covered in dust. The following can be found in the chamber, arranged on a table at the far end of the room (items with an asterisk are from the *Advanced Treasures* book):

- Alchemist's beaker*
- Amulet of protection against scrying
- Lyre of building*
- Scarab of protection

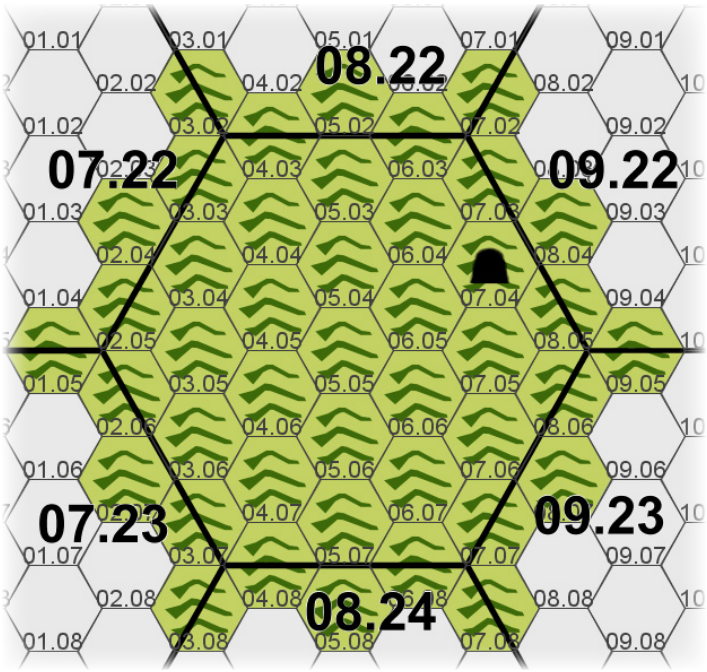
Unfortunately for the adventurers, a colony of yellow mold covers the table, and if disturbed releases clouds of deadly spores into the small, enclosed space from which escape takes some time.

Yellow mold (2). ***AC*** *No hit roll required,* ***HD*** *2* (13, 13 hp),* ***Att*** *1 x spores (1d6 + choking),* ***THAC0*** *18 [+1],* ***MV*** *0,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *1d8 (1d4),* ***TT*** *None*

- Covers 20 square feet.
- Unharmed by all attacks but fire (burning torches do 1d4).
- If touched or damaged there's a 1-3 in 6 chance it releases a spore cloud that fills the entire chamber.
- All within the cloud must save versus death or die in 1d6 rounds.
- Living creatures that remain within the room must make a saving throw every second round after the initial save.

Over the years the corrosive nature of the mold has damaged the *lyre of building*. Each time it is used there's a 1 in 20 chance it breaks, rendering it non-magical.

Hex 08.23



Resources: Vegetable, industrial (ropeweed, 3)

Amongst grassy hills, a family of grizzly bears dwells in a shallow, single-chambered cave in the side of a bluff. Ropeweed grows sporadically throughout the hex.

Lairs

1. A shallow cave is in this hex, inhabited by a family of grizzly bears. They brook no nonsense from the goblins in Hex 08.22, and the small humanoids have developed a healthy respect for their ursine neighbors.

Bear, grizzly (adults, 2). ***AC*** *6 [13],* ***HD*** *5 (25, 30 hp),* ***Att*** *2 x claw (1d4), 1 x bite (1d8),* ***THAC0*** *15 [+4],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *175,* ***NA*** *1 (1d4),* ***TT*** *U*

Bear, grizzly (cub, 1). ***AC*** *7 [12],* ***HD*** *2 (12 hp),* ***Att*** *2 x claw (1d2), 1 x bite (1d4),* ***THAC0*** *18 [+1],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *1 (1d4),* ***TT*** *U*

- If a target is hit by both paws in the same round the bear hugs for an extra 2d8 automatic damage that same round. The bear cub cannot hug.
- Both adult bears have a morale score of 11 if the cub is threatened.
- If a single bear is encountered outside the lair it



will be (1-3) the male with 30 hp, (4-5) the female with 25 hp, or (6) the cub.

2.
3.
4.
5.
6.

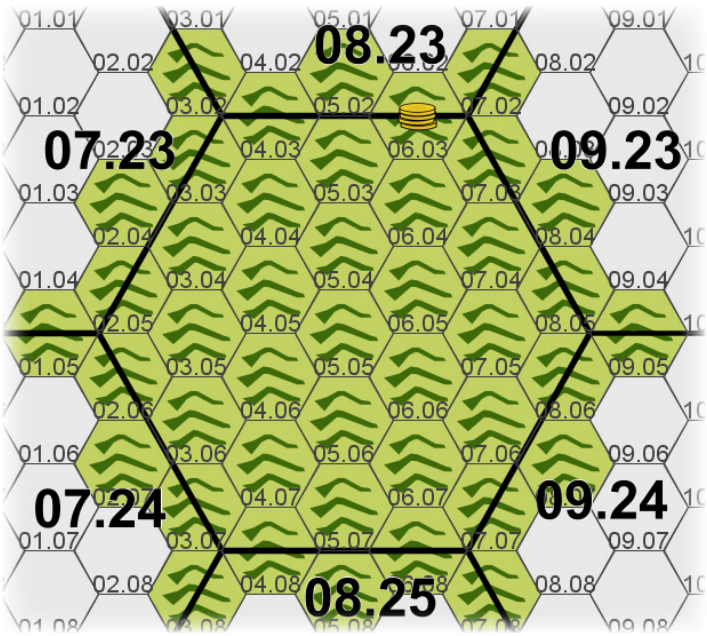
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Goblins from Hex 08.22 (1 gang + gangboss)*
6. Bear, grizzly (1d3)
7. *Rock baboons from Hex 09.22 (2d6)*
8. *Hawk from Hex 09.23 (1d4)*
9.
10.

Hex 08.24



Resources: Mineral, mined (zinc, 2); Mineral, mined (iron, 3)

This hex is rich in mineral deposits, with a visible vein of zinc present in the northern portion of the hex.

Lairs

1.
2.
3.
4.
5.
6.

Features

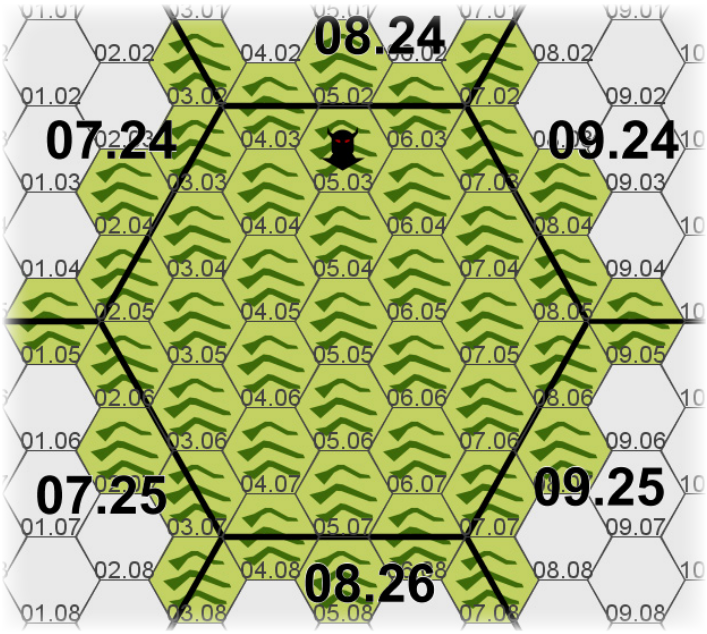
1. **06.03.** A vein of zinc is found in this hex, visible in a hillside washed clean of soil by erosion. It has a Resource Value of 2 and a base value of 1863 gp.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. **Bear, grizzly (1d3)**
6. *Hawk from Hex 09.23 (1d4)*
7.
8.

Hex 08.25



Resources: Mineral, mined (zinc, 1)

This hex is predominantly grassy hills.

Lairs

1. 05.03. A group of prospectors were slain by orcs in this subhex during the previous Cycle, their bodies left where they fell. The corpses, picked clean by birds, are now undead skeletons. When the adventurers enter this subhex they will animate and attack, armed with rusty picks and shovels.

Skeletons (24). ***AC*** *7 [12],* ***HD*** *1 (4 hp),* ***Att*** *1 x weapon (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *3d4 (3d10),* ***TT*** *None*

- Make no noise until they attack. Immune to effects that affect living creatures (poison, disease, etc.) as well as mind-affecting or mind-reading spells.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

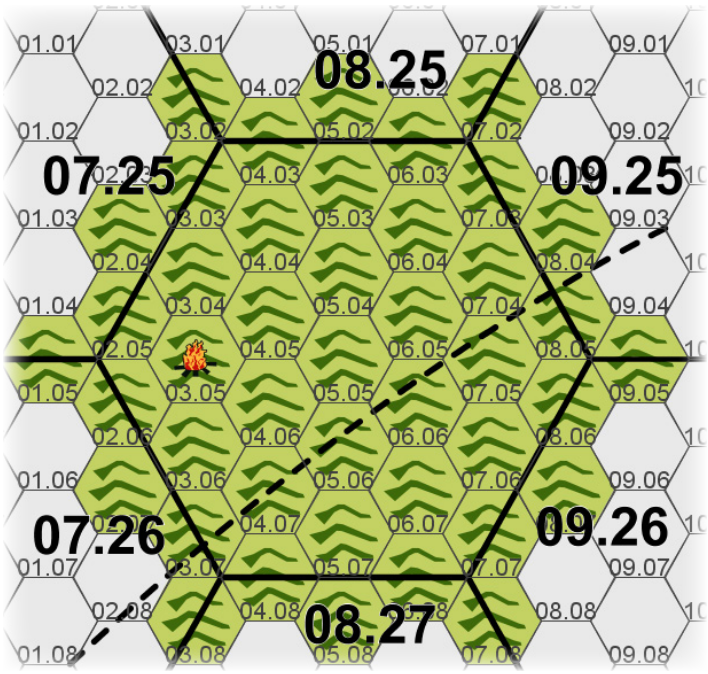
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. **Skeletons** (1d8)
6. *Brigands from Hex 08.26* (1 gang plus gangboss)
7.
8

Hex 08.26



Resources: Mineral, quarried (slate, 2)

Mostly grassy hills, the trade road between Liwil and Dry Gulch (see Introduction) cuts through this hex at a diagonal. Several months previous a gang of outlaws, the Redfoot Gang, sent a contingent of brigands northwards from their primary camp to establish an outpost from which they could raid the increasing flow of gold coming out of Liwil. Small deposits of slate can be found in this hex.

Lairs

1. **03.05** Brigand camp

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

5.

6.

Random Encounter Table

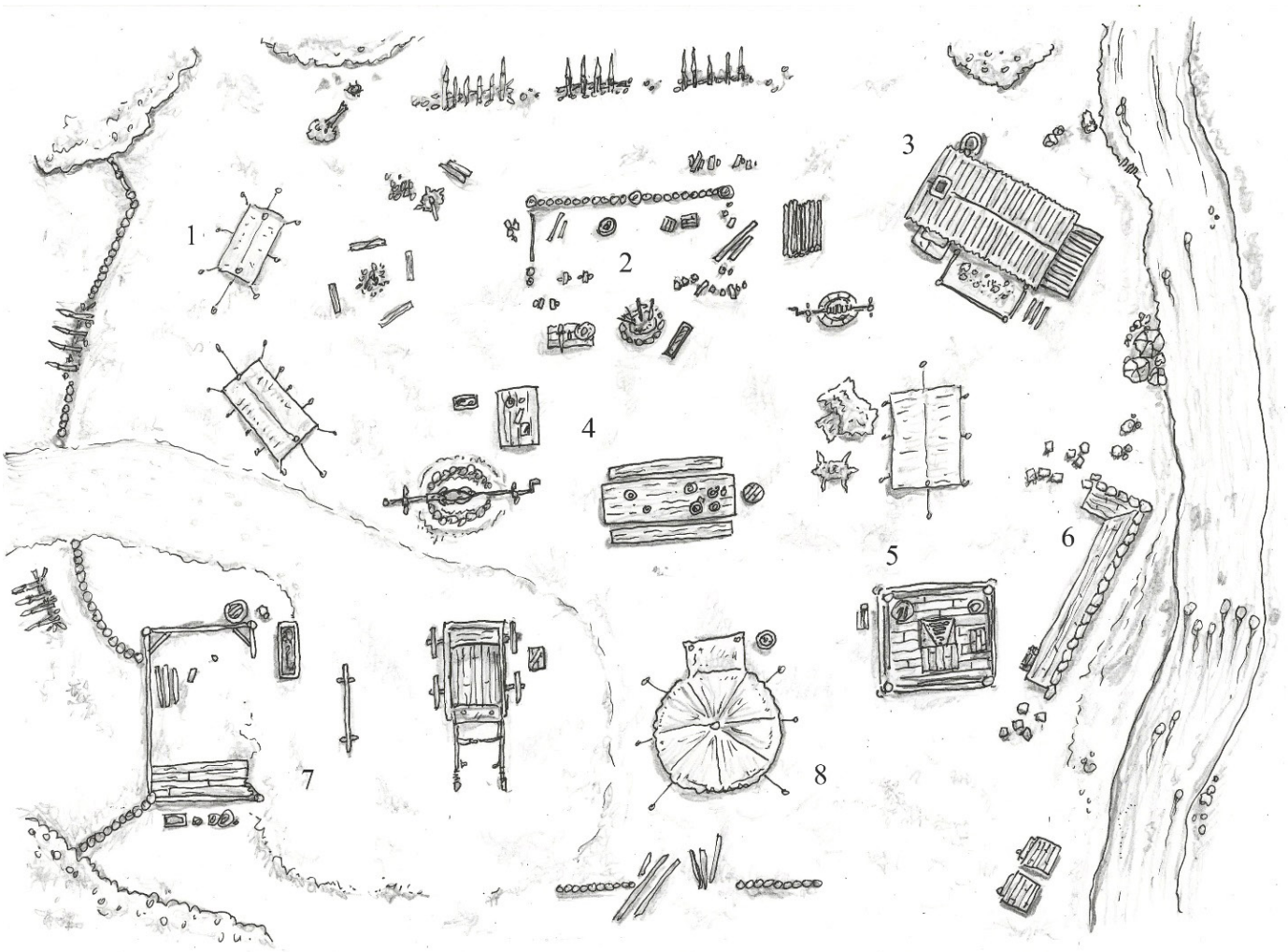
1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Brigands (1 gang plus gangboss)
6. Brigands (2 gangs plus both gangbosses and lieutenant)
7.
8.

Camp of the Redfoot Gang

The Redfoot Gang is a group of vicious brigands that are active in the western Zelaia Plains, occasionally crossing the Basilisk Hills to do business in the town of Sin (Hex 18.26). Wanting to take advantage of the recent discovery of rich gold mines outside the town of Liwil, Kerol Ly, the leader of the gang, dispatched a group of men north with instructions to establish a base camp from which to raid the caravans from Liwil to Dry Gulch.

The camp is led by Wilfrid Viau and consists of the following forces:

1. *Gang 1*. 6 brigands + gangboss.
2. *Gang 2*. 5 brigands + gangboss.
3. *Gang 3*. 5 brigands plus gangboss.
4. *Gang 4*. 7 brigands plus gangboss.



5. Wilfrid Viau (5th-level fighter), plus two lieutenants (3rd-level fighters) and four bodyguards (2nd-level fighters).

Brigand, standard. *AC 6 [13],* ***HD*** *1 (4 hp),* ***Att*** *1 x weapon (1d8),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *0 (1d4x10),* ***TT*** *A*

- The average brigand is accoutered with leather armor, shield, sword, and shortbow.
- The average brigand has 1d10 cp of personal wealth.

Brigand, gangboss. *AC 6 [13],* ***HD*** *1 (5 hp),* ***Att*** *1 x weapon (1d8+1),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *0 (1d4x10),* ***TT*** *A*

- The average brigand gangboss is accoutered with leather armor, shield, sword, and shortbow.
- The average brigand gangboss has 1d10 sp of personal wealth.
- They are otherwise statistically identical to standard brigands, but have 1d10 hp per HD and deal an extra +1 damage with all attacks.

Brigand, bodyguard. *AC 4 [15],* ***HD*** *2 (11 hp),* ***Att*** *1 x weapon (1d8+1),* ***THAC0*** *19 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *see below,* ***TT*** *A*

- Bodyguards wear chain and carry a shield, sword, and shortbow.
- Bodyguards have 1d10 hp per HD and inflict an extra +1 damage. Their morale is 9.
- The average bodyguard has 1d10 ep of personal wealth.
- When encountered out of the camp the bodyguards will always be mounted on riding horses.

The camp is bordered on one side by a swiftly moving stream and on the other three sides by a wooden palisade roughly six feet in height. The palisade provides partial cover (+2 AC bonus) to individuals sheltering behind it.

There will typically be one gang on guard duty at all times, although discipline is not as tight as it should be, and there's a 1-2 in 6 chance that whichever gang has been posted is drunk (1-3 in 6 chance at night). Drunk guards are surprised on a roll of 1-3 in 6 and suffer a –2 penalty to their AC and attack rolls. Guards on watch duty stay within the palisade unless given good reason not to; the brigands are somewhat cowardly, and much more likely to raise an alarm and fight from cover than to venture out.

During the Day

During the day one gang will always be out of the camp, hunkered down in subhex 07.04, watching the road for caravan travel. Should a caravan be spotted, a mounted brigand is dispatched back to camp to alert the others, who then move to the road (in roughly subhex 03.07) to ambush the caravan. The gang sent to spy on the road is always accompanied by (1-4) one of Viau's bodyguards or (5-6) one of the two lieutenants.

The brigands always leave one gang plus a lieutenant back at camp as guards, so ambushes always consist of two gangs. There's a 1-3 in 6 chance that Viau, 1d4 bodyguards, and one lieutenant will also be present for the ambush.

When the adventurers first enter this hex there's a 1 in 6 chance that an ambush is in progress (i.e. there

Table 7 – Brigand Placement Table

	1	2	3	4	5	6
Gang 1	Guard	Watchpost	Hunting*	Area 1**	Area 4	Working***
Gang 2	Guard	Watchpost	Hunting*	Area 1**	Area 4	Working***
Gang 3	Guard	Watchpost	Hunting*	Area 1**	Area 4	Working***
Gang 4	Guard	Watchpost	Hunting*	Area 1**	Area 4	Working***
Tofrea	Hex Patrol		Hunting*	Area 5**	Area 4	Working***
Tacas	Hex Patrol		Hunting*	Area 5**	Area 4	Working***
Wilfrid	Area 3**		Hunting*	Area 5	Area 4	Working***

*Brigands on hunting duty remain in Hex 08.26 and return to camp by 5 pm.

**Brigands in this Area during the day will be asleep on a roll of 1-2 in 6. Once (if) and alarm is raised, 1d3-–1 brigands will awaken and gird themselves for battle beginning two rounds after anthe alarm.

***Brigands "working" will be either in (1-2) Area 2, (3-4) Area 6, or (5-6) Area 7. If a lieutenant or Wilfrid is also working thaen the brigands will be working hard. If not, they will be hardly working.

is a caravan on the road to Dry Gulch); if the party is following the road from Liwil (perhaps in the company of a caravan!) an ambush will certainly occur. The watchpost is carefully concealed, and will only be discovered if the adventurers take extraordinary measures (such as using magic or flight to scout ahead).

At Night

One gang will always be on guard duty while the rest are sleeping. There's a 1-2 in 6 chance that a (1-4) bodyguard or (5-6) lieutenant is also standing guard.

Whenever the adventurers arrive in this hex roll below on Table 7 to determine where each gang is and what they are doing. If the camp is encountered at night roll 1d4 to determine which gang is on watch duty. Once a result is rolled indicating a location which can only be occupied by one group, reroll any repeats of that result. Similarly, use the chances given above to place the lieutenants and bodyguards before rolling below to determine where they are. Table 8a can be used to record where each group or individual is.

Example. The Referee rolls a "1" for Gang 1, meaning they are on Guard duty. Reroll any additional results of "1".

If Tofrea or Tacas are on hex patrol or hunting they will have taken a gang (whichever one is doing the least work currently), enough horses for everyone, and will do a sweep of the hex. They usually return around sundown.

Table 8a – Group Tracking Table

Location	Group
Patrol	
Watchpost	
Area 1	
Area 2	
Area 3	
Area 4	
Area 5	
Area 6	
Area 7	
Area 8	
Hex Patrol	

Table 8b – Sample Group Tracking Table

Location	Group
Guard	Gang 4
Watchpost	Gang 1

Table 8b – Sample Group Tracking Table

Location	Group
Area 1	Gang 2
Area 2	Gang 3
Area 3	Wilfrid
Area 4	Tofrea
Area 5	Tacas
Area 6	
Area 7	
Area 8	
Hex Patrol	

Once per month a contingent of two gangs from the main Redfoot compound, led by a 5th -level fighter, their bodyguard, and 1d2 3rd-level lieutenants, makes a trip from to this encampment. With the amount of gold that is being mined, the brigands have found it worthwhile to travel east, through the hills, to the village of Sin to sell the raw ore.

When the adventurers first arrive in this hex roll 1d20. If the result is 1-8 the caravan of brigands arrived within the past 1-8 days, if 10-11 they are currently at the camp, and if 12-20 they will arrive in 1-8 days (arriving in one day on a roll of 12, two days on a roll of 13, etc.). Upon arriving they stay for 1d2 days and when they leave, will take all of the goods stored in Area 8. The brigands replenish their spoils at a rate of ¼ per week, and from month to month have typically the same type of goods.

1. Tents. These two tents, along with a third near Area 5, are used to house the four gangs. There's not quite enough room for all of the brigands at once, but since at least one gang is always on guard duty the brigands share bunk space.

The tents are all canvas and provide basic shelter from the elements.

2. New Construction. The brigands are "hard at work" erecting a new structure. In reality, none of them are carpenters, they've already built a couple of permanent structures, and as uncomfortable as the tents are they're not so uncomfortable as to make the bandits actually do much work. The brigands share a collective dream that one day, one of the caravans they ambush will be escorting a company of master carpenters whom they can then take prisoner and set to work building new bunkhouses.

Until that glory day, however, they do as little as possible while maintaining some semblance of actual work.

3. Wilfrid's Dwelling. Wilfrid dwells in the largest structure in the camp, a roughsawn log building that doubles as a meeting room for herself, the lieutenants, and the gangbosses when they plan their raids. The front two thirds of the house serves as the meeting room and also has bunks for Wilfrid's bodyguards, while her chambers are in the rear. Planning sessions typically occur at night, while the rest of the brigands are drinking.

The gang's treasure – that which is not shipped on further south to the main brigand encampment – is kept in Wilfrid's quarters, in a trapped and locked chest hidden under her bed. If opened without the correct key or disabling the trap, poison gas fills the small chamber. All within a 10' radius of the chest must save versus poison or die in 1d4+1 rounds.

The chest contains:

- 1,800 sp.
- 750 gp.
- Five gems, worth 10, 50, 100, 100, and 500 gp.
- A gold necklace worth 900 gp.

Wilfrid Viau (brigand captain). ***AC*** *2 [17],* ***HD*** *5 (27 hp),* ***Att*** *1 x weapon (1d8+3),* ***THAC0*** *15 [+4],* ***MV*** *90' (30'),* ***SV*** *D10 W11 P12 B13 S14 (F5),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *A*

Wilfrid is a ruthless, ambitious middle-aged woman hiding behind the veneer of an apple-cheeked, motherly figure. In truth, she would stab a man for his shoes if given the chance, and has actually done so in the past. She sees this posting not as punishment but as a means to further herself within the gang, and will gladly risk the lives of those under her if it might elevate her position.

If using the Alternate Rules for fighters from *Into the Wild* Wilfrid has the following abilities:

- Toughness (1d10 hp per HD) and Lucky (reroll any one roll per day) Knacks.
- Ranged fighting style: +1 bonus to hit and can fire into melee.

Her personal gear includes:

- Plate armor, shield, sword (see below), a lance (uses when mounted), and shortbow. Her mount, Diablo, is an ill-tempered warhorse she stables with the rest of the mounts.
- The key that opens the chest under her bed is tucked into her bodice.
- A *potion of esp* she has been saving for just the right moment.
- A *ring of fire resistance.*
- A *sword +1, light-summoning.*
- A *bag of holding.* The bag contains 900 gp, 200 pp, and a singular small, yet flawless diamond worth 1,000 gp.

4. Common Area. The center of the camp is used by the brigands to cook, eat, drink, and otherwise slack off when they're not performing some duty.

5. Lieutenants' Cabin. The two lieutenants make use of this smaller cabin. It is a small, spartan structure, little more than a roof and four walls. Where Wilfrid is a born brigand, cold and calculating, the lieutenants are open and gregarious, often inviting others in their crew into the cabin to play cards, drink, or escape the elements for a time.

Tofrea (lieutenant). ***AC*** *4 [15],* ***HD*** *3 (20 hp),* ***Att*** *1 x weapon (1d8+1),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *A*

Tacas (lieutenant). ***AC*** *3 [16],* ***HD*** *3 (15 hp),* ***Att*** *1 x weapon (1d8+3),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *A*

Tofrea and Tacas are identical twins from Dry Gulch who just sort of fell into brigandry and discovered they liked it a lot more than farming. They're cheerful and generous, and of all the brigands the least malicious. Late at night, when everyone else is asleep, the two occasionally have misgivings about their chosen profession.

The two have the following personal gear:

- Chain, shield, sword, shortbow.
- Tofrea has a personal treasure of 15 gp and Tacas of 20.
- Tacas carries a *shield* +1 (reflected in his stats; subtract 2 from AC when he is using a bow).
- If using the Alternate fighter rules from *Into the Wild* both have the Toughness Knack and are trained in sword and shield fighting style (one adjacent ally and up to two behind them gain a +1 to AC).

6. Ancient Fortification. The camp was chosen partially because at one point in the past there was a defensive wall here, and the brigands figured it would be easy to expand on it. This has happened at the same glacial pace as the other improvements the band is making.

7. Paddock. The camp's mounts are kept in this area, a cleared patch of land the brigands are slowly trying

to turn into a covered barn. The brigands take better care of their mounts than their general laziness would suggest, and during the day, if there's a gang of brigands in camp with nothing to do, they're much more likely to be found here grooming and caring for the mounts than, say, working on a new building. The following mounts are kept in the paddock:

Diablo, Wilfrid's warhorse. ***AC*** *5 [14],* ***HD*** *3 (22 hp),* ***Att*** *2 x hoof (1d6),* ***THAC0*** *17 [+2],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *None*

- AC is with barding.
- When not in melee the rider can make Diablo charge, running in a clear line for at least 20 yards. Rider's lance inflicts double damage; horse cannot attack while charging.
- While in melee both rider and horse may attack.
- Diablo is an ill-tempered mount. Anyone other than Wilfrid must make a reaction roll (or Ride check if using skills) with a –2 penalty (or Disadvantage if using skills) whenever they try to give Diablo commands.

Marigold and Thyme. ***AC*** *5 [14],* ***HD*** *3 (13 hp),* ***Att*** *2 x hoof (1d6),* ***THAC0*** *17 [+2],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *None*

- Two placid warhorses, owned by Tofrea and Tacas.

Riding horses (10). ***AC*** *7 [12],* ***HD*** *2 (9 hp),* ***Att*** *2 x hoof (1d4),* ***THAC0*** *18 [+1],* ***MV*** *240' (80'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *varies,* ***TT*** *None*

The rest of the brigands divide usage of ten riding horses amongst themselves, with bodyguards and gangbosses the primary users. Whichever gang is watching the road always takes two horses with them – one for a messenger to use – and when ambushing caravans all of the riding horses are used.

8. Loot Tent. The brigands store their loot stolen from the caravans they rob in this tent. For every week that has passed since they last sent their accumulated goods off to be sold, roll once on the table below (so, if three weeks have passed roll three times). Note that the following are all trade goods, as detailed in *Into the Wild*.

1-5. Nothing.

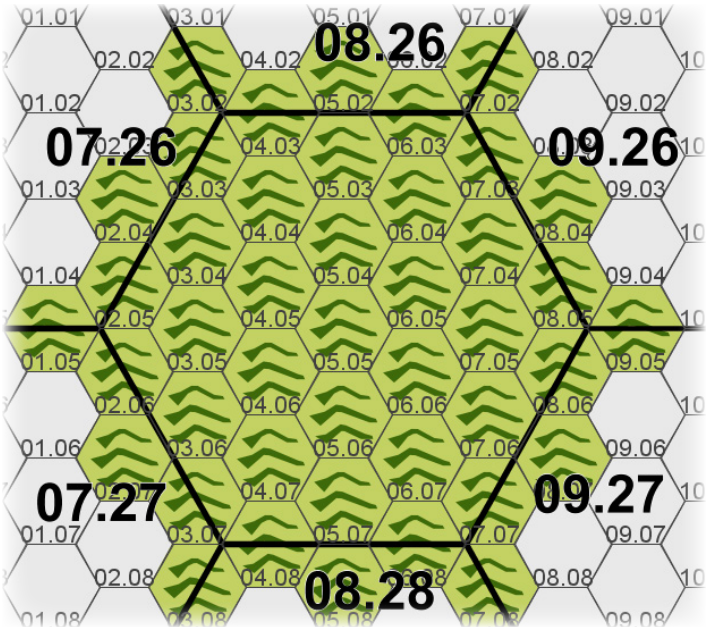
6-12. 1d4 barrels of ale, 1d4 bundles of hides, 1d2 crates of pottery, 1d2 boxes of semi-precious stones, 2 ingots of precious metals (gold).

13-17. 1d6 barrels of ale, 1d6 bundles of hides, 1d3 crates of pottery, 1d3 boxes of semi-precious stones, 1d4 ingots of precious metals (gold).

18-19. 1d8 barrels of ale, 1d8 bundles of hides, 2d10 barrels of preserved meat, 1d3 boxes of semi-precious stones, 1d4 ingots of precious metals (gold).

20. 1d10 barrels of ale, 1d10 bundles of hides, 1d6 crates of glassware, 1d2 jars of spices, 1d4 boxes of semi-precious stones, 1d8 ingots of precious metals (gold).

Hex 08.27



Resources: Animal, game (antelope, 2); Vegetable, agricultural (blueberries, 4)

Mostly grassy hills, this hex is notable chiefly for the profusion of blueberry bushes that thrive within, and the herds of antelope that feed upon the berries.

Lairs

1.
2.
3.
4.
5.
6.

Features

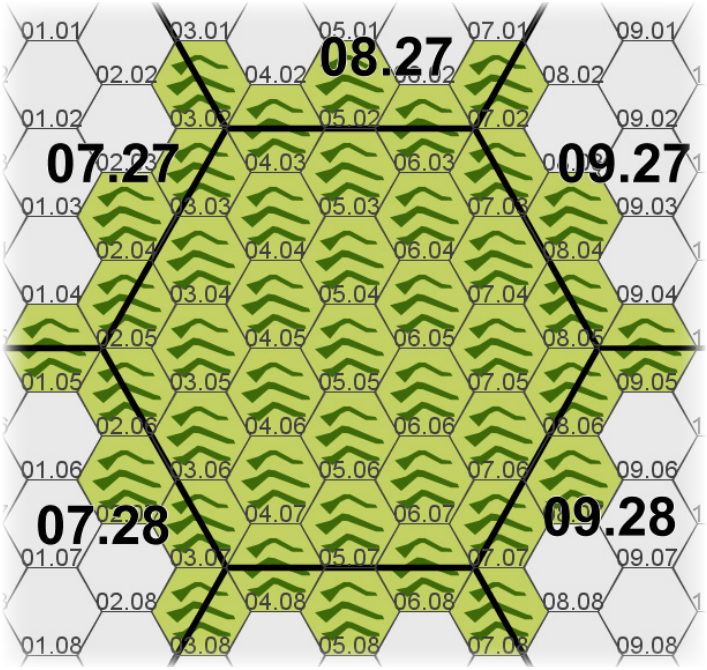
1.
2.
3.

4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Brigands from Hex 08.26*
6.

Hex 08.28



Resources: Animal, game (antelope, 1); Mineral, mined (silver, 5)

Some of the antelope herds that frequent Hex 08.27 make their way into this hex, but the most valuable feature of the otherwise grassy hills are the rich silver veins that lay just underground.

Lairs

1.
2.
3.
4.
5.
6.

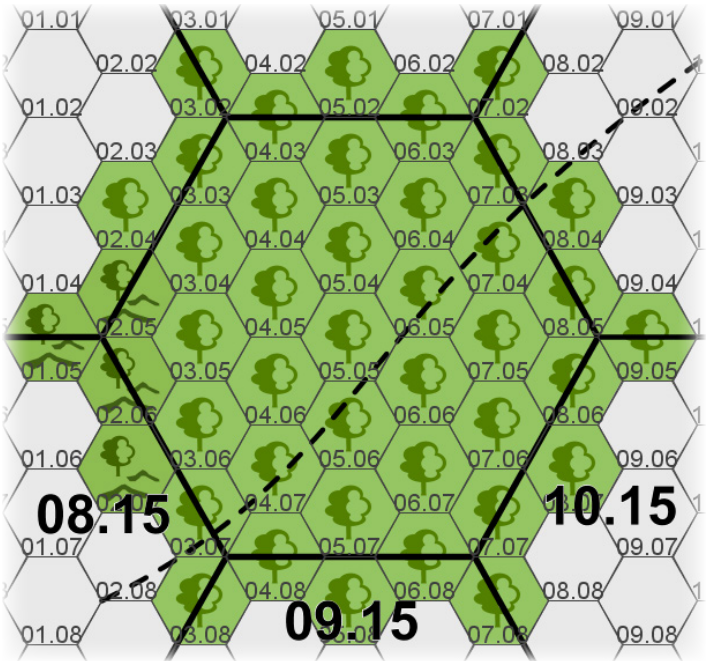
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Neanderthals from Hex 07.28 (1d10)*
6.

Hex 09.14



Resources: Animal, game (squirrels, 3); Mineral, mined (slate, 3); Mineral, mined (zinc, 5)

This wooded hex has natural resources in abundance – minerals, as well as a healthy population of fat grey squirrels. The road that runs from Leyda to the Long Road (see Introduction) also passes through here.

Lairs

1.
2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

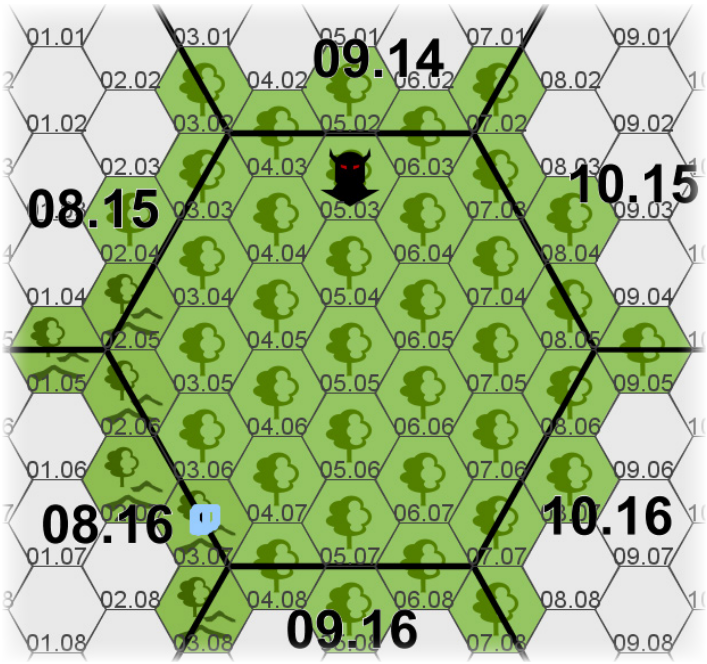
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Mountain lion (1d3) from Hex 08.15*
6. *Ankheg (1d3) from Hex 10.15*
7.
8.

Hex 09.15



Resources: N/A

The hills to the west transition quickly to forest in this hex. There are no additional resources in this hex besides what is normally available.

Lairs

1. **05.03.** A thicket of archer bushes awaits the unwary traveler in this subhex. They automatically gain surprise due to how closely they blend in with the mundane vegetation, although woods-wise characters (elves, druids, etc.) have only the standard chances to be surprised.

Two maps accompany this lair: one for the Referee and one for the players. Each hex is 5', and individual trees are indicated as such. Archer bushes are only shown on the Referee's Map. When encountered, the Referee should determine from which direction the PCs are approaching and roll for attacks from the nearest archer bush(es), and then reveal the player map. Adventurers can move through spaces containing trees with each hex taking 10' of movement, rather than 5'. Hiding behind a tree grants total cover. In order to hide behind a tree an adventurer must be in the clear hex adjacent to the tree, not in the same hex as the tree.

Archer bush (13). ***AC*** *7 [12],* ***HD*** *2 (9 hp),* ***Att*** *1 x thorn spray (1d4),* ***THAC0*** *19 [0],* ***MV*** *3' (1'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *0 (1d20),* ***TT*** *V*

- Thorn spray has a range of 20'. Each bush can fire up to 3 sprays per day.

Roll for each archer bush to determine what, if any, treasure is buried at its base. Treasure results do not repeat; duplicate results indicate no treasure is found.

Example. The adventurers defeat one bush and the Referee rolls a 12. They find 9 pp. Later on another archer bush is slain and the Referee rolls a 13. Nothing is found under the bush.

1-4. 10 ep

5-8. 42 sp

9-11. 56 ep

12-14. 9 pp

15-17. 85 sp, 40 gp

18. 2 gems worth 10 gp, 2 gems worth 20gp

19. 96 pp

20. Jewelry worth 800 gp

2.

3.

4.

5.

6.

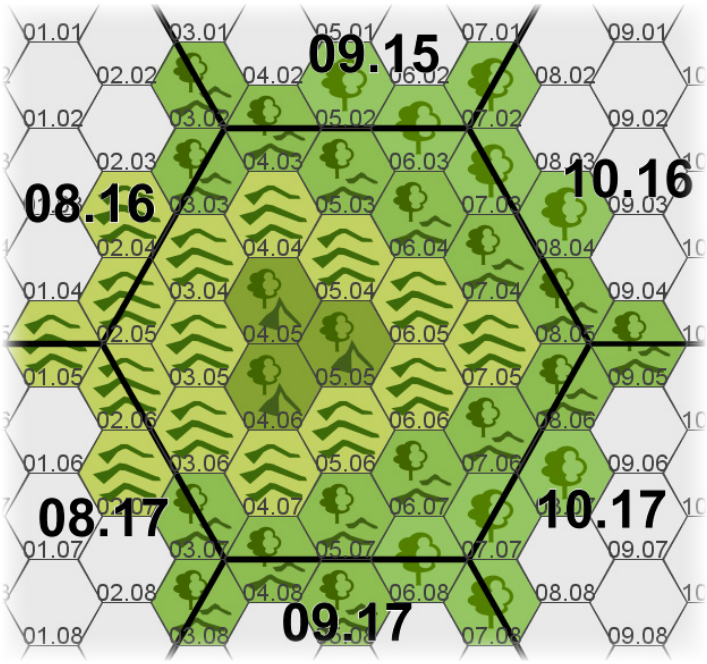
Features

1.
2.
3.
4.
5.
6.

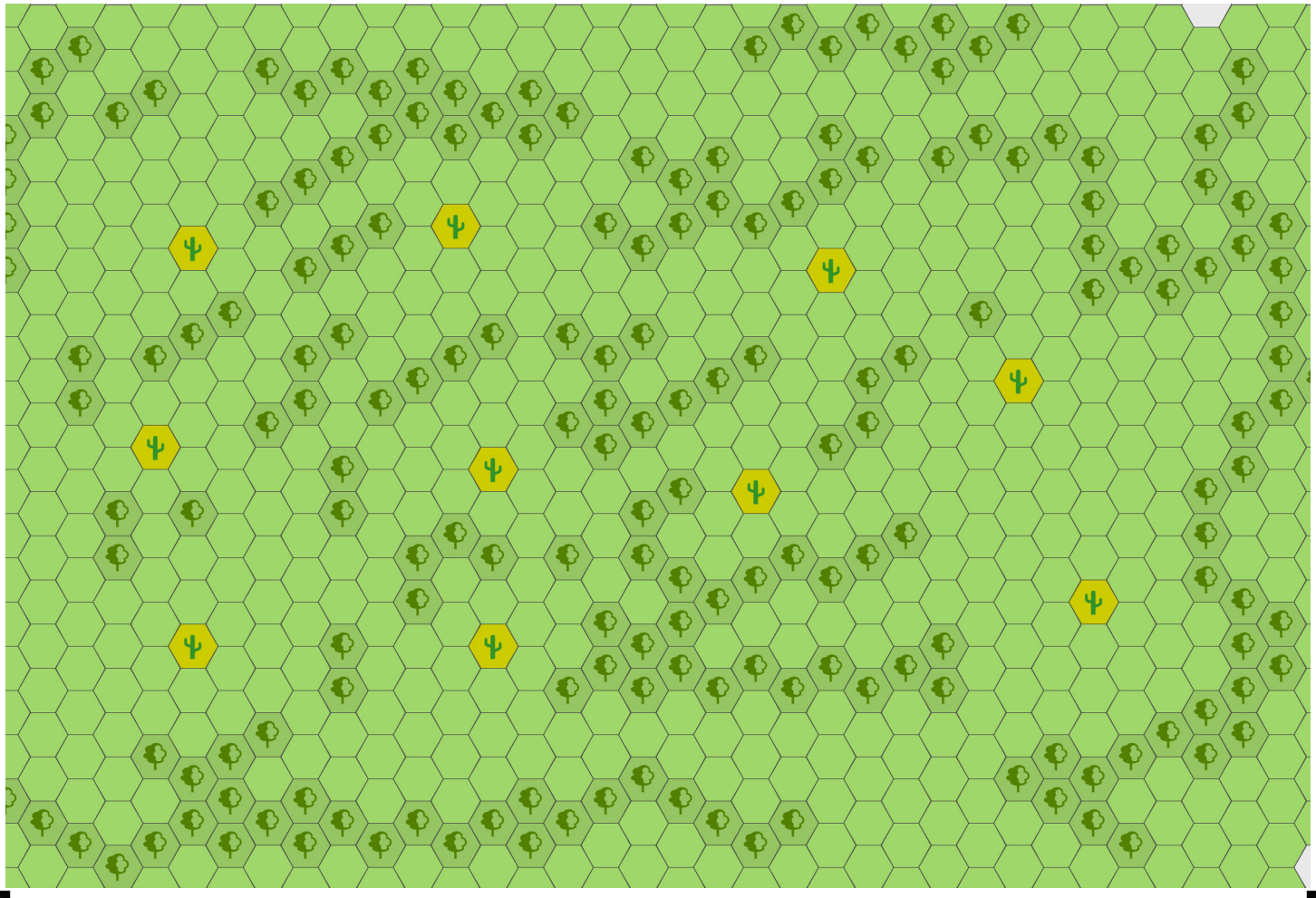
Random Encounter Table

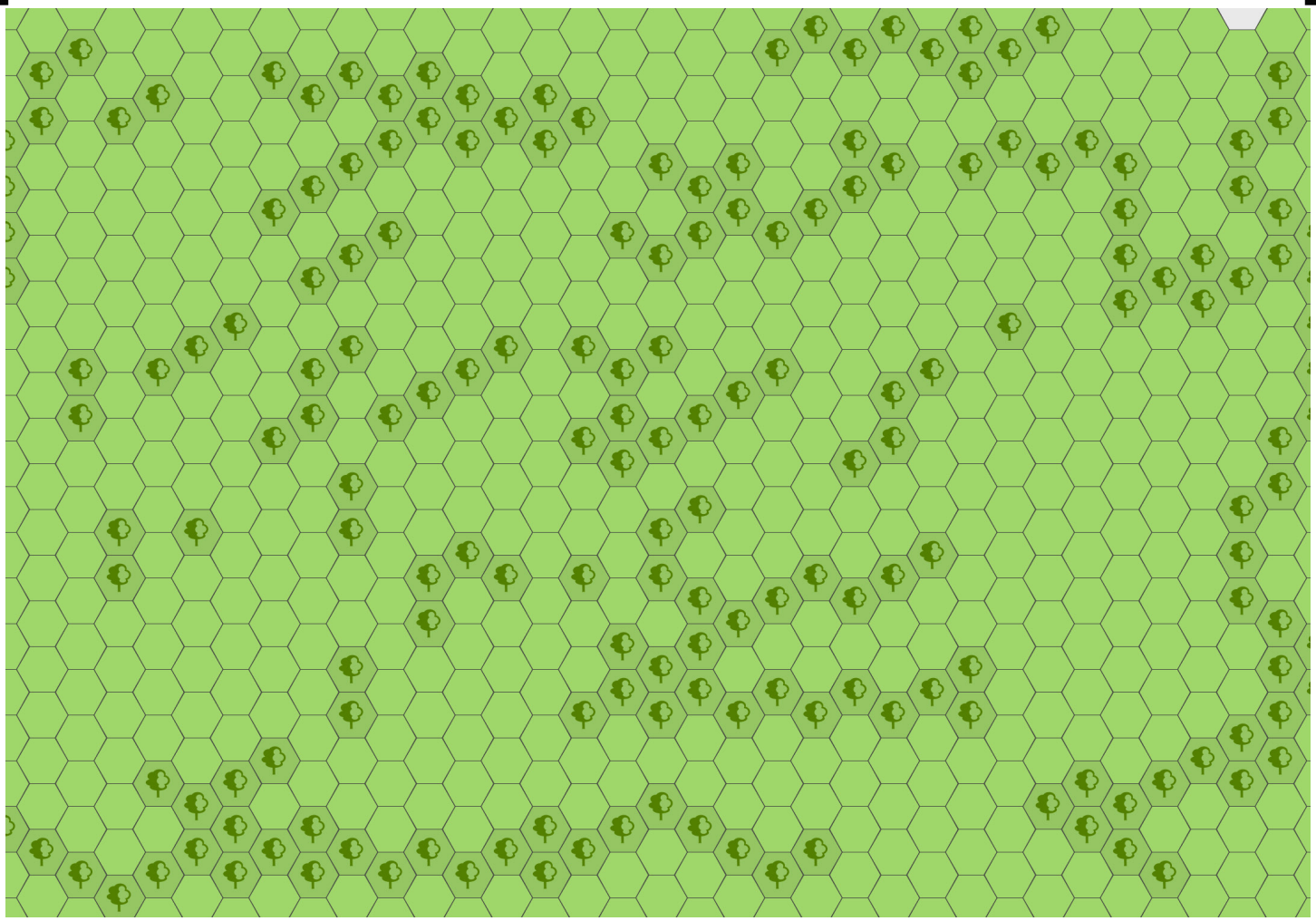
1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Mountain lion (1d3) from Hex 08.15
6. *Ankheg (1d3) from Hex 10.15*
7.
8.

Hex 09.16



Resources: Mineral, quarried (granite, 5)





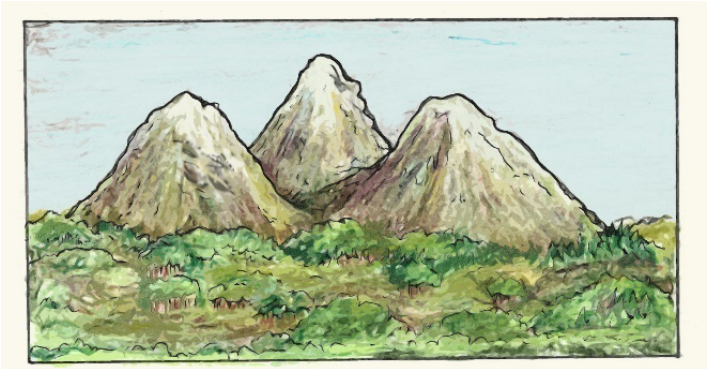
The grassy hills of the west penetrate almost totally through this hex, framing a steep, mountainous rise that roughly occupies its center. Wooded with deciduous trees, the small mountain range rises some five hundred feet above the surrounding hills. Travel through this hex is difficult due to the steep rises and lack of any roads larger than a game trail.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **04.05, 04.06, 05.05.** A small mountain range rears above the hills.
2.
3.
4.

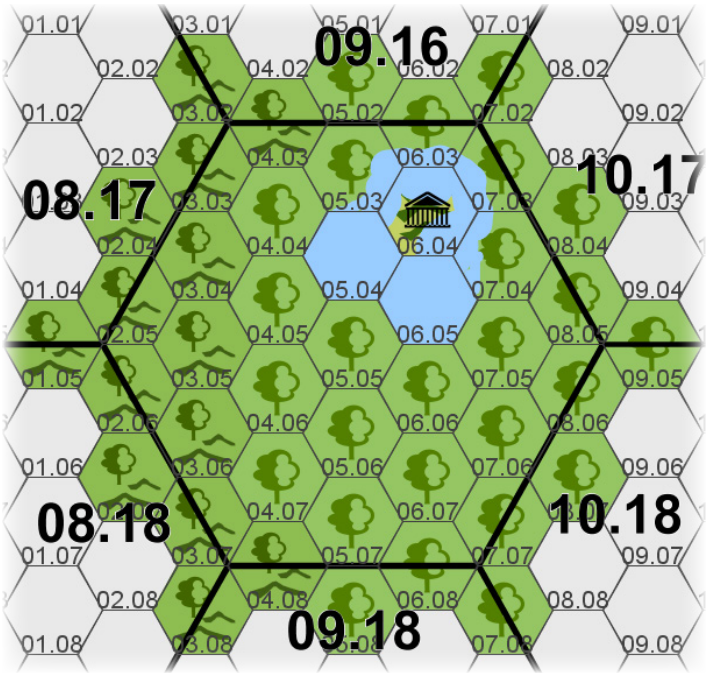


5.
6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5.
6.

Hex 09.17



Resources: Animal, game (wild turkey, 4); Vegetable, agricultural (chestnuts, 1)

The northeast portion of this hex is dominated by a large, 3-1/2 square mile shallow lake with an island in the middle. A ruined monastery is located on the island.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **06.04.** An old, abandoned monastery, dedicated to an ironically forgotten god of knowledge, is located on the island in this subhex.

2.

3.

4.

5.

6.

Random Encounter Table

1. *Table 2.1*

2. *Table 2.2*

3. *Table 2.3*

4. *Table 4*

5. Bat swarm (1d10) from ruined monastery

6.

Ruined Monastery

During the reign of the Skeldrenes this monastery was controlled by an order of monks that worshiped the elephant-headed god Tarbobus, a deity whose worship has all but disappeared in modern times. After the fall of the Skeldrenes the order dwindled, until it was overrun by marauding orcs during the 14th Nadir and Tarbobus, the god of Knowledge, was itself forgotten.

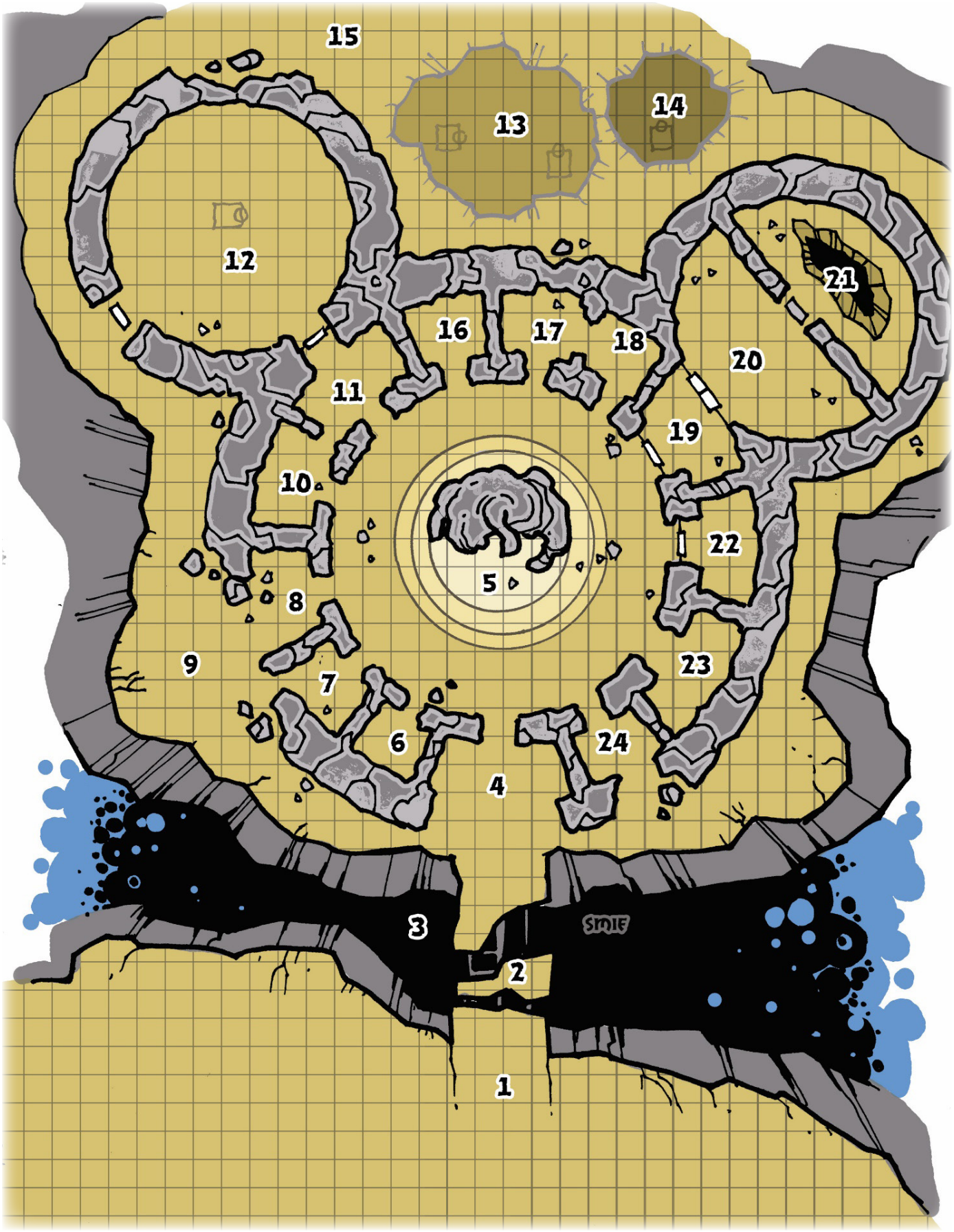
The monastery is situated on a small spur of the island that extends out into the lake, cut off by an irregular channel. It was once connected to the larger island by means of a stone bridge, but that span has since collapsed into the water below. The sides of the island on which the monastery sits are steep and difficult to ascend, but the waters surrounding it are at least shallow and calm.

That being said, reaching the island can be a challenge, short of flight. The easiest means of access is to cross the lake – either by swimming or building rafts – to the larger island, then use ropes or another inventive solution to cross the channel. Scaling the cliffs of the smaller island, especially from the water, requires a thief to go first and set ropes with hammer and pitons before the rest of a party can make the 80' ascent. Other means available to higher-level characters, such as flight, make accessing the monastery trivially easy.

The monks of Tarbobus sought knowledge, and at one point the libraries maintained here were among the finest in this region of the world. No longer, as they have since been plundered multiple times, and any remaining works have succumbed to the elements.

During the previous Nadir a team of researchers from the college at Rocky Peak made their way to the temple, intrigued by the rumors they had heard concerning lost knowledge that could be gleaned from the ruins. The expedition met an unfortunate end, but signs of their presence can be found throughout the complex.

After setting up a camp outside of the monastery (see Areas 13 and 14) the expedition began to explore the complex. Almost as quickly, those sleeping in the tents began to experience strange and disturbing dreams, caused by the vestige of Tarbobus who lurks in the chasm in Area 21.


15
13
14
12
21
16
17
18
20
11
19
10
22
5
8
9
23
7
6
24
4
3
2
1

The Curse of Tarbobus

Every night characters spend sleeping on the (small) island of the monastery they must make a saving throw versus spells. Those failing suffer nightmares featuring a grinning, anthropomorphic rat, beckoning the dreamer to come closer.

Affected dreamers suffer the following:

- Cannot regain spells in the morning. The sleep is restless and fitful, and does not count as 8 hours of sleep for purposes of regaining spells.
- Whenever they see the chasm in Area 21 they must make an immediate save versus spells to resist the compulsion to jump, rather than after two turns.

Note: unlike most of the maps in this book, the Map of the Ruined Monastery has a scaled grid. Each square equals 5'.

1. Main Island Bridge Terminus. As the adventurers approach what remains of the bridge they will see what was once no doubt the graceful arch of a stone span connecting to another island, some mere 15 or 20 feet away. The bridge is now broken, and part of the central span can be seen, 60' below, precariously hanging over the water.

The other, smaller island is dominated by a wide, squat circular building with a shallow conical roof. In places the walls have collapsed, the grey stone interior just visible.

2. Fallen Span. The center part of the bridge fell during the previous Cycle as a band of adventurers were crossing, one of whom fell to their death along with the slab of stone. The remnant of the bridge is now wedged between the two cliff walls, 60' below the bridge itself (and 20' above the water). A human skeleton is wedged in between the fallen chunk of bridge and the cliff face, all that remains of the poor adventurer. By now their gear is all rusted and worthless, save for a *dagger +1* tucked into their belt.

Retrieving the dagger may prove difficult, as the slab of stone is precariously balanced. Only one person may descend without automatically causing the slab to drop the remaining 20', and even then there is a chance in 6 equal to how encumbered they are (1 in 6 unencumbered, 2 in 6 lightly encumbered, etc.) that the slab dislodges and falls. If it does, the adventurer(s) on the slab will likely fall with it (unless precautions are taken), suffering 2d6 points of damage and losing the dagger to the depths of the lake (see Area 3).

3. The Depths of the Lake. While most of the lake is relatively shallow, this cleft between the two islands is almost immeasurably deep, descending far into the earth and an underground reservoir of water.

A giant pike dwells in the deeps of the underwater chasm, venturing to the surface to feed if anything (such as a slab of falling stone) should draw its attention.

Giant pike (1). ***AC*** *4 [15],* ***HD*** *4 (22 hp),* ***Att*** *1 x bite (4d4),* ***THAC0*** *16 [+3],* ***MV*** *360' (120') swimming,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *75,* ***NA*** *0 (1d4),* ***TT***

- Surprises on a roll of 1-4 in 6.

4. Antechamber. At one time the entrance to the grand monastery, the antechamber is now in ruins. A wide alcove angles towards a smaller, interior doorway, now missing its once fine doors. Visible through the portal is a large central chamber, lit by filtered sunlight during the daytime hours.

5. Central Chamber. Once the focal point of worship within the monastery, this large circular room contains a raised platform topped with an enormous statue of Tarbobus. The ceiling in this chamber arches above the statue, although in numerous places the roof is broken, allowing sunlight to stream through. The underside of the roof has become home to an enormous colony of bats, and the statue of Tarbobus – and the entire floor in this chamber – is caked with decades of their guano.

The bats remain relatively calm during the day, leaving at dusk through one of the many holes in the roof to hunt insects. Combat happening in Area 5, or one of the chambers adjacent to Area 5, will rouse 2d10 swarms, causing them to whirl around, attacking those nearby. Residents of the monastery are used to the bats and are not attacked by them.

Bat colony (870). ***AC*** *6 [13],* ***HD*** *1 hp,* ***Att*** *1 x swarm (confusion),* ***THAC0*** *20 [–1],* ***MV*** *9' (3') / 120' (40') flying,* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *6,* ***AL*** *Neutral,* ***XP*** *5,* ***NA*** *1d100 (1d100),* ***TT*** *None*

- Bats attack in swarms of 10 each, flying around a target's head and causing confusion: –2 to attack rolls and saves, unable to cast spells.
- Bats check morale each round.
- No more than 2 swarms can attack a man-sized creature at once.
- There are a total of 87 swarms of bats clinging to the roof of the monastery.

The statue of Tarbobus depicts an elephant-headed

humanoid figure with two arms, each splitting into two forearms at the elbow. One hand (the top left) is raised in greeting, one (the top right) is raised in warning, one (the bottom left) holds an open book and one (the bottom right) a set of scales. The statue is 20' tall, and the two lower hands are within 5' of the raised platform.

If examined via *detect magic* the statue radiates faint magic. As the cult of Tarbobus was dedicated to the accumulation of knowledge, sacrifices to Tarbobus can be made in an attempt to gain information. The statue requires the sacrifice of magic, the more powerful the item the better the chance of receiving an answer. One magical item must be placed in the statue's palm, and over the period of one turn the dweomer is drained from the item, powering the statue, which functions as a *contact higher plane* spell. Questions are then posed to the statue, and the answers appear engraved in the book held in its other hand. The magic of the statue can only be used once per week.

The strength of the magic item to be sacrificed determines the plane contacted as follows (charms and fetishes from Hex 17.22 are not powerful enough to activate the statue). The Referee is encouraged to adjudicate the actual strength of magical items; an item of lesser puissance that is dear to a character will likely yield better results than a more powerful item the character finds less useful.

3rd Plane. Potion, protection scroll, all cursed items.

4th Plane. Scrolls with a combined spell level of 1-4. Magical ammunition.

5th Plane. Scrolls with a combined spell level of 5-8. Weapons with +1 modifier.

6th Plane. Scrolls with a combined spell level of 9-10, minor miscellaneous magic items (*dust of disappearance*, *displacer cloak*, *elven boots*), *ring of protection +1*.

7th Plane. Scrolls with a combined spell level of 11+. Wands, moderate miscellaneous item (*drums of panic*, *crystal ball*, *girdle of giant strength*), +2 weapons/armor, rings (general).

8th Plane. Staves, *ring of protection +2.*

9th Plane. Rods, major miscellaneous items (*efreeti bottle*, *censer of elemental summoning*, *mirror of life trapping*, etc.).

10th Plane. Intelligent weapons, weapons/armor with specific titles (vorpal, defender, etc.), *staff of power*.

11th Plane. *Sword +3*, *holy avenger*, *robe of the archmage*, *staff of wizardry*.

12th Plane. Items that allow wishes (*ring of wishes*, unique artifact, *sphere of annihilation*, *deck of many things*, books of *foul corruption*, *infinite spells*, or *sublime holiness)*.

6-8, 10, 16-18, 23-24. Cells. These were all once cells that the individual monks lived and studied in. They are mostly in ruins. None of them had doors; they were left open to the temple proper.

6. Cell. This chamber is empty except for rubble and debris.

7. Cell. The opening leading to Area 5 is choked with thick strands of spiderwebs, through which sunlight can be dimly seen. A number of bats are caught up in the exposed webbing, several still flapping weakly. A wood cabinet or shelf is barely visible through the webs.

A giant black widow spider has taken up residence in this cell, as an outside corner of the cell has collapsed. There's a 1-2 in 6 chance the spider will be out hunting when the PCs arrive at the monastery.

***Spider, giant black widow (1). AC** 6 [13], **HD** 3* (22 hp), **Att** 1 x bite (2d6 + poison), **THAC0** 17 [+2], **MV** 60' (20') / 120' (40') in webs, **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d3 (1d3), **TT** U*

A wooden bookshelf is against one wall, the shelves filled with rotted scrolls. One scroll is still intact, a *protection from undead*. If the adventurers resort to the standard means of dealing with spiders' webs (burn it with fire) the bookshelf and scroll will be consumed in the blaze.

8. Cell. The majority of the exterior wall of this cell has collapsed, leaving the roof somewhat unstable. There's a 1 in 6 chance part of the roof collapses while the adventurers are in this room. All characters within the room when this occurs must save versus wands. Those failing take 1d6 points of damage from falling masonry.

9. Dead Adventurer. The skeleton of a human wearing rusted chainmail is found at this location, slain long ago. It was one of the adventurers who established the research camp (see Area 13-15). The corpse has a gem worth 50 gp tucked into one boot.

10. Cell. This cell is empty.

11. Antechamber. This small chamber is open to Area 5, with a closed door in the opposite wall. The chamber itself is empty, but the door leading to Area 12 has swollen shut and must be forced open. Doing so is dangerous, however, due to the poor condition of the structure. Each attempt at forcing the door carries a 1 in 6 chance that part of the roof collapses in this chamber; all adventurers within the chamber must save versus wands, with those failing taking 1d4 points of damage from falling stonework.

12. Stellar Observatory. Built to precisely track the movement of Absalom's celestial bodies, the domed ceiling of this room has been painted with an exact replica of the night sky of Absalom, and enchanted to move in sync with the actual stars. The enchantment causes the stars to glow against the dark painted ceiling, showing their proper position in the heavens during the day as well as night.

As all educated people know, the position of the stars carries great import, to those who know how to read the hidden messages carried within, and the enchantment in this chamber allows the study of the movement of the heavens at all times of day and in all weather conditions. However, it is also known that great, horrific beings of eldritch power lurk in the void of space, and there always exists a chance that one staring too deeply into the heavens will find something blasphemous and inimical to humanity staring back.

Such was the fate of the poor researcher that can be found upon the cot in the center of the room. An astromagician by training, she had her cot placed at the center of the chamber to better observe the movement of the stars. Unfortunately for her, something from beyond the stars happened to observe her, as well.

The poor astromagician is now a starspawn, and lies in wait, gathering its energies for when the stars are right once more.

A spellcaster that spends time observing the whirl and dance of the cosmos as portrayed by the ceiling can glean secrets of the universe from their observations. By spending one full day in observation they may attempt to roll equal to or under their primary spellcasting stat (Intelligence for magic-users, Wisdom for clerics, etc.) on 6d6. This chance improves by one die per day of observation (which must be done consecutively), to a minimum roll of 2d6. No other activities besides occasionally sleeping are possible while observing.

If successful, the caster gains knowledge beyond mortal ken. The next time they attempt a magical research roll they can roll twice, taking the better of the two results. However, if the roll is the lowest possible number (e.g. a 3 on 3d6) something beyond the stars has observed the observer, and the character is transformed into a starspawn (see below), no saving throw allowed, as the alien essence reaches down from the endless void to create an avatar.

There is nothing else of interest in this chamber.

Starspawn (1). AC** 8 [11], **HD** 5 (22 hp), **Att** 1 x fist (1d8 + disease), 1 x worm, **THAC0** 15 [+4], **MV** 90' (30'), **SV** D6 W7 P8 B8 S10 (F10), **ML** 11, **AL** Chaotic, **XP** 550, **NA** 1d4 (1d4), **TT** None*

Abominations from beyond the stars, these creatures are composed solely of a mass of wriggling, writhing worms wrapped around the skeletal structure of whatever living creature they might inhabit. A starspawn that inhabits a bear would be shaped like a bear, for instance, albeit one made of worms.

- As aberrations, they are unaffected by charm, sleep, or mind-affecting magic.
- All living creatures within 30' of a starspawn must save versus paralysis or flee for 1 turn.
- Anyone hit by a starspawn in melee must roll their Constitution or lower on 3d6. Those failing contract a rotting disease, losing 1 point of CHA per week. During this time they do not heal naturally. The disease can only be removed magically. If a target is reduced to 0 CHA they die.
- At the beginning of a round the starspawn may target a single individual within 30'. That individual rolls all attacks against the starspawn with Disadvantage. If the target rolls a natural 1 on such an attack they are affected as per the *confusion* spell for 1d4 rounds, as they catch a glimpse of the cosmic horror that lurks just beyond sight.
- Starspawn regenerate 3 hp per round and, if reduced to 0 hp, regenerate completely in 2d6 rounds unless 10 points of fire, acid, or holy water damage is applied before they can regenerate.
- Starspawn save as 10th-level fighters.

13. Tent. The expedition set up a base camp here, with the larger tent used as sleeping area for the members of the party. The tent is large, fashioned of stout waxed canvas, but almost ruined by the elements.

Several beds remain under the tent, as well as a stout oak chest. It is locked, but not trapped, and contains the following five books.

- A hand-written journal detailing the expedition's travels and their efforts at discovering the secrets of the monastery. It provides the adventurers with: the means to use the stellar observatory in Area 12, a hint to use the statue in Area 5 ("sacrifice to Tarbobus to bring knowledge"), and the report that many of the expedition have been experiencing discomfiting dreams since arriving at the monastery. The journal also details how to return to Rocky Peak from the current location.

The rest of the books were found by the expedition in the ruins, and are the last remaining intact writings of the now-extinct Order of Tarbobus. All the books are

written in an archaic form of Common. Any secrets within the text must be gleaned from careful study; for each week spent reading, a character must attempt to roll equal to or lower than their Intelligence score on 4d6. If successful they understand the hidden meanings behind the writings. If a reader fails three times in a row they are forever unable to truly understand the writings. However, if their Intelligence score increases afterwards they are granted another three tries.

- *Reflections on Mortality.* A treatise on the mortality of humanity. Includes a discussion of the Shadowlands, and how souls make the transition. On a successful Intelligence check the reader learns the secret to astrally projecting their consciousness into the Shadowlands for short periods of time.
- *The Book of Dragons.* A study of dragon-kind, discussing the various species, biology, and some of the more famous dragons of the past (including the great dragon Nakbaknian). A successful check reveals the location of 1d3 dragon lairs that may or may not be currently occupied (the book was written three Cycles ago), as well as giving the reader a permanent +1 bonus to attacks made against dragons and their ilk (including wyverns and drakes).
- *Feet of Clay.* A treatise on creating constructs. Understanding the text reduces the range of automatic failure while creating a construct from 86-100 to 90-100, and the mishap range from 96-100 to 98-100. For rules on crafting constructs refer to Hex 16.43.
- *On the Cleromantic Arts.* This book discusses the practice of divination by casting lots – marked stones or bones that the diviner then interprets based on how they land. Understanding this book enable a character to practice casting lots. They must fashion a set of 3-5 marked stones, bones, or sticks, and may, in a ritual that lasts one turn, cast the lots while asking a question that has a yes or no answer. General, vague questions ("does the object we seek lie to the north") have a 1 in 10 chance of success, with the chance of success decreasing (to 1 in 12 or 1 in 20) the more specific the question is. The diviner will know if the attempt fails unless the result is one of the following: 10, 11-12, or 17-20. In these cases the diviner will receive an incorrect answer they believe to be correct.

14. Tent. This smaller tent was designated for the laborers of the expedition, and it is in much worse shape than the crew-members' tent. The canvas is tattered and shredded, and all that remains is a single cot – a cot that just happens to be infested with rot grubs.

Rot grub (14). ***AC*** *9 [10],* ***HD*** *1 hp*,* ***Att*** *None,* ***THAC0*** *20 [–1],* ***MV*** *10' (3'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *6,* ***NA*** *5d4 (5d4),* ***TT*** *None*

- If touched by a creature, the grubs will burrow rapidly into its flesh, causing death in 1d3 turns.
- Can be killed by applying fire in the first 2 rounds after infestation (inflicts 1d6 damage to the victim as well). *Cure disease* will destroy the infestation.

15. Dead Explorer. The skeletal remains of an expedition member can be found here, their head stoved in by a block of stone fallen from the roof. The dead expedition member is wearing an *elven cloak*.

16. Cell. This chamber is empty.

17. Cell. The interior wall of this cell between it and Area 18 has collapsed. Graffiti on the wall, written in chalk, warns that "the whisperer in the dark haunts my dreams!" There is nothing else in the room.

18. Cell. The interior wall of this cell between it and Area 17 has collapsed. This cell is otherwise empty.

19. Antechamber. The door to this chamber is closed but not locked. Double doors of banded wood are set into the opposite wall. These doors are closed but not locked. Someone has scratched a warning into the wood of the double doors: "Beware the whispers in the dark!" The room is otherwise empty.

20. Scriptorium. Opening the double doors reveals a room flooded with natural light if entered during the day, provided by multiple narrow windows spaced around the perimeter of the chamber. It also releases a horde of chittering rats, that swarm out of the chamber and over any adventurers standing in their path. The rats are just trying to flee, and each pack will only attack a single target once before continuing to flee towards Area 5.

This chamber was used by the monks to write their manuscripts. Nothing remains within except broken furniture, shredded parchment, and two skeletons. These two unfortunate members of the expedition died in here and were feasted on by the rats.

Rat horde (100). ***AC*** *9 [10],* ***HD*** *1 hp,* ***Att*** *1 x bite per pack (1d6 + disease),* ***THAC0*** *19 [0],* ***MV*** *60' (20') / 30' (10') swimming,* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *5,* ***AL*** *Neutral,* ***XP*** *5,* ***NA*** *5d10 (2d10),* ***TT*** *L*

- Rats will flee if faced with fire.

- Each bite has a 1 in 20 chance of infecting the target with disease. The target must roll equal to or under their Constitution on 3d6. If they fail, the disease (1-3) leaves them sick and bedridden for one month or (4) kills them in 1d6 days.
- Each group of 5 rats attacks as a pack, swarming the target and making one attack roll. No more than three packs can attack a single target in a round.
- Each creature attacked must make a saving throw versus death or fall prone, unable to attack until they stand up again (takes ½ movement). Other swarms attack prone characters with Advantage.
- Damage to a pack reduces the number of rats it contains by the amount of damage done. "Remainder" rats will join other packs nearby, swelling their numbers above five.

21. Library. The monks once housed their books and manuscripts in this chamber, and wooden shelves still line the walls, filled with moldering and rotted parchments and books. What dominates the room, however, is a cleft in the floor that continues down into darkness. It is apparently bottomless, or nearly so.

The chasm by itself is not dangerous – it can be skirted around easily by following the perimeter of the chamber – but what is dangerous is the silent siren song that those within the room begin to hear after spending more than two turns within the chamber. Anyone spending at least two turns within the chamber begins to hear a soft susurrus of voices (apparently only audible to themselves, and starting at the end of the second turn) urging them to jump into the chasm and "Become One with the Void". Everyone hearing the whispers must make a saving throw versus spells for each additional turn they stay within the chamber. Those failing do just as the voices suggest; leap into the chasm and perish, removed from play.

Kind Referees may grant other characters in the room a chance to grab and restrain their companions.

Searching the bookshelves takes one person one turn for every ten linear feet covered, and there are 80 linear feet of shelving to cover. The expedition members have already scoured the bookshelves, and the books they found are in Area 13.

Tarbobus, deprived of followers, has become a vestige, its essence lingering in the chasm that opened up shortly after the dissolution of the monastery. More on vestiges, and the characters that follow them, will be found in an upcoming Populated Hexes book.

22. Ossuary. The door to this chamber is locked with a makeshift bar placed over the door, obviously added relatively recently (within the past few decades). When the expedition arrived they found a half dozen bodies, the remains of the last monks that died here when their order fell. These bodies were collected and stored in this room. As expedition members died their bodies were added to this chamber as well.

There are now eleven corpses in this chamber, all of which have animated as zombies.

Zombies (11). ***AC*** *8 [11],* ***HD*** *2 (9 hp),* ***Att*** *1 x claw (1d8),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4,* ***TT*** *None*

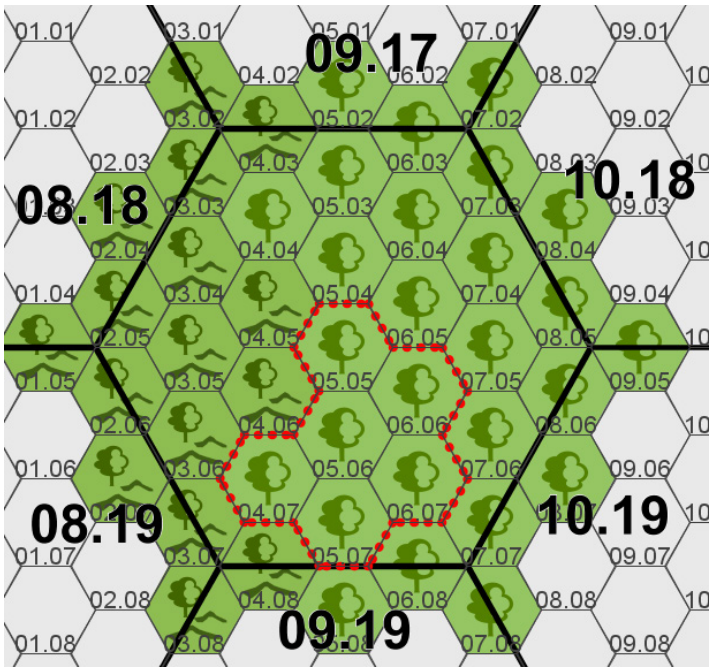
- Zombies always act last each round.
- Make no noise until attacking, immune to effects that affect living creatures (poison, disease), and mind-affecting or mind-reading spells.

Unbeknownst to the expedition, this chamber contains a treasure hidden under a false flagstone (spotted as per a secret door). Inside a small hollow can be found a small marble statuette of an elephant. It is a *figurine of wondrous power* (see *Advanced Treasures*).

23. Cell. This chamber is empty.

24. Cell. This chamber is empty and the outer wall has collapsed, allowing access to the outside. The roof has weakened because of it, and there's a 1 in 6 chance that when this chamber is entered chunks of stone rain down upon those within the room. All characters within the room must save versus wands or suffer 1d6 points of damage.

Hex 09.18



Resources: Mineral, mined (iron, 5)

The western portion of this hex is wooded hills, transitioning to light forest for the majority. A weird magical effect dominates the south of the hex. The hex also contains an unusually high amount of iron.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. The area within the red dotted line experiences a strange distortion of space, the lingering effect of a Chaos storm during the previous Nadir.

All sentient creatures that enter this area must roll equal to or under their Wisdom score on 4d6. Those failing are disoriented and suffer a –2 penalty to all rolls for as long as they remain within the area. Those succeeding are able to understand the how of what is happening, if not the why, and can use it to their advantage, taking advantage of the spatial distortions to peer around obstacles. They ignore cover and gain a +1 bonus to rolls made to avoid being surprised.

For purposes of this effect, assume that all NPCs have a Wisdom of 9, and that any sentient creatures living within this area are accustomed to the effects and suffer no penalty.

2.

3.

4.

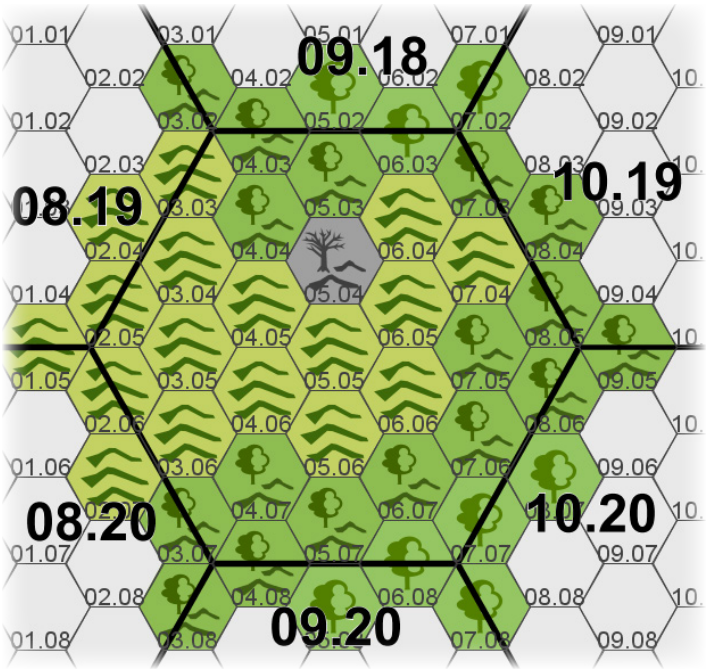
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Oil beetles (1d8) from Hex 08.19
6.

Hex 09.19



Resources: Vegetable, industrial (timber, 2)

A spur of the Basilisk Hills bisects this hex east to west.

Lairs

1.

2.

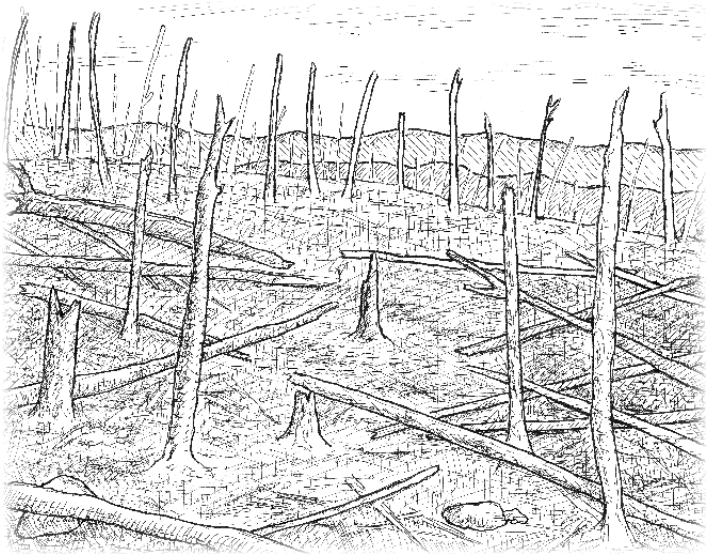
3.

4.

5.

6.

Features



1. **05.04.** This hilly subhex is dotted with charred, dead

trees, the ground blanketed by a layer of ash through which traces of new growth are beginning to work their way. A fierce but short-lived wildfire swept through this subhex the previous year before being extinguished by a sudden downpour, and the vegetation is just beginning to regrow.

2.

3.

4.

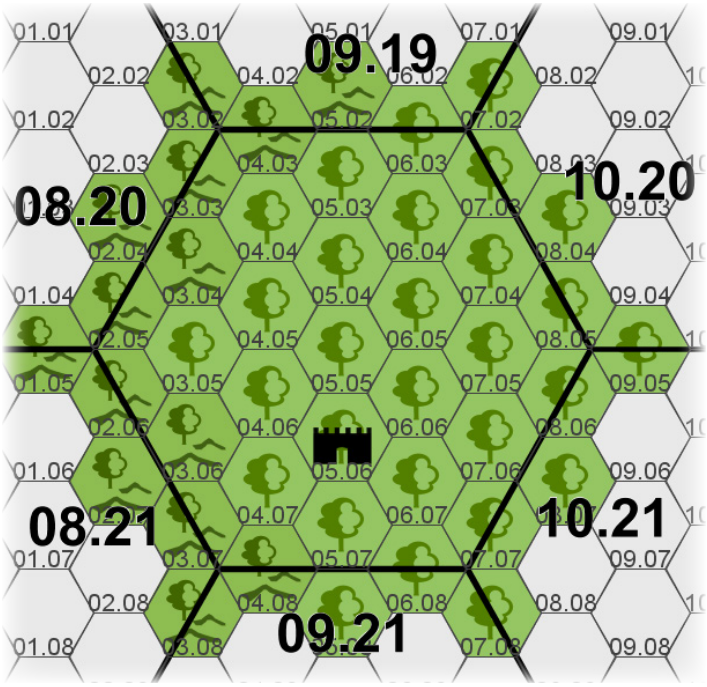
5.

6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. Oil beetles (1d8) from Hex 08.19
6. *Berserkers (1d6) and knight from Hex 9.20*
7.
8

Hex 09.20



Resources: Vegetable, industrial (timber, 2).

Mostly wooded, this hex features a small keep inhabited by an old, delusional knight and the entourage that encourages his ravings.

Lairs

1. **Subhex 05.06.** An old knight, exiled from the Order in Liwil, resides in this old keep, accompanied by a half dozen berserkers. His retinue, inclined to Chaos and disorder, encourage the old man's fantasies and delusions, and he has become increasingly detached from reality under their sway.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Berserkers (1d6) and knight
6.

Garrison Tower

Built as a garrison tower Cycles ago, this structure is now inhabited a disgraced, delusional knight and his six berserker bodyguards. The inhabitants are all technically Neutral and, in the right circumstances (i.e. they think the party is too powerful for them to overcome) will give aid, advice, or, rarely, shelter.

Each floor has windows, as indicated on the map, barred with wooden shutters. The shutters are AC 6[13] and have 8 hp each, but they can only be destroyed by melee attacks or spells that do a similar type of damage (arrows won't have any effect).

1. First Floor. The first floor is the common/eating area for the small band. There's a 1 in 6 chance that when encountered the residents of the tower will all be on this level, eating a meal.

2. Second Floor. The berserkers sleep on this level, and there are three bunk beds in here.

***Berserker (6). AC** 7 [12], **HD** 1+1 (5 hp), **Att** 1 x weapon (1d8), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 12, **AL** Neutral (strong Chaotic tendencies), **XP** 19, **NA** 1d6 (3d10), **TT** P (B)*

- Enter a battle rage during the f7irst round of combat, gaining a +2 bonus to hit humans and similar humanoids (e.g. orcs, goblins). Each has a 1 in 6 chance of attacking a nearby ally in melee rather than an enemy.

The berserkers have squirreled away 120 gp and a necklace worth 900 gp, kept in a drawer in the main chamber on this level.

3. Third Floor. Lascyn Vo, the disgraced Knight, lives on this level. He has his own bedchambers, including a privy that evacuates waste through a hole to the outside.

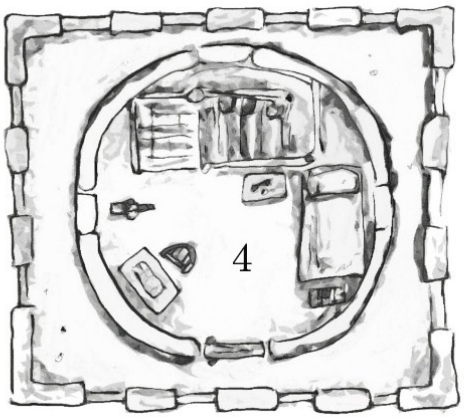
Twenty years previous, as the last Nadir was winding down, Lascyn did some horrible deed that led to his expulsion from the Order of the Basilisk Knights and his exile to this place. For years he kept a solitary vigil, reflecting on his wrongs, but with each passing year grew more convinced he was in the right and his former brethren were the ones who wronged him. Several years ago he encountered a band of warriors wandering weary in the woods and took them in. They recognized a good thing when they saw it, and offered to stay on to help the old man out. In reality, they have been further poisoning Lascyn's mind, and have begun to waylay the few travelers that pass through this part of the world, slay them, and abscond with their possessions.

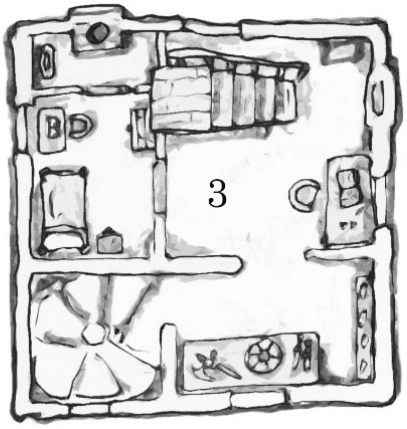
Lascyn, in his addled state, believes those they kill are in fact spies from Liwil sent to discredit him further.

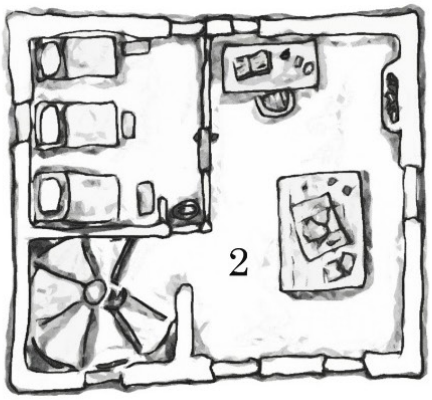
Although he was once trained as a knight, Lascyn has, over the years, lost any of that training he once possessed, and is now simply a fighter with the same berserker tendencies as his companions.

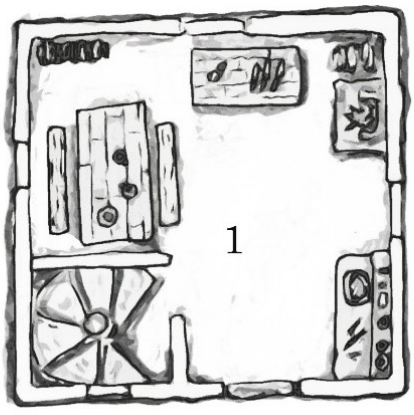
***Lascyn Vo (F6). AC** 3 [16], **HD** 6 (40 hp), **Att** 1 x weapon (1d8+2), **THAC0** 14 [+5], **MV** 60' (20'), **SV** D9 W10 P11 B12 S13 (F6), **ML** 12, **AL** Neutral (strong Chaotic tendencies), **XP** 275, **NA** unique, **TT** P (B)*

- Although no longer a knight, Lascyn wears the same plate armor as a Basilisk Knight.
- He shares the same berserker tendencies as his companions, but gains a +3 to hit humans and human-like creatures.
- The old man's delusions fuel his rage. If reduced to 0 hp he staggers but for a brief instant before regaining 2d6 hp. This only happens once per day.









Lascyn keeps his treasure in a locked but not trapped chest under his bed:

- 1,500 sp
- 900 gp
- 7 gems, worth 10 gp x 2, 50 gp x 2, 100 gp, 250 gp, and 500 gp
- An amulet he stole from the Basilisk Knights before being exiled. He has, in truth, forgotten about it.

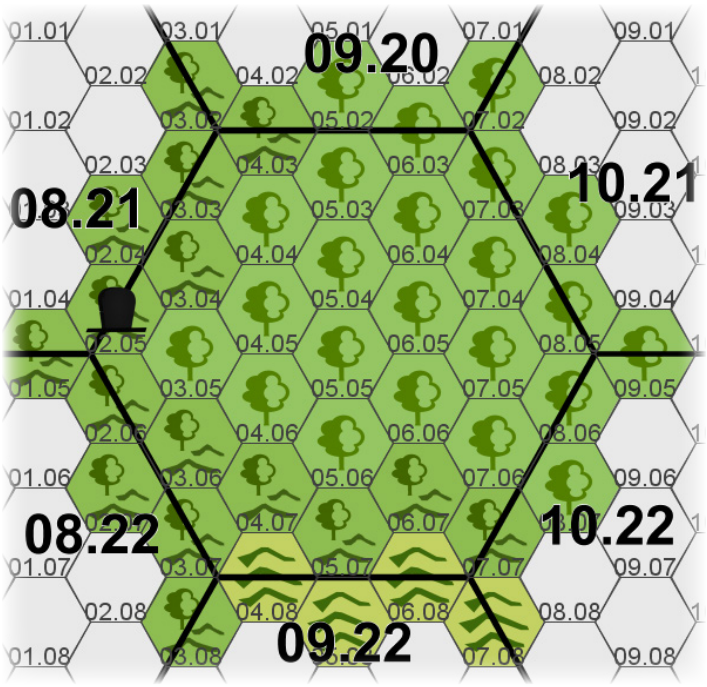
Amulet of the Basilisk (18,000 gp)

A rare artifact of the Basilisk Knights, it protects the wearer from petrification.

- The wearer of the amulet is immune to all petrifying effects (such as from a basilisk, medusa, or spell like *flesh to stone).*
- All allies within 30' of the wearer gain a +2 bonus to their saving throws to avoid similar effects.
- If worn openly all members of the Order of the Basilisk Knights within 30' of the wearer gain a +1 bonus to morale checks.

4. Fourth Floor. A smaller chamber at the top of the tower contains a bed, two crossbows with 40 bolts, and access to the roof of the keep. There's a 1-2 in 6 chance that 1d2 berserkers will be up here, keeping a watch on the surrounding woods in case anyone approaches.

Hex 09.21



Resources: Animal, game (deer, 4); Mineral, quarried (slate, 2); Mineral, quarried (granite, 1); Vegetable, agricultural (chestnuts, 3)

This transitional hex is extremely resource rich, with deposits of granite and slate, an abundance of chestnuts, and plentiful herds of deer that feed on the fallen nuts.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **02.05.** Three fallen adventurers lay buried in a shallow common grave, having fallen some forty years ago. The grave is marked with a hastily erected wooden memorial, engraved with barely legible carvings dedicating it to the goddess Phismia. Should the marker be moved or destroyed without re-consecrating the grave there is a 1 in 6 chance each month that the three corpses will animate as skeletons, dig their way out of the ground, and begin to stalk the hex.

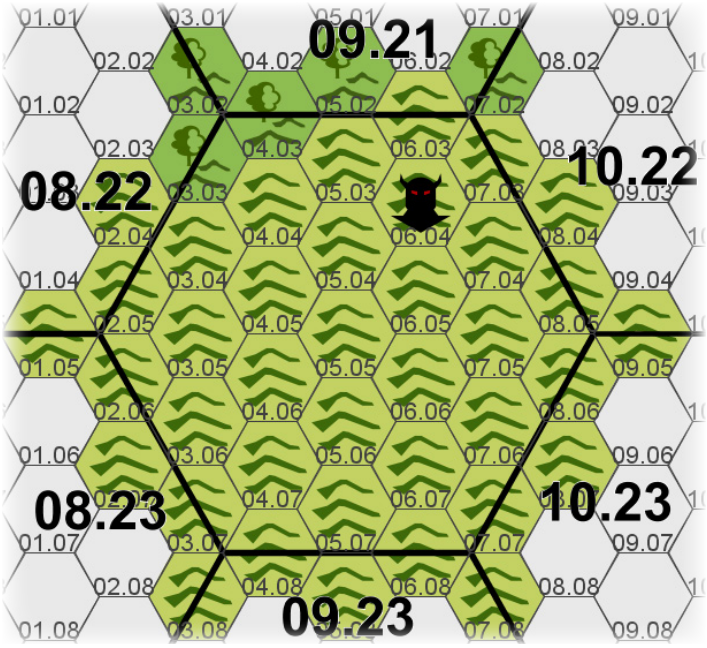
One of the skeletons wears a *ring of protection +1* upon a bony finger.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Goblins from Hex 08.22 (1 gang + gangboss)*
6. *Berserkers (1d6) and knight from Hex 09.20*
7.
8.

Hex 09.22



Resources: N/A

This hex is mostly grassy hills, with a slight smattering of woods to the north.

Lairs

1. **06.04.** A troop of rock baboons lairs in this hex. They prefer the wide-open expanse of the hills and will not venture into the woods to the north.

Rock baboon (13). ***AC*** *6 [13],* ***HD*** *2 (9 hp),* ***Att*** *1 x club (1d6), 1 x bite (1d3),* ***THAC0*** *18 [+1],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *2d6 (5d6),* ***TT*** *U*

Rock baboons wield bones or branches as clubs but do not use other tools.

The leader of the troop is an older female with 16 hp.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

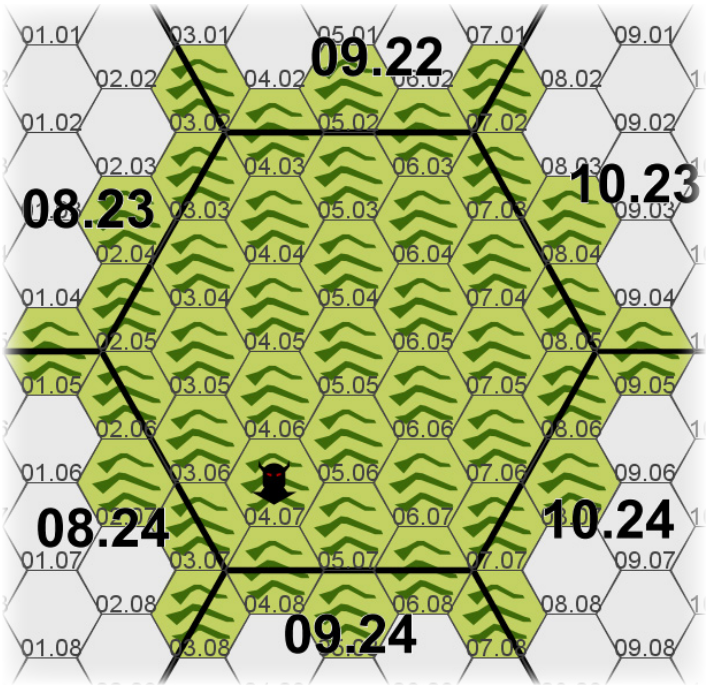
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Goblins from Hex 08.22 (1 gang + gangboss)*
6. Rock Baboon (2d6)
7. *Hawk from Hex 09.23 (1d4)*
8.

Hex 09.23



Resources: Animal, game (rabbits, 5); Animal, game (deer, 4)

All grassy hills, this hex is rich in game animals. An eyrie of normal hawks is found in the southern portion of the hex, gorging themselves on the plentiful rabbits of the surroundings.

Lairs

1. **04.07.** A family of hawks dwells in this subhex, in a small niche carved out of a steep cliff face.

Hawk, normal (4). ***AC*** *8 [11],* ***HD*** *1/2 (2 hp),* ***Att*** *1 x talons or beak (1d2),* ***THAC0*** *19 [0],* ***MV*** *480' (160') flying,* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *5,* ***NA*** *0 (1d6),* ***TT*** *None*

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

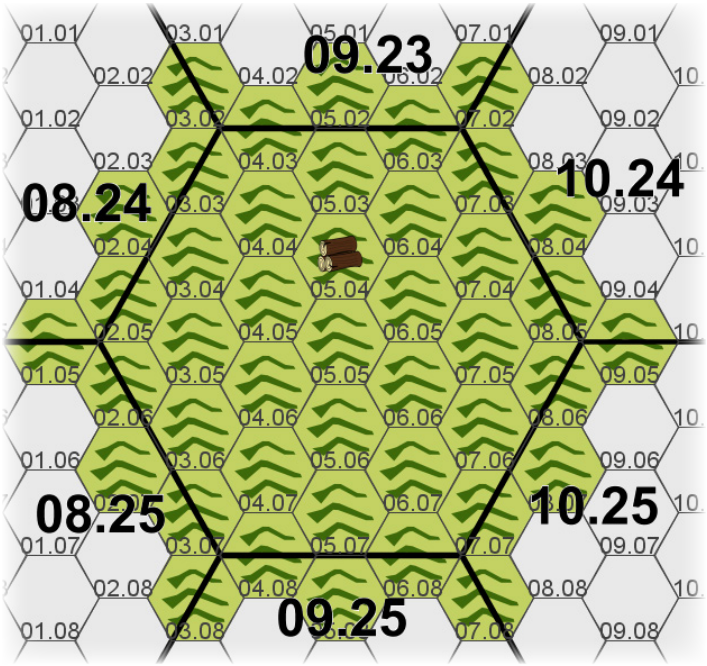
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Rock baboons from Hex 09.22 (2d6)*
6. **Hawk, normal (1d4)**
7. *Giant wasp from Hex 10.24 (1d5)*
8.

Hex 09.24



Resources: N/A

This hex is largely grassy hills except for one stand of valuable timber.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **05.05.** The otherwise grassy hills of this hex are interrupted by a stand of black locusts located in this subhex. A hard, rot resistant wood, it is especially suitable for fine furniture, staves, or anything that needs to resist the elements. The stand has a Resource Value of 3 and a base value of 569 gp. There's a 1-2 in 6 chance that one of the trees will yield wood suitable for magic items. The value of this tree will be 3d6 × 100 gp.

2.

3.

4.

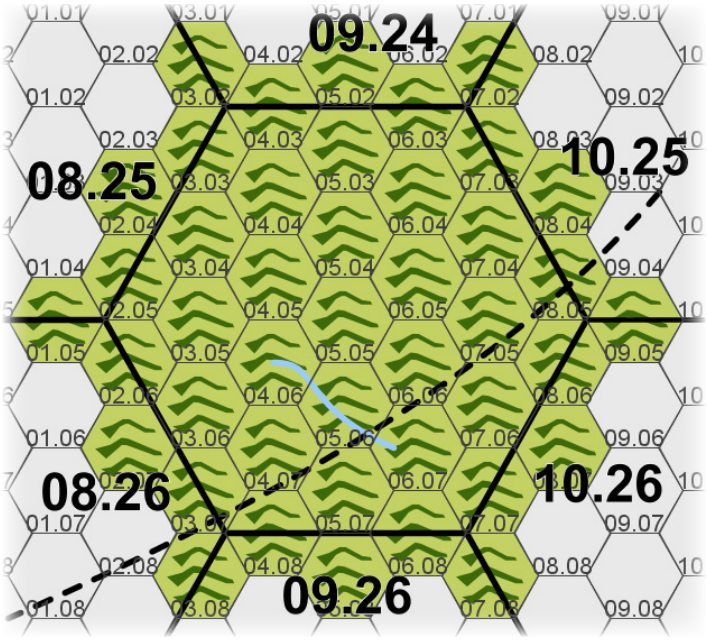
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Hawk from Hex 09.23 (1d4)*
6. *Giant wasp from Hex 10.24 (1d5)*
7.
8.

Hex 09.25



Resources: Mineral, mined (silver, 4)

In addition to rich veins of silver, this hex of grassy hills is bisected by the road running between Liwil and Dry Gulch. The road itself crosses a creek with tainted water. The brigands in Hex 08.26 and the merchants that travel this road are aware of the effects of the creek's waters.

Lairs

1.
2.
3.
4.
5.
6.

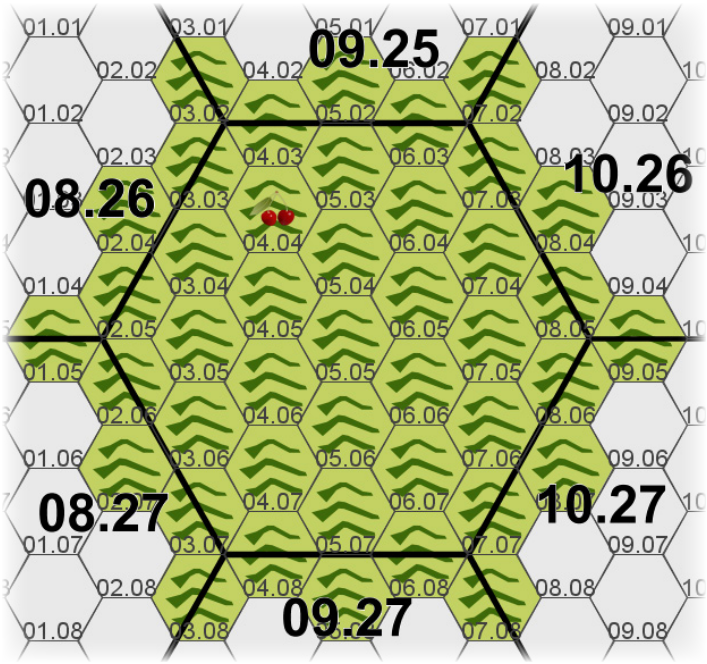
Features

1. **04.06.** Sickwater creek. A spring in subhex 04.06 bubbles to the surface and runs off towards the southeast for several miles before disappearing back underground. The brigands in Hex 08.26 have named this "Sickwater Creek", as drinking from the waters causes intense intestinal cramps. Anyone drinking from the creek must save versus poison with a +2 bonus to the save. Those failing become nauseated and diarrheal 1d4 hours after drinking, unable to act (as per giant centipede venom) for an additional 3d8 hours. Movement is at half speed. Careful observation or searching for tracks reveals that there are far fewer animal tracks around the creek than there otherwise should be.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Brigands from Hex 08.26 (1 gang + 1 gangboss)*
6.

Hex 09.26



Resources: Animal, game (rabbits, 2); Mineral, quarried (limestone, 3)

This hex of grassy hills has plentiful rabbits as well as some limestone deposits suitable for quarrying building stone.

Lairs

1.
2.
3.
4.
5.
6.

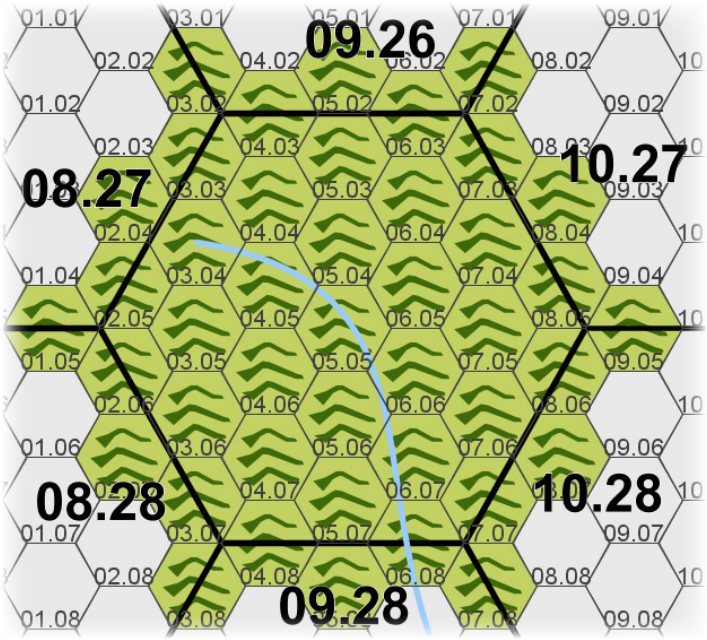
Features

1. **04.04.** At some point in the past someone cultivated grapes in this area, and, while there is no trace of a dwelling, the grape vines remain, producing a fine, sugar-rich grape suitable for wine-making. The grapes have a Resource Value of 3 and a base value of 89 gp.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Brigands from Hex 08.26 (1 gang + 1 gangboss)*
6. *Crab spider from Hex 10.27 (1d2)*
7.
8.

Hex 09.27



Resources: Animal, game (rabbits, 1); Vegetable, industrial (ropeweed, 1)

A small creek has its headwaters in the northwest portion of this hex, running lazily in a southeastern direction through the grassy hills.

Lairs

1.
2.
3.
4.
5.
6.

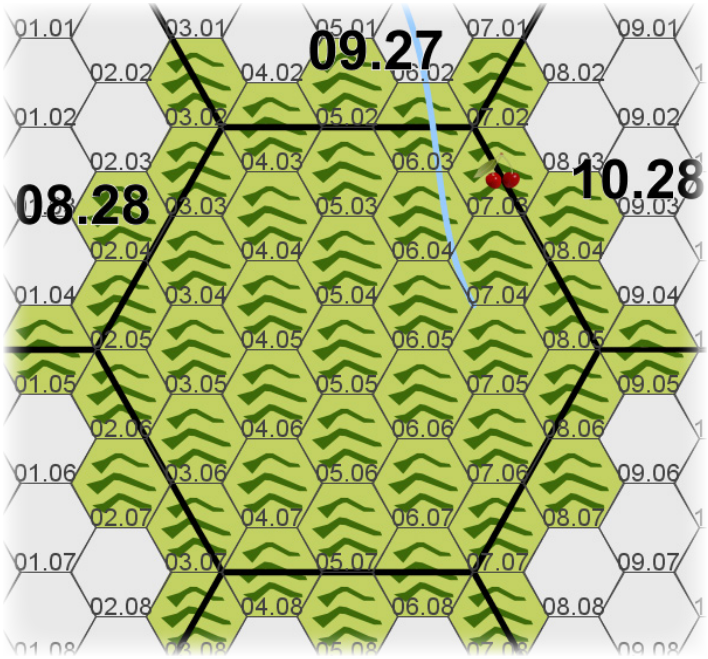
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Crab spider from Hex 10.27 (1d2)*
6.

Hex 09.28



Resources: Animal, game (deer, 4); Vegetable, agricultural (ropeweed, 4)

Ropeweed grows abundantly in the grassy hills of this hex, while the small creek that started in Hex 09.27 wends it way through the northeastern portion of this hex before finally drying up and evaporating.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **07.03.** The northern side of a hill here is absolutely covered in blueberry bushes. It has an overall Resource Value of 5 and a base value of 68 gp.

2.

3.

4.

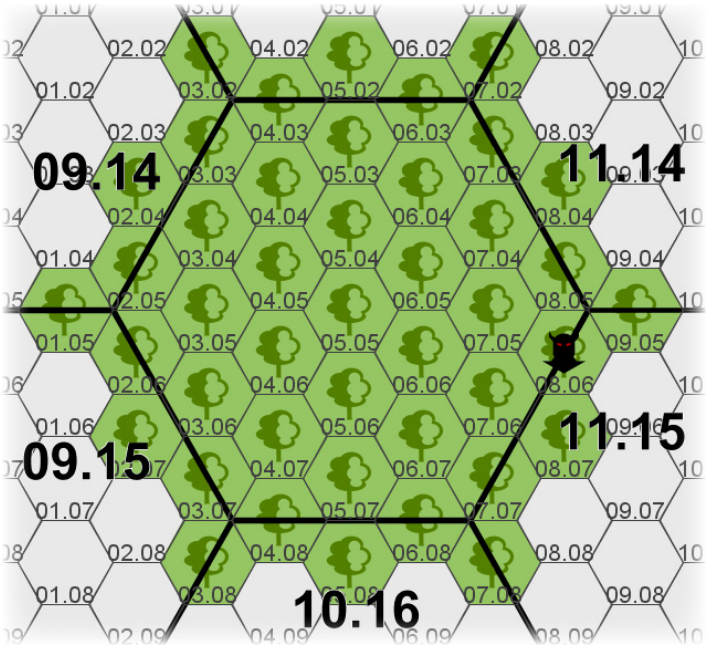
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 10.15



Resources: Animal, game (squirrel, 2); Animal, game (deer, 1); Vegetable, industrial (timber, 3)

This all-forested hex contains some additional resources: plentiful game and an abundance of timber for building. Extraction of said resources may prove difficult, as a trio of ankhegs are currently eating their way through the hex.

Lairs

1. **06.06.** Three ankhegs can be found in this subhex, hungrily devouring everything they come across. They eat their way through roughly one subhex every 1d4 days, heading in a random direction (roll 1d6 to determine facing). Only start to roll once the adventurers enter this hex. Note that if the ankhegs show up as the result of a wandering monster check elsewhere it indicates they have left this hex. Two of the ankhegs have 4 HD and the third has 7 HD.

Ankheg (2). ***AC*** *2 [17],* ***HD*** *4** (17, 23 hp),* ***Att*** *1 x bite (3d6 + acid) or 1 x acid squirt (4d8),* ***THAC0*** *17 [+2],* ***MV*** *120' (40') / 60' (20') burrowing,* ***SV*** *D10 W11 P12 B13 S14 (F4),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *175,* ***NA*** *1d6 (1d6),* ***TT*** *C*

Ankheg (1). ***AC*** *2 [17],* ***HD*** *7** (40 hp),* ***Att*** *1 x bite (3d6 + acid) or 1 x acid squirt (4d8),* ***THAC0*** *13 [+6],* ***MV*** *120' (40') / 60' (20') burrowing,* ***SV*** *D8 W9 P10 B10 S12 (F7),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *1,250,* ***NA*** *1d6 (1d6),* ***TT*** *C*

- Hides just beneath the surface and bursts forth when someone passes overhead, surprising on a roll of 1-3 in 6.
- The acid from an ankheg's bite inflicts 1d4 damage per round until washed off or the victim dies.



- Once per day can squirt acid at a target up to 30' away. The target can make a save versus breath for half damage.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

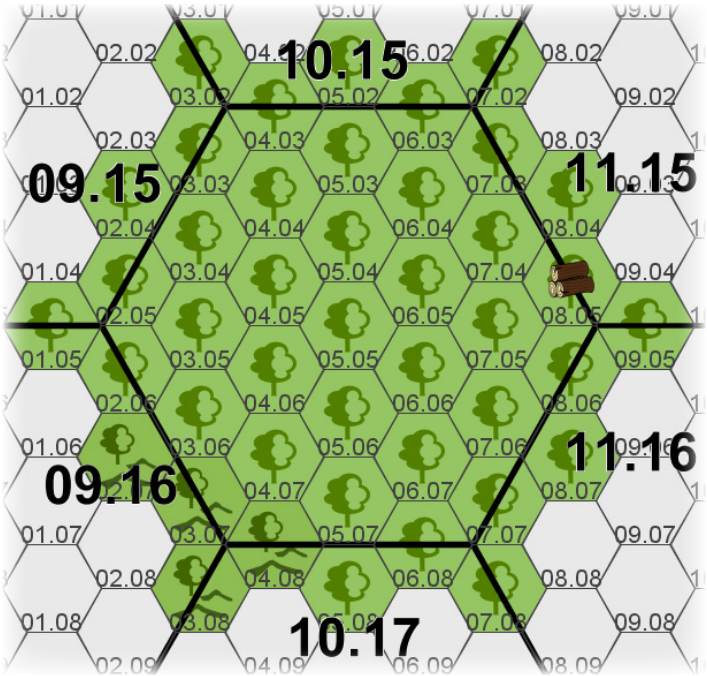
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. **Ankheg (1d3)**
6. *Slithering tracker from Hex 11.15*
7.
8.

Hex 10.16



Resources: Animal, game (deer, 2); Mineral, mined (talc, 4)

This hex is largely flat and forested, except for the southwestern face that begins to rise towards the hills.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **08.05.** Timber. A valuable stand of oak grows here, suited for felling to make large, structural timbers. It has a Resource Value of 4 and a base value of 250 gp.

2.

3.

4.

5.

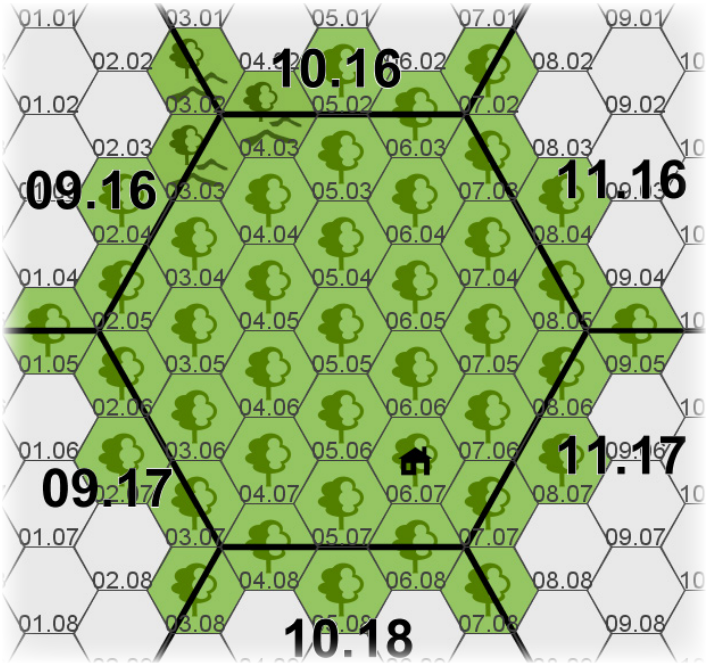
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*

3. *Table 1.3*
4. *Table 4*
5. *Ankheg (1d3) from Hex 10.15*
6. *Slithering tracker from Hex 11.15*
7.
8.

Hex 10.17



Resources: Animal, game (deer, 2); Vegetable, industrial (timber, 1); Vegetable, agricultural (walnuts)

This forested hex is rich in natural resources, and a community of freeholders has established a compound in the southern portion.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **06.07.** Dwelling. A cozy and immaculately maintained hamlet of log cabins is nestled in this subhex, inhabited by several families of freeholders. Nearly thirty people live in the multi-cabin compound, surrounded by a sturdy wood palisade.

The residents survive by farming, hunting, and trapping, traveling to Leyda (Hex 07.15) every few months to trade their goods for what they cannot produce.

Half the 28 residents will fight to defend their settlement as normal humans equipped with leather armor, short bows, and spears. There are three leveled individuals living within the compound:

- Wynri Holsu (F2). She owns a set of chain mail, longbow, shield and sword.
- Sotheod Holsu (F2). Wynri's husband, he owns a set of plate, sword, longbow, and warhammer.
- Sephvid Six-toes (M1). Sephid has some training in the magical arts and also acts as the community's blacksmith. He has a spellbook with *sleep*, *light*, and *detect magic*, and usually memorizes *sleep*.

The community functions as a Class 1 market for determining the goods that can be found or sold here.

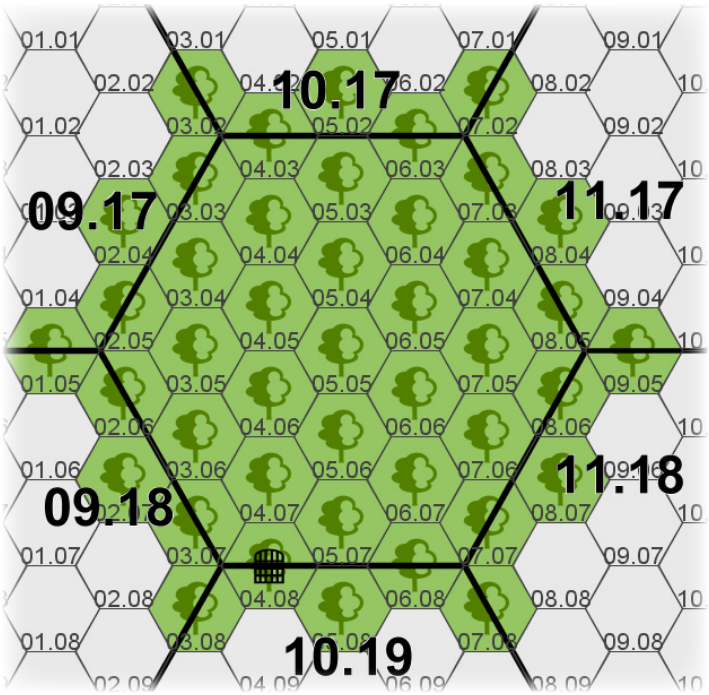
2.
3.
4.
5.
6.



Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Freehold hunting party (1d4+2 individuals)
6.

Hex 10.18



Resources: Animal, game (deer, 3); Animal, game (squirrels, 3)

This hex is all light forest, with the ruins of an abandoned garrison keep located at the southern border. Wild game can be found in abundance throughout the hex.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **04.08.** The ruins of an ancient garrison are located in this subhex, the entrance to an intact cellar hidden in the rubble.

2.

3.

4.

5.

6.

Random Encounter Table

1. *Table 2.1*

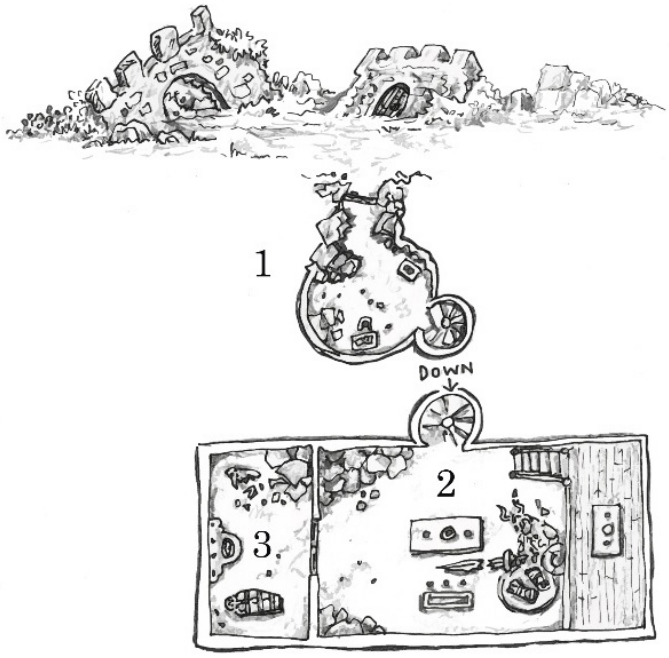
2. *Table 2.2*

3. *Table 2.3*

4. *Table 4*

5. *Decapod (1) from Hex 11.18*

6.



Collapsed Keep. A stone garrison keep has collapsed in this subhex, leaving nothing intact above the surface. The cellar of the keep is still intact, although buried in collapsed masonry. It takes 4d6 adventurer-hours to expose the entrance to the cellar.

The entrance to the cellar is small and constricted, and only one adventurer per round can descend and enter Area 1.

1. Storage. The upper level of the cellar is a small, circular chamber. Off to the south-east side a circular staircase leads down, further into the earth.

A rock python makes this level of the cellar its home. It is extremely defensive, and will automatically attack the first character to enter (having been alerted to their presence due to the sound of moving stones). This level of the cellar is small enough that only 3 human-sized adventurers can engage in melee without issue.

Rock python (1). ***AC*** *6 [13],* ***HD*** *5* (20 hp),* ***Att*** *1 x bite (1d4 + constriction),* ***THAC0*** *15 [+4],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *300,* ***NA*** *1d3 (1d3),* ***TT*** *U*

- When a bite attack is successful the python wraps

around the target and begins to squeeze, inflicting 2d4 automatic damage immediately and on each subsequent round.

2. Sub-basement Temple. The spiral stairs descend for thirty feet before opening up into another chamber, this one rectangular, with 20' high ceilings. A wooden loft has been framed against the eastern wall, with a ladder leading up to it, while a set of closed double doors are set into the opposite wall.

This chamber was once used as a temple by the inhabitants, worshiping not a specific deity but rather a broad pantheon. A variety of religious icons are scattered about. A skeleton lies on the floor, just under the framed wooden loft. By its side is a sword, cloven in two. This is a *sword +2*, obviously not functional in its current state. Were it to be reforged, however, it would again function as a magical weapon. The only human smiths capable of such a feat are found either in Pesh (to the west of the Basilisk Hills) or the mage-factories of the Umber Principality. Dwarves in Faery could also accomplish such a task.

A total of 250 gp worth of religious iconography can be found in this chamber.

3. Sub-basement Crypt. The double doors to this chamber are locked, requiring a thief or magic to open.

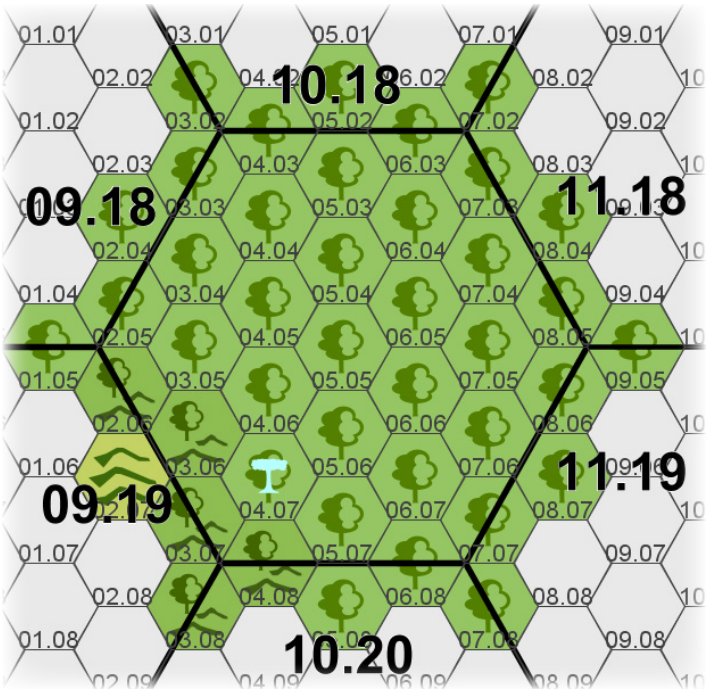
The interior of the crypt is largely empty. An ornately carved wooden sarcophagus is in the southern portion and part of a skeleton is visible underneath a pile of rubble from the partially collapsed ceiling. A water font is mounted to the western wall, kept continually filled by a small trickle of water from the wall. A clear ioun stone is at the bottom of the basin, but it can only be discovered by feeling along the bottom of the basin or examining the room with a *detect magic* spell.

The sarcophagus is actually a hibernating mimic, which rouses once the doors are opened. It will attack the first adventurer to come near and examine it.

***Mimic (1). AC** 6 [13], **HD** 9* (50 hp), **Att** 1 x pseudopod (3d4), **THAC0** 12 [+7], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (F5), **ML** 9, **AL** Neutral, **XP** 1,600, **NA** 1 (0), **TT** None*

- Can change form to appear as any object of stone or wood.
- Anything that touches the mimic is stuck fast by the glue it exudes. The only way to free oneself is by killing the mimic.
- Sensitive to light, suffering a –2 penalty to attack rolls and a –1 penalty to AC when in bright light (daylight, *continual light,* etc.)

Hex 10.19



Resources: Mineral, mined (silver, 4); Mineral, quarried (coal, 4)

The southwestern hills of this hex are rich in silver and coal deposits, while the rest of the hex is lightly forested.

Lairs

1.
2.
3.
4.
5.
6.

Features

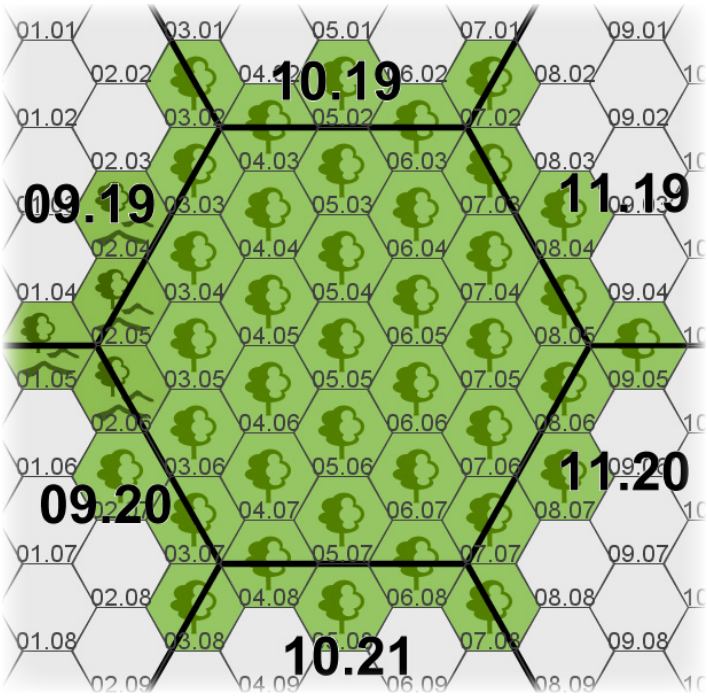
1. **04.07.** A spring burbles up to the surface in this subhex, creating a pool of cool, clear water. Encounter chances are increased by 1 within the subhex, due to the increased traffic the spring sees.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*

3. *Table 2.3*
4. *Table 4*
5. *Decapod (1) from Hex 11.18*
6. *Oxymare, from Hex 12.20*
7.
8.

Hex 10.20



Resources: Mineral, quarried (clay, 1)

Small amounts of clay, suitable for pottery, can be found in this hex. Otherwise, it is unremarkable.

Lairs

1.
2.
3.
4.
5.
6.

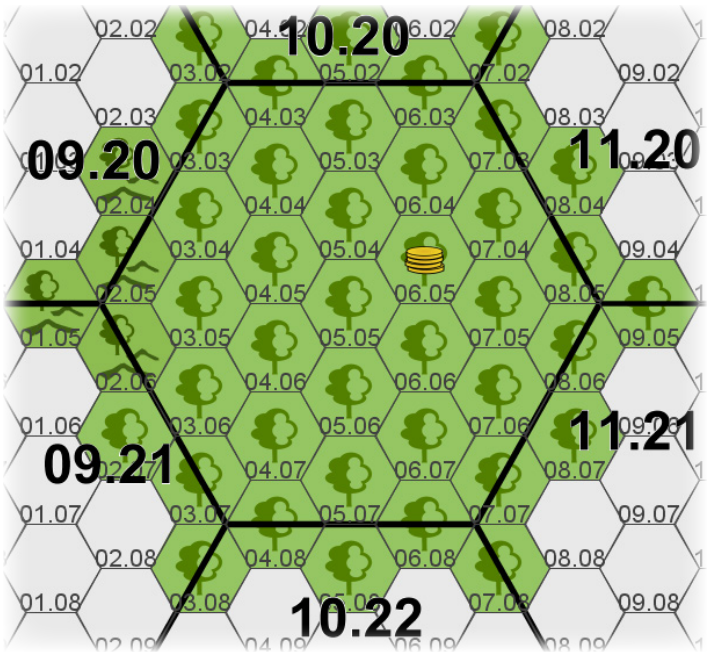
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Berserkers (1d6) and knight from Hex 09.20*
6. *Oxymare, from Hex 12.20*
7.
8.

Hex 10.21



Resources: Animal, game (deer, 2); Vegetable, industrial (timber, 4)

This largely forested hex is a decent source of structural timber.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **06.05.** A rich vein of silver is partially exposed on a gentle slope, the soil eroded away by recent rain. The deposit has a Resource Value of 4 and a base value of 525 gp.
2.

3.

4.

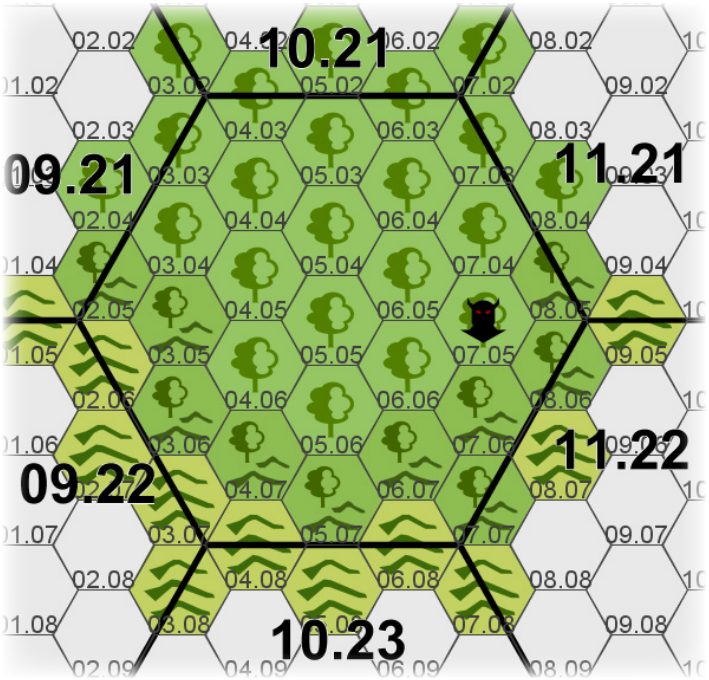
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Berserkers (1d6) and knight from Hex 09.20*
6. *Oxymare, from Hex 12.20*
7.
8.

Hex 10.22



Resources: Animal, game (deer, 3); Mineral, mined (silver, 1)

The light forest begins to break towards the south of the hex as the land grows steeper and hillier. Deer are plentiful here, and there is a small amount of silver to be found.

Lairs

1. **07.05.** A quartet of greenfangs are clustered together in this subhex. These are large, cabbage-like plants, surrounded by a growth of ragged green leaves; the central lobe, in which the creature's maw is located, can reach up to 10' away.

Greenfang (4). ***AC*** *6 [13],* ***HD*** *1+1 (3, 5, 5, 9 hp),* ***Att*** *1 x bite (1d6),* ***THAC0*** *18 [+1],* ***MV*** *NA,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *15,* ***NA*** *0 (1d4),* ***TT*** *U*

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

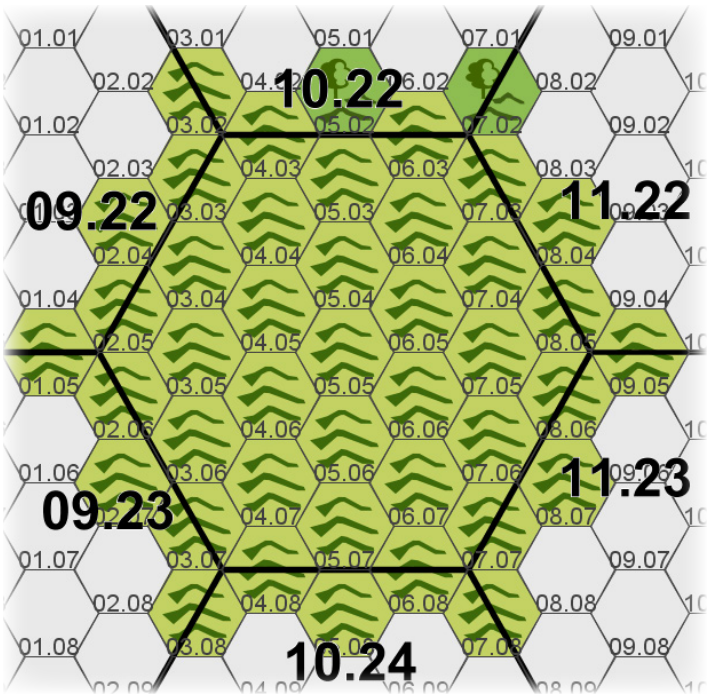
5.

6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. *Rock baboons from Hex 09.22 (2d6)*
6.

Hex 10.23



Resources: Animal, game (grouse, 4); Mineral, quarried (sandstone, 1)

This hex has a plentiful amount of grouse, and a small amount of sandstone suitable for building materials.

Lairs

1.
2.
3.
4.
5.
6.

Features

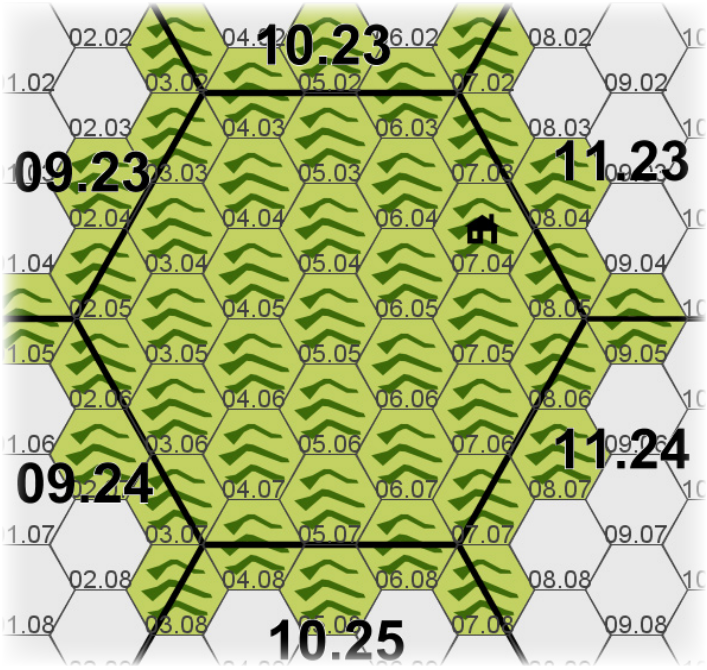
1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Rock baboons from Hex 09.22 (2d6)*
6. *Hawk from Hex 09.23 (1d4)*
7. *Giant wasp from Hex 10.24 (1d5)*
8. *Servants of the lamia queen from Hex 11.23 (roll on Table 9 to determine composition)*



Hex 10.24



Resources: N/A

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **07.04.** The remains of a two-room sod hut are found in this subhex, the roof overgrown with grass and sagging perilously due to lack of maintenance.

The original inhabitants of this hut are long gone, and the hut is now inhabited by five giant wasps.

Wasp, giant (5). ***AC*** *4 [15],* ***HD*** *4* (13, 15, 16, 16, 24 hp),* ***Att*** *1 x bite (2d4), 1 x sting (1d4 + poison),* ***THAC0*** *16 [+3],* ***MV*** *60 (20') / 210' (70') flying,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *0 (1d20),* ***TT*** *L x 20*

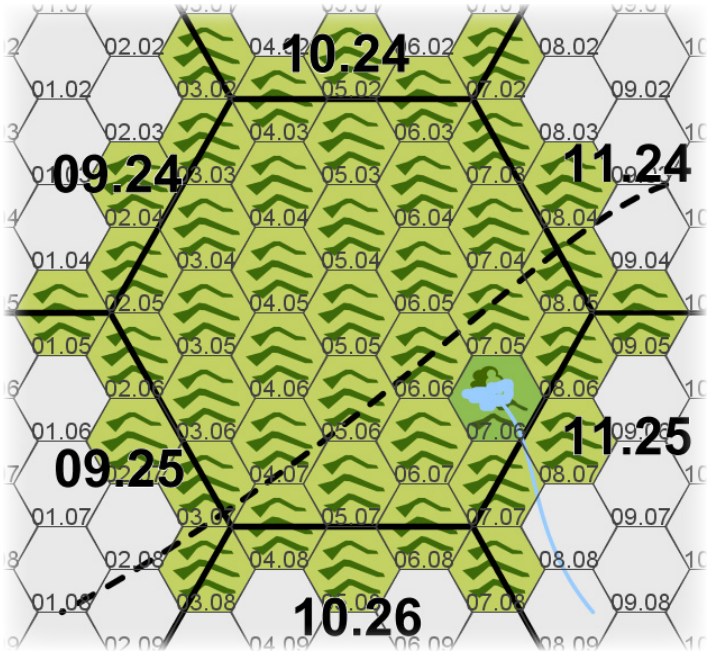
- Poison causes permanent paralysis in d4 minutes and death in 1d4 days (save versus poison to avoid).
- If damaged by fire a wasp will lose its wings.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Giant wasps (1d5)
6. *Hawk from Hex 09.23 (1d4)*
7. *Servants of the lamia queen from Hex 11.23 (roll on Table 9 to determine composition)*
8.

Hex 10.25



Resources: Mineral, mined (silver, 4)

The road from Liwil to Dry Gulch cuts through this hex. In addition to being rich in silver, a large lake is nestled in the hills just south of the road, fed by an underground aquifer.

Lairs

1.
2.
3.
4.

5.

6.

Features

1. **07.06.** A large, shallow lake, nearly a mile in diameter, is fed by numerous small streams and an underground aquifer. The waters run off to the southeast, forming a creek that flows into Hex 11.25. The creek is known as the *Chistaya* by those familiar with the area, and flows all the way to the Sarn. It does not become navigable by boat (and then only canoes and other small craft) until it exits the hills.

Increase encounter chances by 1 around the lake, as numerous creatures in the area visit to drink and fish.

2.

3.

4.

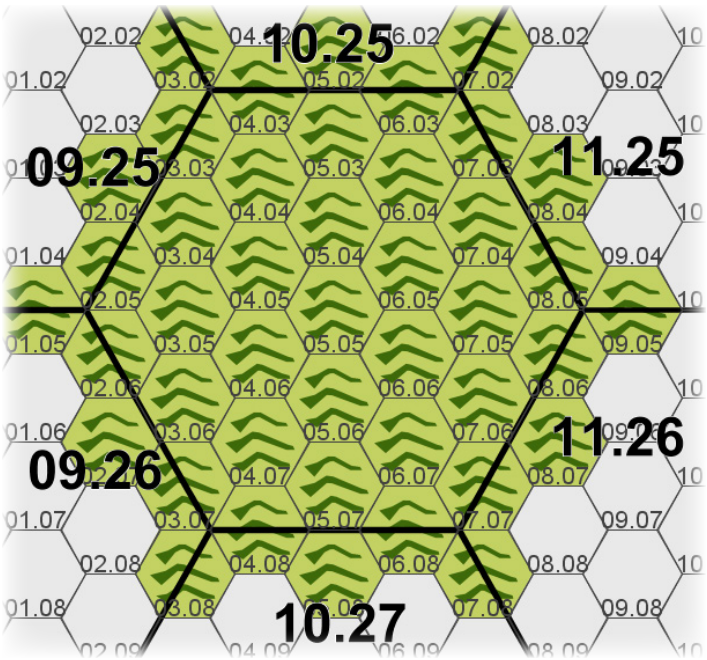
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Crab spider from Hex 10.27 (1d2)*
6.

Hex 10.26



Resources: Animal, game (deer, 2); Mineral, mined (gold, 3)

This hilly hex has deer and gold both in decent amounts.

Lairs

1.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

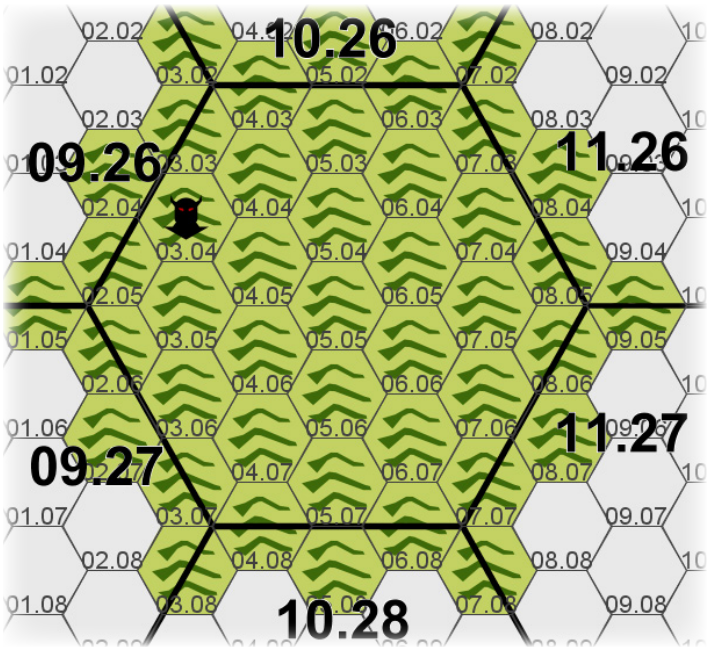
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 10.27



Resources: Animal, game (deer, 3)

This hilly hex has a number of herds of deer, as well as a lair of crab spiders that prey upon the deer.

Lairs

1. **03.04.** Two crab spiders lair in this hex. Instead of ambushing prey from above, they have adapted to the terrain and conceal themselves in the tall grass of the hill country.

Spider, crab (2). ***AC*** *7 [12],* ***HD*** *2* (10, 11 hp),* ***Att*** *1 x bite (1d8 + poison),* ***THAC0*** *18 [+1],* ***MV*** *120 (40'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *1d4 (1d4),* ***TT*** *U*

- These crab spiders hide in the tall grasses that cover the hills and ambush passers-by, surprising on a roll of 1-4 in 6.
- Can walk on walls and ceilings.
- Poison causes death in 1d4 turns if a save versus poison with a +2 bonus is failed.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

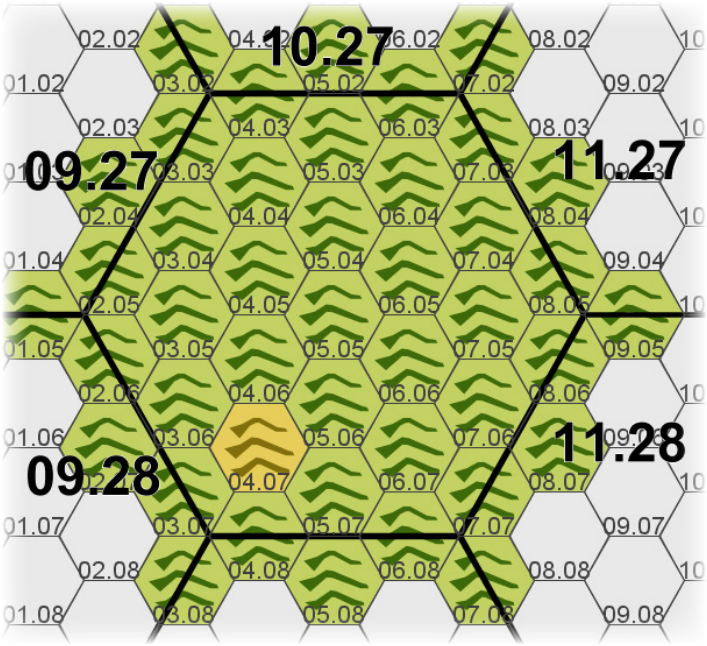
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Crab spider (1d2)
6.

Hex 10.28



Resources: Animal, game (deer, 2)

The only notable feature of this hex is a curiously barren area in the southwestern section.

Lairs

1.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

5.

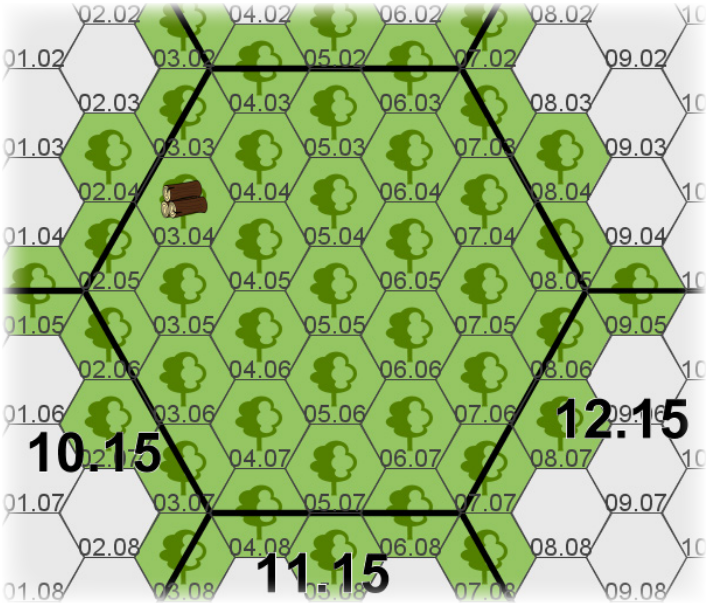
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Crab spider from Hex 10.27 (1d2)*

6. *Scorpion, giant from Hex 11.28 (1d2)*
7.
8.

Hex 11.14



Resources: N/A

A stand of exceptional oak trees can be found in the northwestern portion of the hex, suitable for use in furniture.

Lairs

1.
2.
3.
4.
5.
6.

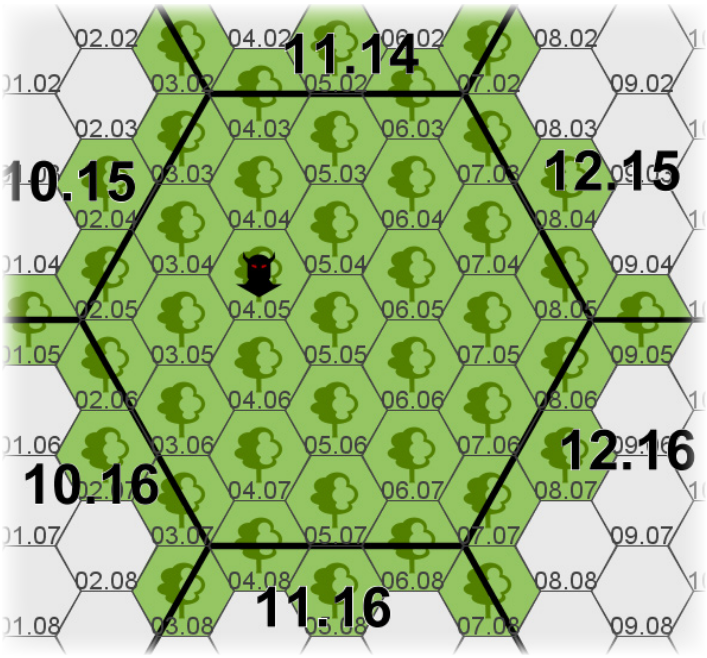
Features

1. **03.04.** A stand of extremely straight-grained old growth white oak trees can be found in this hex, perfect for use in fine carpentry. The trees have a Resource Value of 4 and a base value of 339 gp. There's a 1-2 in 6 chance that some of the wood will be suitable for crafting magical items, with a value of 1d12 × 1000 gp.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Slithering tracker from Hex 11.15*
6.

Hex 11.15



Resources: Game, animal (deer, 3)

Lairs

1. **04.05.** A slithering tracker lurks in this subhex, well concealed and hidden from the light of the sun by a thick canopy of trees. It will follow a party, hoping to catch one member off on their own, but will not leave the cover of the forest to do so.

Slithering tracker (1). ***AC*** *5 [14],* ***HD*** *5* (23 hp),* ***Att*** *1 x touch (paralysis),* ***THAC0*** *15 [+4],* ***MV*** *120 (40'),* ***SV*** *D10 W11 P12 B13 S14 (F1),* ***ML*** *6,* ***AL*** *Neutral,* ***XP*** *300,* ***NA*** *1 (0),* ***TT*** *C*

- Surprises on a roll of 1-5 in 6 unless the target can detect invisibility.
- Will not attack directly, but will follow prey until they sleep. Targets have a 1 in 20 chance of noticing they are being followed.
- Intelligent hunters, will wait until they can attack a single individual without being noticed.

- Touched victims are allowed a save versus paralysis. If failed, the paralysis lasts 6 turns, or indefinitely if the tracker remains in contact. Each turn the tracker is in contact it drains 2d6 hp.
- Can squeeze through small cracks and gaps.

2.
3.
4.
5.
6.

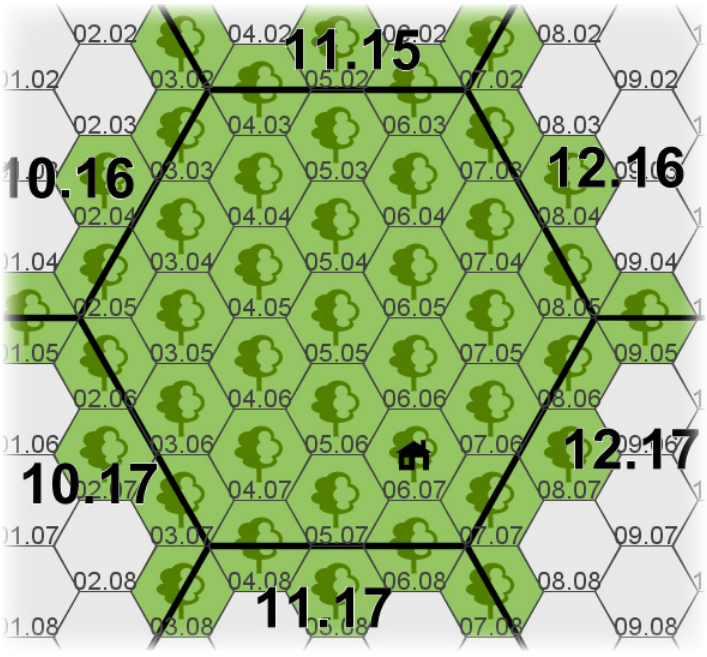
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Slithering tracker
6.

Hex 11.16



Resources: Animal, livestock (boar, 3)

Pigs run wild through this hex, gone feral when the freehold in the southeastern portion of the hex was abandoned.

Lairs

1.
2.
3.
4.
5.
6.

Features

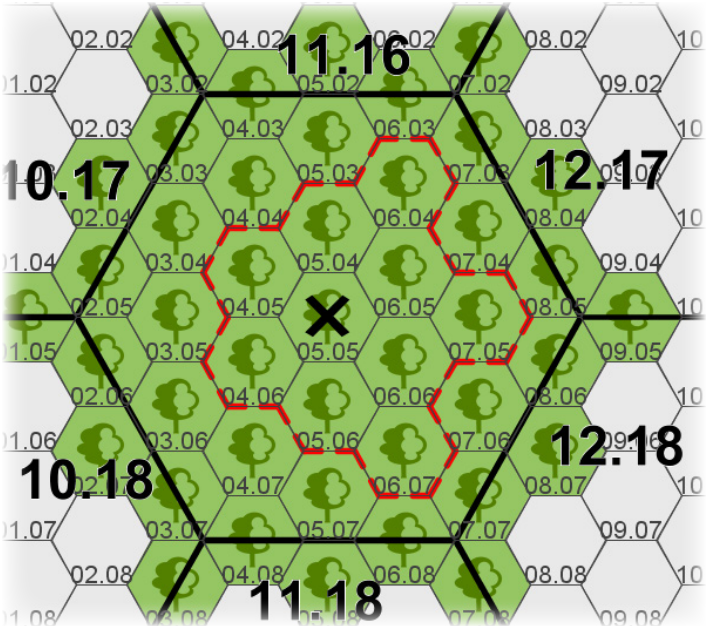
1. **06.07.** A sturdy, three-building compound, surrounded by a 5' tall dry-stacked stone wall is in this hex. It is well-built and well-maintained, and only recently abandoned, the occupants deciding they really weren't cut out for roughing it. The three families that built the settlement journeyed back to Junction, where they will sell anyone interested the location of their compound.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Slithering tracker from Hex 11.15*
6. *Owlbear (1d4) from Hex 12.17*
7.
8.

Hex 11.17



Resources: N/A

Lairs

1.

2.

3.

4.

5.

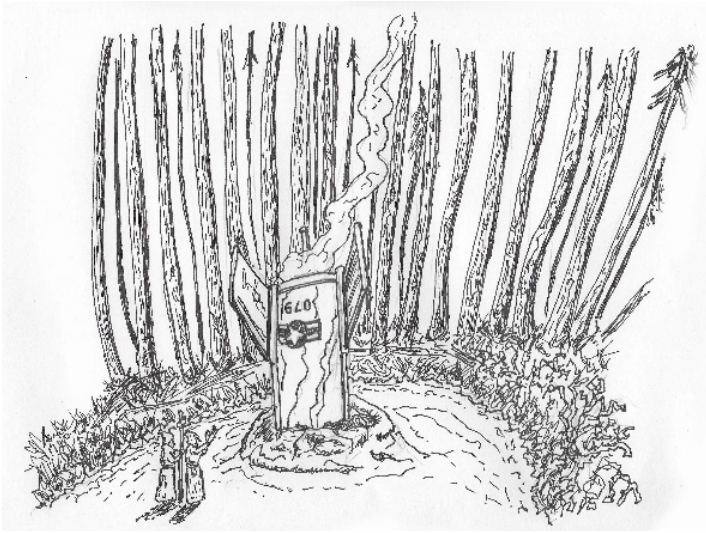
6.

Features

1. The trees and vegetable growth within the bounds of the dashed red lines are weak, sickly, and stunted. Leaves grow a pale green, twisted and curled, trees are shorter than normal and strangely spindly. The soil within this area is cursed by the presence of an artifact half buried in subhex 05.05. Removing the artifact removes the curse, and any new growth will be normal.

The artifact is a long, conical tube of burnished brass, 15' long overall (although about half is buried in the ground), two feet in diameter at the narrowest point and about five at the widest (the end protruding from the ground). Four shark-like fins radiate from the wide end, and it protrudes from the ground at an angle.

A leftover weapon from the Ancient Ones, the artifact failed to detonate when dropped from a great height. In order to end the ill effects on local plantlife it must be removed from the ground – a monumental task, given that it weighs three tons – requiring some 6d100 adventurer-hours. Once removed, it can be de-activated as if casting an 8th-level arcane spell (see Ritual Magic



in Appendix); if not de-activated, the curse is still active. The game effects of the artifact are as follows:

The curse reduces yields and stunts vegetable growth. Foraging and hunting attempts within the area are made with Disadvantage (roll twice, take the lower result).

The curse is growing stronger as the artifact ages and becomes more unstable. It is currently expanding at a rate of 1 subhex every 1d10 years.

The land value of this hex is reduced by half while the artifact is active.

If it explodes (as the result of a mishap on the research roll to deactivate it, perhaps), this hex plus 1d12–1 additional full hexes are devastated. It only damages plants and plant-creatures, which are utterly destroyed (plant-creatures can save versus spells; those failing are slain instantly, while those saving suffer 1d20 damage). Plants will not grow in the destroyed area for 5d20 years. Revenues produced by families in these hexes are reduced to 0 for that period, and the morale scores of all families in the area suffer a –3 penalty to all rolls.

2.

3.

4.

5.

6.

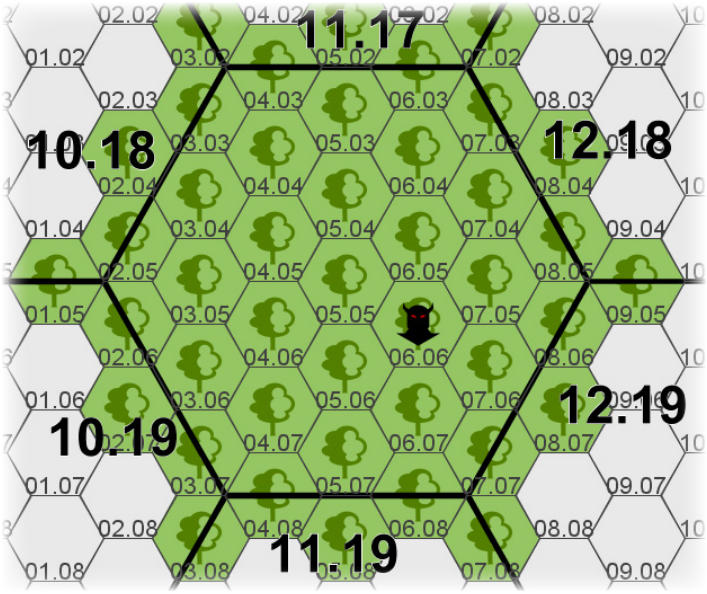
Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Decapod (1) from Hex 11.18*
6. *Owlbear (1d4) from Hex 12.17*

7.

8.

Hex 11.18



Resources: Animal, game (deer, 2); Vegetable, agricultural (chestnuts, 3); Vegetable, industrial (timber, 1)

This lightly wooded hex is rich in additional resources.

Lairs

1. **06.06.** This subhex is home to an extremely rare monster, the ten-tentacled decapod. A brachiating, balloon-shaped beast, it considers the subhex surrounding its lair, as well as the surrounding six subhexes, to be its territory, chasing away (or devouring) all creatures larger than a squirrel it finds within this area.

***Decapod (1). AC** 5 [14], **HD** 3 (19 hp), **Att** 9 x tentacles (1d4), **THAC0** 17 [+2], **MV** 12 (4') / 60' (20') brachiating, **SV** D11 W12 P13 B14 S15 (F3), **ML** 9, **AL** Chaotic, **XP** 35, **NA** 1 (1), **TT** None*

Decapods have a roughly spherical body, approximately 5' in diameter, with ten tentacles radiating out from it, each about 20' long. They lurk amongst the treetops, following prey at a distance before swooping down upon them, grabbing a victim, and then attempting to make an escape through the trees, clutching their victim in sucker-like tentacles and occasionally bashing them against tree-trunks to quell their screaming.

Somewhat intelligent, decapods are decent at vocal mimicry, able to duplicate voices and phrases. They are



creatures of Chaos, and there's a 1-2 in 6 chance that an encountered decapod has characteristics different from those described below.

- While brachiating, can only use eight tentacles to attack; at least two must be used to support their bodies.
- Can attack a single man-sized target with three tentacles, and are capable of lifting a man-sized target and moving at their normal speed.
- For each tentacle that hits, the target must save versus paralysis or become grappled by the tentacle. Once grappled, two more tentacles automatically hit in the next round, and the decapod can lift the grappled target.
- Each tentacle has an AC of 6 [13] and 5 hp. If this damage is exceeded the tentacle is severed.
- When attacking from above, decapods surprise on a roll of 1-3 in 6.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

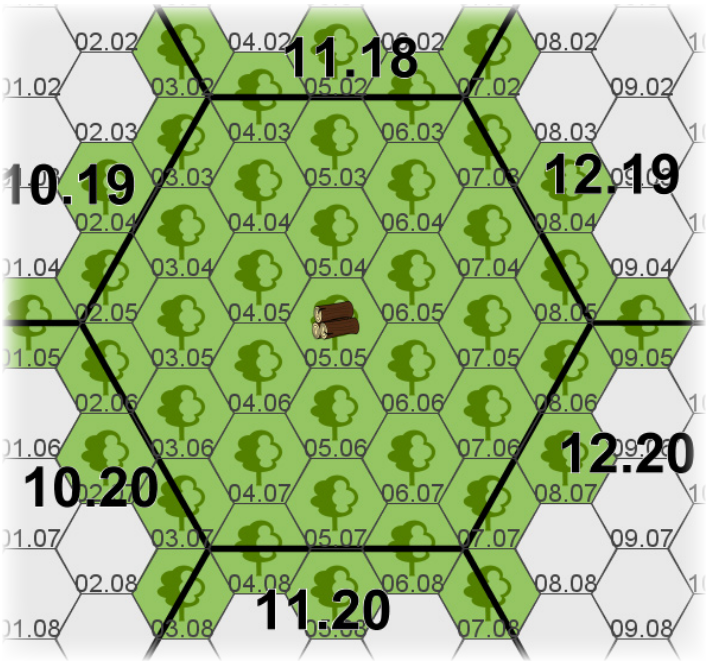
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Decapod (1)
6. *Oxymare, from Hex 12.20*
7.
8.

Hex 11.19



Resources: Animal, game (deer, 2)

This lightly wooded hex has a few herds of deer as well as a valuable stand of maple trees located at the center of the hex.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **05.05.** The center of this hex is dominated by a stand of maple trees that can be tapped for the sweet sap the trunks contain. They have a Resource Value of 3 and a base value of 125 gp.

2.

3.

4.

5.

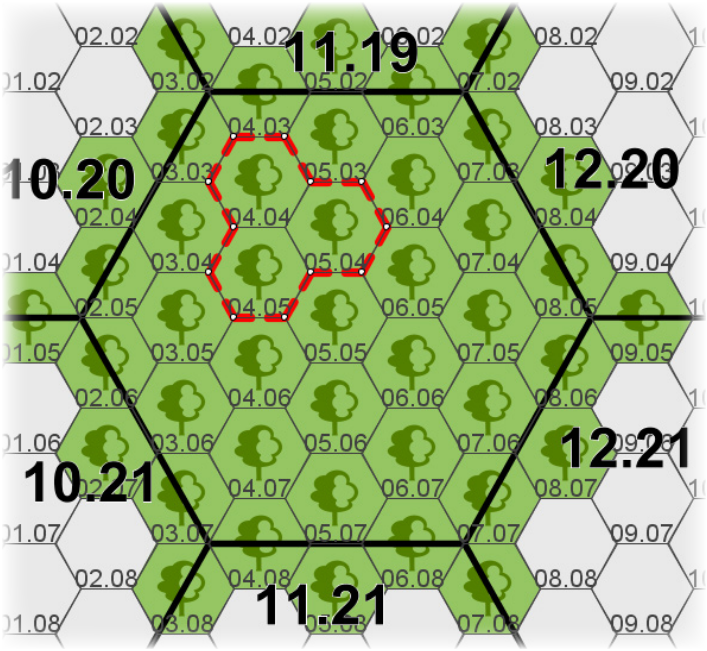
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*

3. *Table 2.3*
4. *Table 4*
5. *Decapod (1) from Hex 11.18*
6. *Oxymare, from Hex 12.20*
7.
8.

Hex 11.20



Resources: Animal, game (wild turkeys, 1); Mineral, quarried (clay, 2)

This lightly wooded hex contains a small number of wild turkeys and some small deposits of clay, suitable for pottery.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. The area within the dashed red line is littered with dozens, maybe even hundreds, of boulders. They range from four to ten feet in diameter, and are relatively round. There are 3d20 boulders in each subhex.

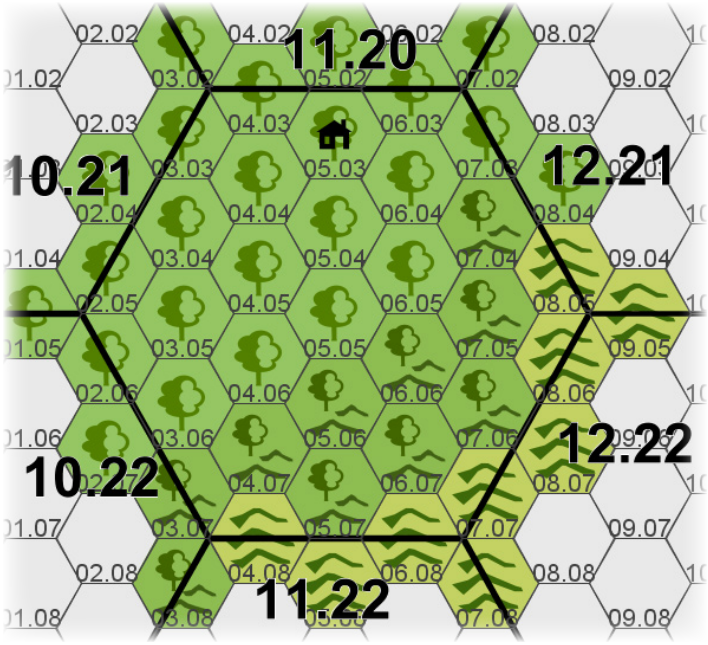
Suspicious PCs may suspect deviltry, but in reality the boulders were left behind millennia in the past when the massive glacial sheets that once covered Absalom retreated.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Oxymare, from Hex 12.20*
6.

Hex 11.21

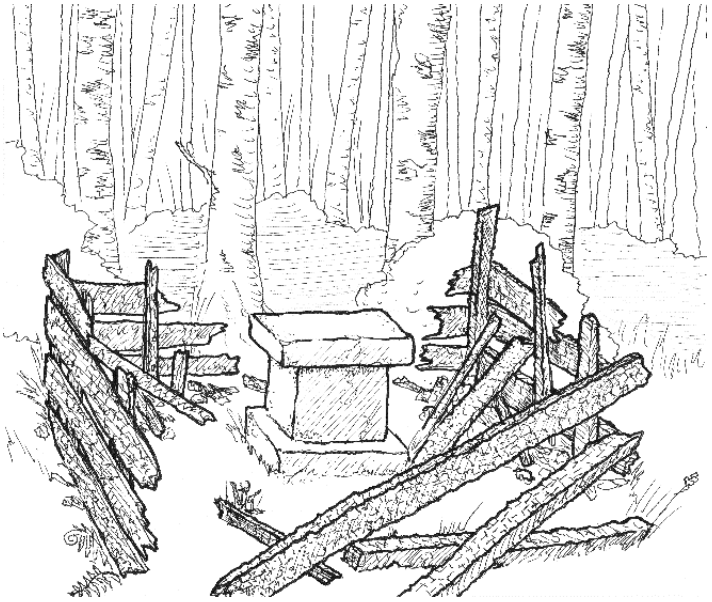


Resources: N/A

Lairs

1.
2.
3.
4.
5.
6.

Features



1. **05.03.** The charred remains of a shrine to the forest god Canter is in this subhex. Burned by a war-party of orcs from Hex 13.21 less than six months prior to the adventurers' arrival in this hex, little is left of the shrine – which was built mostly of wood – except a stone plinth carved with a shallow font on the top. The depression holds nothing but a slick of rainwater. If, however, a vial of holy water is poured into the font, all within 10' of the plinth will be affected by a *bless* spell that lasts until the next sundown.

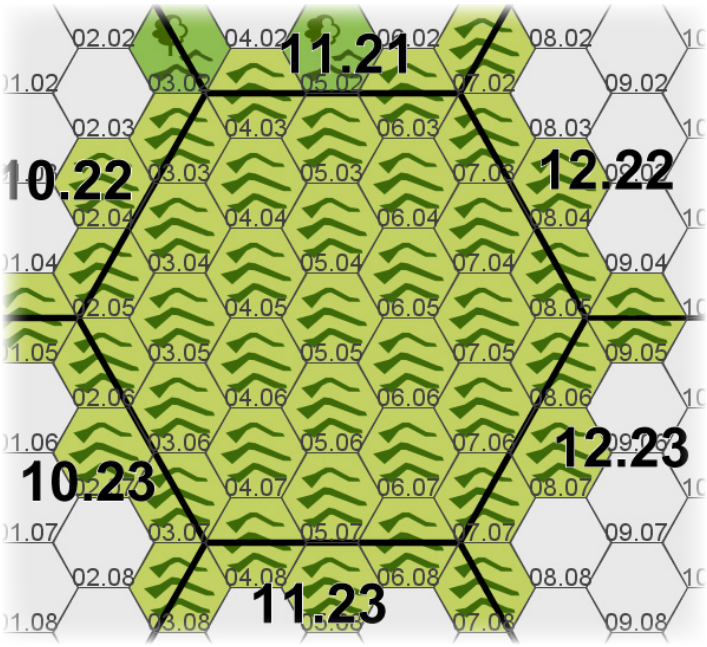
   Once this occurs the holy water becomes inert, normal water.

2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. *Oxymare, from Hex 12.20*
6.

Hex 11.22



Resources: Animal, game (pheasant, 2); Vegetable, agricultural (berries, 3)

Berry bushes and pheasants are plentiful in this hex, the latter feeding on the former.

Lairs

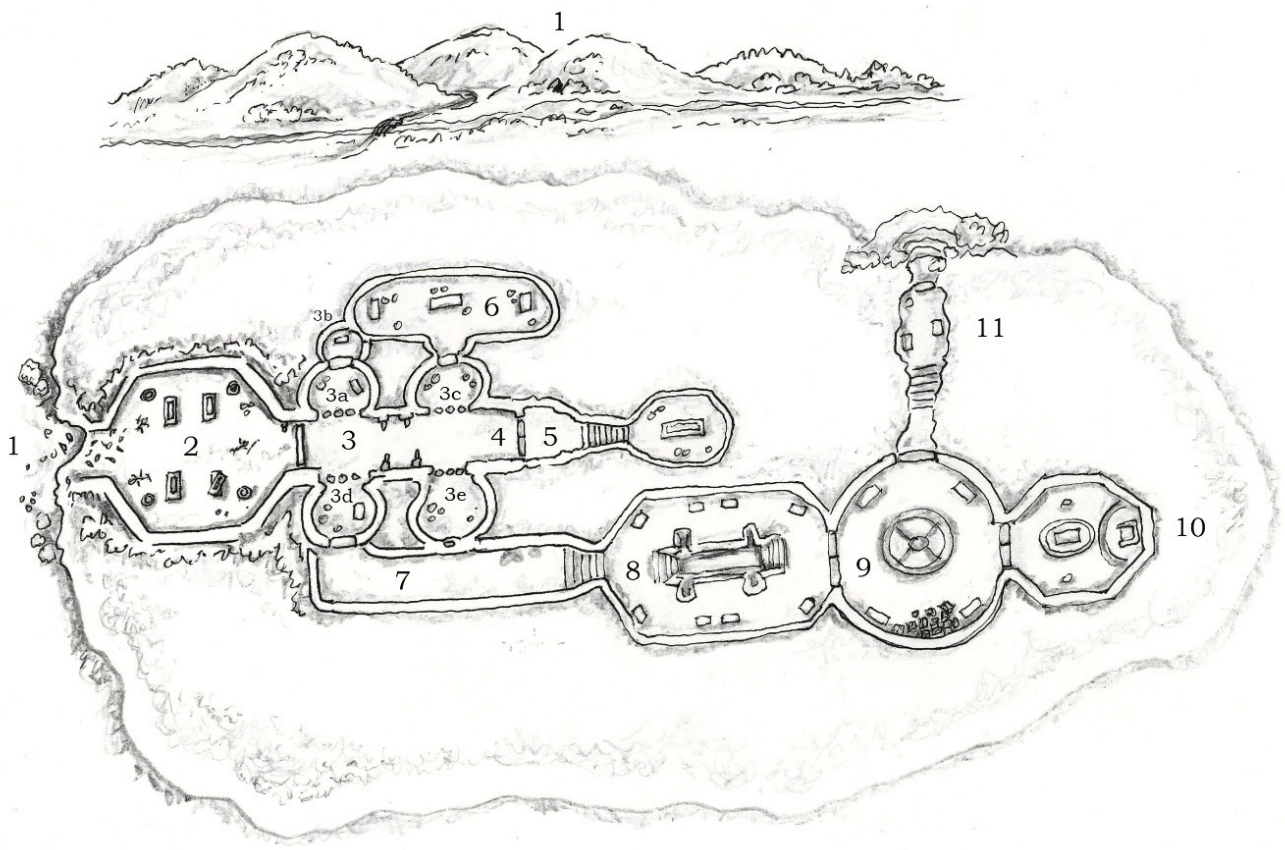
1.
2.
3.
4.
5.
6.

Features

1.
2.
3.
4.
5.
6.

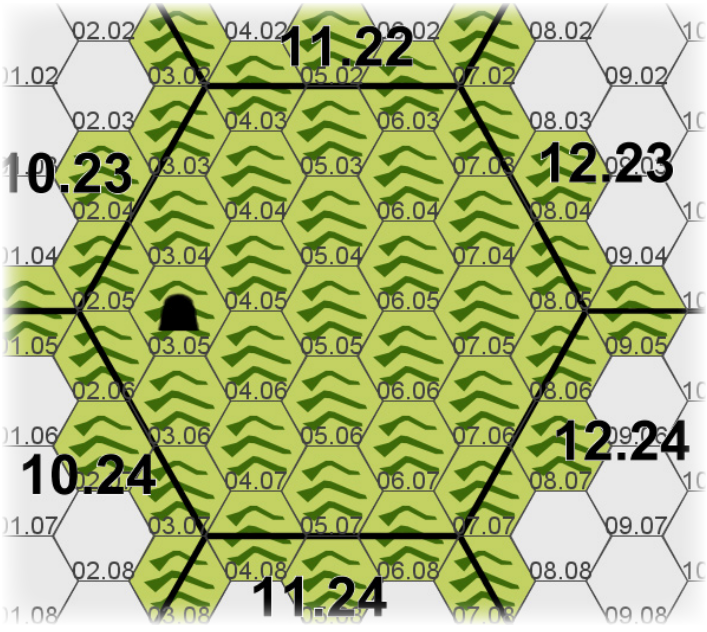
Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Servants of the lamia queen from Hex 11.23 (roll on Table 9 to determine composition)*



6.

Hex 11.23



Resources: N/A

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **03.05.** A hill in this subhex conceals an underground complex with two entrances. A lamia and her charmed servants dwell in this desolate dungeon.

2.

3.

4.

5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Giant wasp from Hex 10.24 (1d5)*
6. Servants of the lamia queen (roll on Table 9 to determine composition)

The Cave of the Lamia Queen

Chisanereon, a powerful lamia spellcaster, discovered this cave system several years previous and decided it would make a decent lair. It was once used by a sect of clerics devoted to Glalialul, a goddess of valor and virtue worshiped in the Skeldrene Dynasty, but when the Empire fell the temple, once located near a major road, also fell into disrepair, and gradually the clerics that resided here either left or died.

Over the years the complex was used by a variety of creatures, and slowly the divine protections woven into the stone frayed and vanished, until creatures of Chaos such as Chisanereon could enter without fear. Even so, certain chambers of the complex are still hallowed ground, and Chisanereon forbids her servants from entering those rooms lest her magical charms be dispelled.

When Chisanereon feels she needs more servants, or her taste for man-flesh needs to be sated, she will send servants south to ambush travelers along the road in Hex 11.24. Her servants are a mixture of human and humanoid. An ally of hers, Vadengrorn, an uncharmed cleric of the dark god Oserax, conducts unholy rituals in the complex's old temple, delighting that a site of purity is now witness to blasphemous rites.

When servants of the lamia queen are encountered outside of their lair roll on Table 9 to determine their exact composition. Unless hunting, the inhabitants of the complex will rarely be found outside their lair.

The complex has two entrances (Areas 1 and 11). The inhabitants rarely use Area 1, preferring to Area 11 for daily coming and going. The interior of the complex is carved from the living stone itself and is relatively dry. The ceiling height is 10', unless otherwise indicated. Observant adventurers will note the absence of right angles anywhere in the complex; it is built in a very organic fashion, with curves and gentle angles predominating.

Since most of the inhabitants of the complex are human it is kept lit most of the time. Corridors and passageways are illuminated with lone guttering torches that burn for one hour. These are replaced on a semi-regular basis by charmed servants, and if the adventurers happen to enter a corridor when a torch is being replaced refer to Area 8 to randomly determine which servant is lighting the torches. Chambers with residents are kept lit with lanterns fed by oil stolen from caravans, and only need refilling every 6 hours. Assume that torches are replaced every 7th turn, counting from when the adventurers first enter the complex. A single servant, coming from Area 8, will replace all the torches, taking the shortest route needed to do so.

Lighting by Area

1-2. None, but ambient light from outside.

3. Single torch.

3a-3e, 4. None, but ambient light from Area 3.

5. None (but faint glow from sword).

6. Lantern, but only lit when Vadengrorn is present.

7. Single torch.

8-9. Lanterns, kept lit all the time.

10. Lantern, only lit when Chisanereon is present.

11. None, but ambient light from outside.

Table 9 – Wilderness Random Encounter Composition

Only roll on this table if a wilderness encounter in this or an adjacent hex indicates an encounter.

1-3. Chisanereon + 1d4 servants

4-5. Vadengrorn + 1d4 skeletons

6. 2d4 random servants

Make a wandering monster check every two turns the adventurers spend within the complex, or immediately after each combat. On a roll of 1-2 in 6 an encounter occurs. Roll on Table 10 to determine who is encountered.

Table 10 – Dungeon Random Encounters

1-3. 1d4 random servants

4-5. Vadengrorn

6. Chisanereon

Whenever the adventurers enter the complex roll 1d6 twice to determine where Vadengrorn and Chisanereon are. On a result of 1, they and the appropriate servants (see Table 9, above) are outside of the lair. One of them will always remain within the complex, regardless of the actual result.

1. Main Entrance. The original entrance to the complex has collapsed, leaving an opening that leads into the hill itself. There was once a short flight of stairs here, but they are gone, and adventurers must boost themselves up about five feet to gain access to the level of the complex. It takes one round to boost oneself up, and since it is a narrow opening only one character at a time can ascend.

2. Entrance Chamber. Four stone coffins have been moved to this chamber from other parts of the complex,

bones litter the floor, and a large iron door is set into the wall opposite the entrance. The coffins were brought here to both clear space in other areas and to distract adventurers. One turn after the party has entered the chamber the skeletons on the floor will animate and attack. The skeletons will not attack if the adventurers do not linger and simply pass through this chamber.

The door on the opposite wall is kept unlocked.

Skeleton (6). ***AC*** *7 [12],* ***HD*** *1 (4 hp),* ***Att*** *1 x weapon (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *3d4 (3d10),* ***TT*** *None*

- Make no noise until they attack. Immune to effects that affect living creatures, as well as mind-affecting and mind-reading spells.

3. Corridor of Cells. A long corridor runs east to west, terminating at the far end in a set of wooden double doors. Four cells, their entrances barred with metal, line the hall, two on the north side and two on the south side.

Some time after the temple was abandoned it was used by a group of brigands who retrofitted these small chambers for use as holding cells for captives. Now only two of the cells are used for that purpose, while the other two serve different functions.

3a. Cell. This small cell is occasionally used to hold prisoners prior to them being eaten or charmed by the lamia. There's a 1-2 in 6 chance it is occupied when the adventurers enter the complex. Roll 1d6 to determine who the prisoner is: (1-3) roll on Table 1.2, (4-6) roll on Table 4.

There is a door, kept locked, at the back of the cell.

3b. Even Smaller Cell. This cell is rarely used, but when needed it can hold another prisoner, typically one the cult is keeping for some purpose other than food or service. There's a 1 in 12 chance it is occupied when the adventurers enter the complex. Roll 1d6 to determine who the prisoner is: (1-2) roll on Table 1.2, (3-6) roll on Table 4.

3c. Antechamber. This small cell is used as an entrance to the shrine in Area 6 that Vadengrorn uses as a temple. The barred door – and the wooden one leading to Area 6 – is kept locked when Vadengrorn is not in Area 6, and he and Chisanereon are the only ones with keys.

3d. Passage Cell. The door to this cell is usually left open and unlocked, as it leads to the rest of the complex and Vadengrorn's skeletal guards aren't intelligent enough to figure out how to open closed doors.

3e. Cell. This small cell is occasionally used to hold prisoners prior to them being eaten or charmed by the lamia. There's a 1-2 in 6 chance it is occupied when the adventurers enter the complex. Roll 1d6 to determine who the prisoner is: (1-3) roll on Table 1.2, (4-6) roll on Table 4.

4. Doors to Shrine. A pair of stout wooden doors bar the end of the corridor, adorned with carvings depicting instances of valor; warriors defending a village from a rampaging dragon, sacrificing themselves to stop a horde of faceless barbarians, etc.

The doors are both magically locked and protected with a permanent *protection from evil* spell. The doors can only be opened by a Lawful individual who has performed some valorous deed, risking their own life to save others. It is up to the Referee to determine if any in the party meet these criteria. Once opened, anyone can enter, although the *protection from evil* effect still remains.

Bards and clerics may be able to determine that the complex was once dedicated to Glalialul by making a lore check (for bards) or rolling their Intelligence or less on 4d6. Other characters can attempt to deduce this by rolling their Intelligence or less on 5d6 (or making an appropriate skill check, if using a skill system). The worship of Glalialul is still practiced in the 16th Cycle, although she is typically worshiped west of the Sarn and little known in the Principalities.

5. Chamber of the Holy Blade. The floors in this area are covered in a thick layer of dust, having been undisturbed for centuries. A set of stairs leads downwards to another chamber, faintly lit by a soft white glow.

The small chamber at the bottom of the stairs contains a slab of stone, upon which rests a softly glowing sword. This is a *holy avenger sword +3*, a relic of the church. If the sword is removed from this chamber the enchantments on the door at Area 4 end.

Area 6. Shrine to Oserax. Once a holy shrine to Glalialul, this chamber has been thoroughly blasphemed and debauched and is now dedicated to the demon Oserax. Vadengrorn, the evil cleric, is usually found in this chamber, conducting foul rituals.

Little remains of the original shrine. Carvings on the walls that once depicted instances of valor and sacrifice have been defaced and chipped away to illegibility.

Four skeletal guards stand at attention in this chamber; if Vadengrorn is not here then 1d4 of the skeletal guards will be accompanying him. Vadengrorn sleeps in this chamber. There's a 1 in 6 chance during the day and a 1-3 in 6 chance at night that the cleric will be asleep. When asleep he is always accompanied by his four skeletal guards.

The skeletal guards in this chamber are faster and slightly more durable than ordinary skeletons.

Skeletal servitors of Oserax (4). ***AC*** *7 [12],* ***HD*** *1+1 (5 hp),* ***Att*** *1 x weapon (1d6),* ***THAC0*** *18 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *15,* ***NA*** *2d4 (2d10),* ***TT*** *see below*

- Standard undead characteristics.
- Each skeletal servitor is animated with an elaborately carved bone, graven with the blasphemous sigils of Oserax. It costs 100 gp per skeleton to prepare the bone. If the skeleton is destroyed the bone shatters. Enterprising adventurers can collect the bone dust to use as a principal in the creation of *potions of undead control*. For such a use one powdered bone is worth 250 gp.

Vadengrorn, cleric of Chaos (C6). ***AC*** *4 [15],* ***HD*** *6* (27 hp),* ***Att*** *1 x weapon (1d6+2) or 1 x spell (see below),* ***THAC0*** *16 [+3],* ***MV*** *90' (30'),* ***SV*** *D9 W10 P12 B14 S12 (C6),* ***ML*** *10,* ***AL*** *Chaotic,* ***XP*** *500,* ***NA*** *3d4 (3d10),* ***TT*** *See below*

Vadengrorn, already a cleric of Oserax, was a member of the first caravan that Chisanereon ambushed. Rather than charm him and lose his spell-casting abilities, the lamia struck a bargain with the perfidious priest, and gave him control of the shrine and as many skeletons as he would like (after Chisanereon had devoured the flesh, of course). Seeing no better option, Vadengrorn agreed, and the two have worked together ever since. Given the proper motivation (such as needing to save his own life), Vadengrorn will gladly turn against the lamia.

If using the Alternate Rules from *Into the Wild* Vadengrorn has the Toughness and Improved Turning Knacks. Vadengrorn typically prays for the following spells:

First Level (2/day): *Darkness*, *Cause Fear*

Second Level (2/day): *Blight, Hold Person*

Third Level (1/day): *Animate Dead**

Fourth Level (1/day): *Sticks to Snakes*

*Spell granted by Oserax

Additionally, whenever one of his skeletal servitors is within 10' of him he can transfer five points of damage that he takes to the skeleton, instantly destroying it. He can only do this once per round.

Vadengrorn has the following treasure:

- 1,200 cp, 956 sp, 723 gp, all kept in a locked box hidden in a secret compartment in the altar of the shrine (standard chance to find).
- Four bones, carved as described in the entry for the skeletal servitor of Oserax, ready for enchantment, also kept in the secret compartment.
- *Mace +2, chain +1, potion of healing.*
- Keys to the hidden chest in this room, Areas 6, 3a, 3b, 3d, and 3e, and the door towards Area 11.

7. Passageway. The door at the back of cell 3d leads to the rest of the complex. The absence of dust on the floor indicates it is rather well traveled. Upon entering this chamber an awful stench becomes apparent.

8. Common Area. A short flight of steps descends from Corridor 7 to this area, which is where the charmed servants of Chisanereon reside when not in use elsewhere. A massive cherry table, its surface scarred and stained from years of abuse, dominates the center of the chamber, and chairs line the perimeter of the room, where the servants are normally seated.

All of the servants in this chamber were first charmed and then had their Wisdom drained to 3, becoming virtually mindless. They are lethargic in affect and speech, seemingly hypnotized. They are unable to use any abilities they had before being charmed; even fighting prowess will desert a charmed fighter, so that they all function as normal humans with the exception of hit points and saving throws. The same applies to humanoids; they attack as normal humans, and have no special abilities (with the exception of infravision) that would otherwise be a racial trait. Those drained of Wisdom still have some memories of their past life, and it is possible to communicate with them on a very simple level.

The servants of Chisanereon are given below (along with AC, hp, and former class, if any). When attacking they use simple melee weapons inflicting 1d4 damage each (except for Thokur, who inflicts 2d4 damage with a huge wooden club). If randomly determining which servant is encountered roll 1d12.

Not all of the servants will typically be in this chamber. Some will:

- Be outside of the compound.
- Be on torch-lighting duty.
- Be with the lamia in Area 10.

1. Acarphie the Bold (AC 6 [13], 16 hp, F3, squire of Padic Vell)

2. Connya Ancwen (AC 9 [10], 2 hp, NH, former merchant)

3. Lendra Laead (AC 9 [10], 1 hp, NH, former merchant)

4. Metmarma Paloc (AC 5 [14], 12 hp, F2, squire of Padic Vell)

5. Midyet Vialaof (AC 7 [12], 6 hp, F1, former brigand)

6. Padic Vell (AC 2 [17], 32 hp, K6, former Basilisk Knight)

7. Toan Gifuan (AC 9 [10], 3 hp, NH, former miner)

8. Dugluk (AC 6 [13], 4 hp, orc)

9. Shur (AC 6 [13], 2 hp, goblin)

10. Thokbur (AC 5 [14], 19 hp, ogre)

11. Uborz (AC 6 [13], 5 hp, orc)

12. Urkdush (AC 6 [13], 3 hp, orc)

The room literally reeks of feces and sweat, as the mind-wiped servants do not care to go outside to relieve themselves. Anyone entering the chamber must make a saving throw versus poison. Those failing are nauseated, suffering a –2 penalty to all attack, damage, and saving throws for 1d4 turns.

The servants are under orders to bring anyone they don't recognize to their mistress in Area 10.

9. Entrance Chamber. This circular chamber has doors leading east, west, and north. All doors are kept unlocked, except for the door to Area 10, which is locked when Chisanereon is not present. The single door to the north leads to the outside, and is the primary means of entry for those that live in the complex. One set of double doors leads to Area 8, where the servants of the lamia live, with the other set leading to Chisanereon's throne room.

A statue of Glalialul once dominated the center of the room, but it was destroyed long ago; all that remains is the plinth. A secret compartment, undiscovered all these years, hides a *scroll of protection from undead*.

Stacked against all the walls are boxes and crates and barrels, supplies stolen from caravans. There are:

*10 jars of oil, worth 20 gp per jar and weighing 600 cn each.

*2 barrels of ale, worth 100 gp per barrel and weighing 800 cn each.

*6 crates of torches, worth 20 gp per crate and weighing 500 cn each.

*20 barrels of preserved meat, worth 20 gp per barrel and weighing 800 cn each.

*5 barrels of wine, worth 200 gp per barrel and weighing 800 cn each.

10. Throne Room of Chisanereon. This chamber, once an audience hall for the high priest of Glalialul, has now been claimed as the throne room for the lamia.

There's a 1-2 in 6 chance that there will be 1d4 mind-controlled servants in this chamber with their mistress, but for the most part Chisanereon cannot stand to be in the same room as her drooling devotees and spends as little time with them as possible.

Chisanereon (lamia sorceress). ***AC*** *2 [17],* ***HD*** *12** *(66 hp),* ***Att*** *1 x touch (1d4 + WIS drain) or spell (by spell),* ***THAC0*** *10 [+9],* ***MV*** *240' (80'),* ***SV*** *D6 W7 P8 B8 S10 (F12),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *2,700,* ***NA*** *1 (1),* ***TT*** *D*

- Her touch drains 1 point of Wisdom. If reduced to a WIS below 3 the victim mindlessly obeys her commands.
- Once per day she can cast an enhanced version of *charm person*. On a failed save versus spells the target will (if they can understand her) move towards her, fighting those who would prevent this, and act to defend her. However, charmed victims are unable to cast spells or use magic items that require activation. Killing the lamia breaks the charm, as does powerful magic.
- Once per day can cast *spectral force*, requiring no concentration to maintain and lasting until dispelled, but otherwise as normal. The lamia can only maintain one illusion at a time, so using this to create a second illusion would automatically dispel the first illusion.
- Can cast spells as a 3rd-level sorcerer (see *Into the Wild*).

She can cast three 1st- and one 2nd-level spells per day, and knows the following spells: *detect magic*, *hold portal*, *shield*, *sleep*, *ESP*, *invisibility*. As a sorcerer, she does not need to memorize any spells.

The non-consumable goods and treasures taken from caravans and enslaved servants are kept here in this chamber and consist of:

- 5001 cp, 3,567 sp, 1,200 gp.
- One gem worth 50 gp, two gems worth 100 gp each.
- An elaborate golden tiara worth 3,000 gp.
- Three potions: *control animals*, *invulnerability*, and *speed*.
- Chisanereon possesses (and uses) a ioun stone, a pearly white spindle that heals 1 hp per turn.

11. Exit Corridor. A natural corridor (not worked like the rest of the complex) leads down and out, arriving at an entrance concealed by brush and an illusion created by Chisanereon (note that, as per the description in

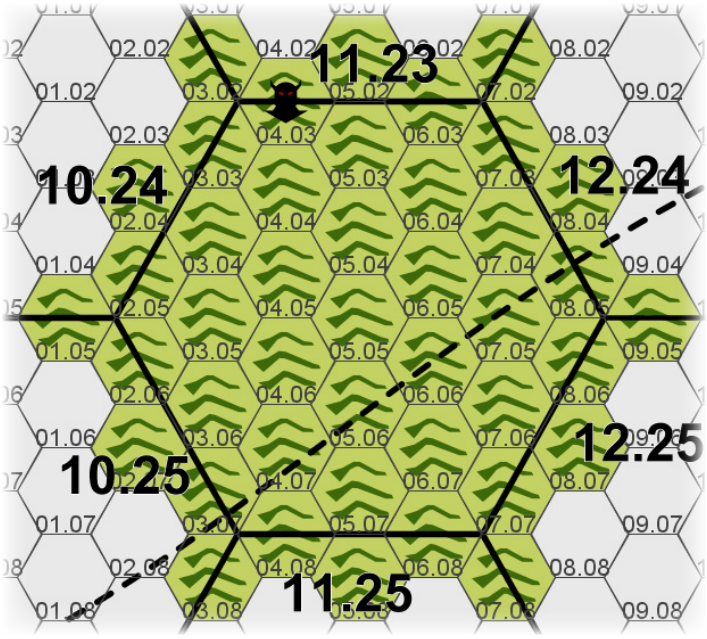
Area 10, this illusion will drop should the lamia use her *spectral force* ability again).

Halfway down the corridor, at the bottom of a short flight of stairs, a number of empty crates and barrels are stacked, ready to be broken and discarded. A pit viper has taken up residence in one of the barrels, and will strike once if disturbed, then flee if possible.

Pit viper (1). ***AC*** *6 [13],* ***HD*** *2* (7 hp),* ***Att*** *1 x bite (1d4 + poison),* ***THAC0*** *18 [+1],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *1d8 (1d8),* ***TT*** *None*

- Infravision to 60'.
- Always attacks first in each round, no initiative roll needed.
- Poison causes death in 1d6 turns on a failed save versus poison.

Hex 11.24



Resources: N/A

The road from Liwil to Dry Gulch cuts through this hex of grassy hills. In the northern part of the hex, a patch of deadly grasses waits to be stumbled into.

Lairs

1. **04.03.** An otherwise innocuous hillside slope is covered not in mundane grasses, but in a form of killer plant-life know as a "carnivorous meadow". The meadow covers roughly 950 square feet, with each 5' x 5' patch (25 square feet) considered a single creature for purposes of the stat block below.

Woodswise characters (elves, halflings, druids, rangers, etc.) have a 1 in 6 chance to notice the patch of grass is not like the surrounding area, and catch a glimpse of the numerous dirty-ivory bones mostly hidden amongst the grasses of the gently swaying meadow.

Carnivorous meadow (38). ***AC*** *9 [10],* ***HD*** *1 (5 hp per 5' square),* ***Att*** *9 x grapple (1d6),* ***THAC0*** *19 [0],* ***MV*** *Nil,* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *10,* ***NA*** *0 (1d100),* ***TT*** *U*

Carnivorous meadows act on instinct, not attacking until the bulk of their prey are within the perimeter of the meadow. Each round a character is within the meadow they must roll equal to or under their Strength on 3d6. Those failing are grappled, and are drained of 1d6 hp per round as the meadow begins to suck their blood through tiny, tooth-lined stomata. Characters within the meadow are allowed a Strength check each round to break free; those that fail are held and cannot move, those that succeed can move, but do so at half speed.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

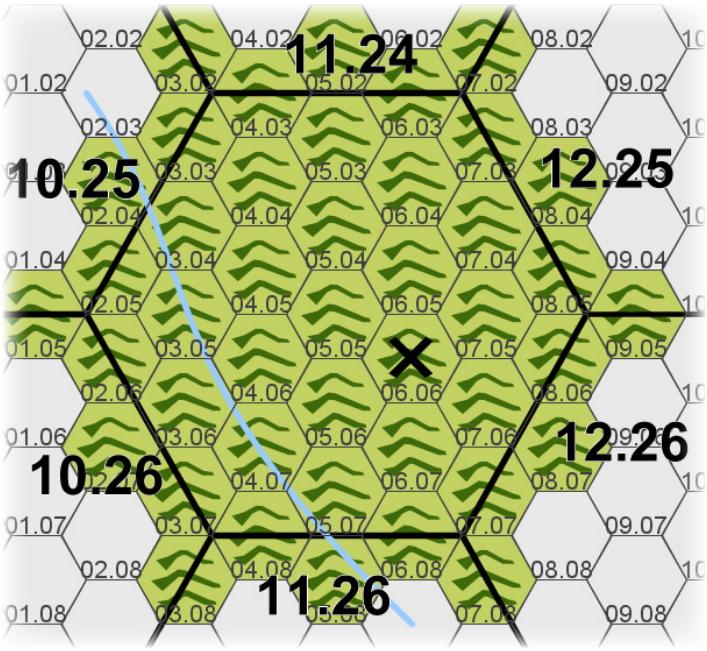
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Giant wasp from Hex 10.24 (1d5)*
6. *Servants of the lamia queen (roll on Table 9 to determine composition)*
7.
8.

Hex 11.25



Resources: Animal, game (antelope, 3); Mineral, mined (gold, 3)

The *Chistaya* creek continues its run through this hex, which has plentiful amounts of antelope and gold deposits. A single subhex contains a weird magical effect that prevents magical scrying. Should this be discovered there is no doubt that it would become a valuable piece of real estate.

Lairs

1.
2.
3.
4.
5.
6.

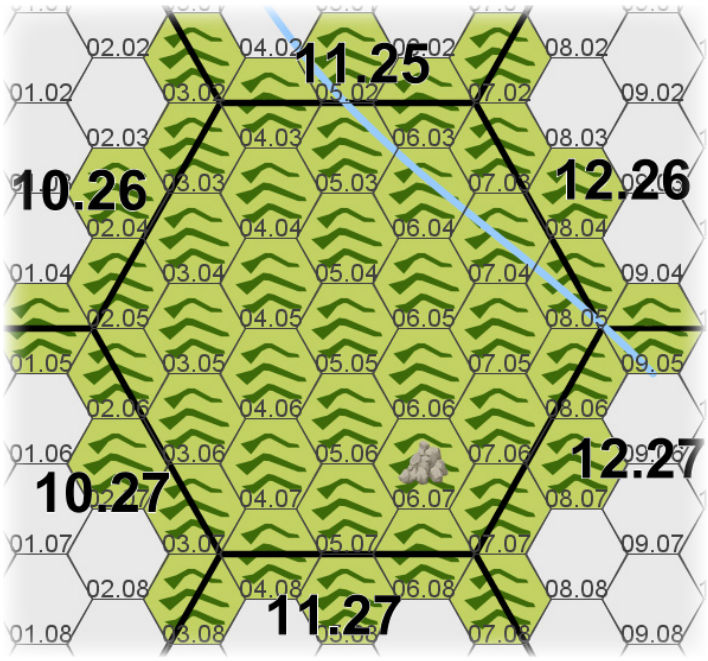
Features

1. **06.06.** Scrying does not function in this subhex. It cannot be observed by any kind of remote viewing (such as a *crystal ball*), nor do spells such as *locate object* work. Just as this subhex cannot be observed by magic, those within the subhex cannot use similar magics.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 11.26



Resources: Vegetable, agricultural (woundwort, 5)

The *Chistaya* creek cuts through the northeast portion of this hex. Along its banks can be found large quantities of woundwort, a plant used as a healing herb in herbalism.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **06.07.** An enormous plug of granite protrudes out of the ground in this subhex, clearly distinct from the surrounding terrain. It would make excellent building material, and has a Resource Value of 5 and a base value of 525 gp.
2.

3.

4.

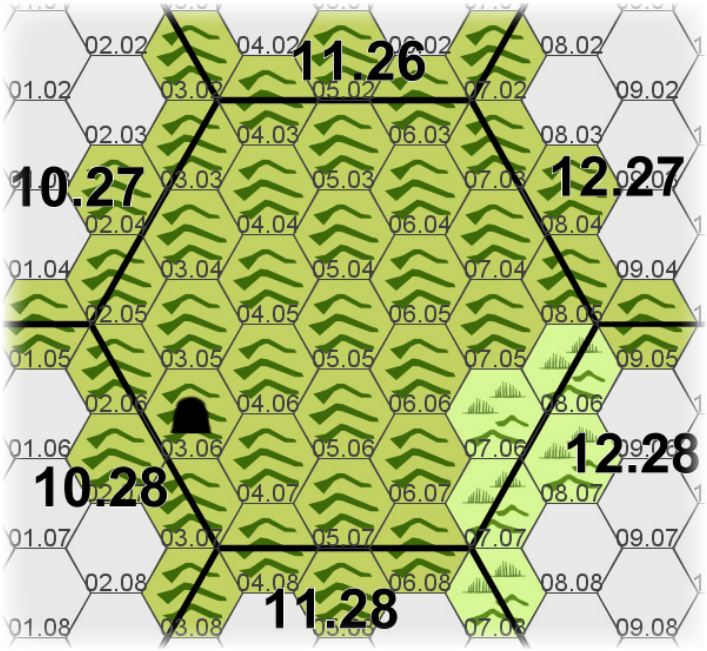
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Crab spider from Hex 10.27 (1d2)*
6. *Treants (1d5) from Hex 12.27*
7.
8.

Hex 11.27



Resources: N/A

This hex of grassy hills transitions to lower, more prairie-like terrain along the southeastern face as the hills flatten towards the Zelaia Prairie.

Lairs

1.

2.

3.

4.

5.

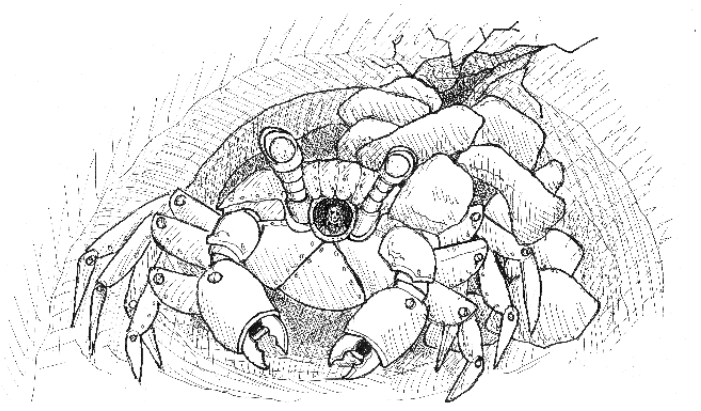
6.

Features

1. **03.06.** *Apparatus of the Crab*. The map found in the treasure of the Sunken Sun goblin tribe (see Hex 17.22) leads here, to a shallow cave, the entrance of which is obscured by debris from a rockslide.

If the rockslide is cleared, a task requiring 5d20 × 5 adventurer-hours to accomplish, an opening into the hillside is uncovered, barely six feet in diameter. Within is a shallow, dry cave, in the center of which rests a strange device, the fabled *Apparatus of the Crab*.

It is currently in barrel form and contains the partially mummified corpse of a human woman, the previous owner of the device who got stuck inside and suffocated. The secret door allowing access is stuck, and requires a thief to make an Open Locks check (or the casting of a *knock* spell) in order to open.



2.

3.

4.

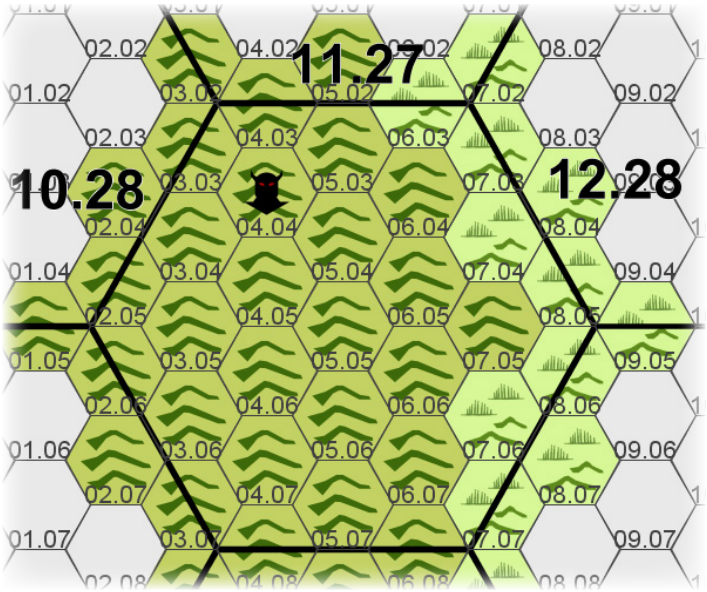
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Crab spider from Hex 10.27 (1d2)*
6. *Scorpion, giant from Hex 11.28 (1d2)*
7. *Treants (1d5) from Hex 12.27*
8.

Hex 11.28



Resources: Animal, game (antelope, 4); Animal, game (groundhogs, 2)

The eastern edge of this hex begins to flatten and fill out with lush grass as it transitions into the Zelaia Prairie.

Lairs

1. **04.04.** A nest of two giant scorpions lair in a shallow cave in this subhex, preying on the abundant game in the surrounding hexes.

Scorpion, giant (2). ***AC*** *2 [17],* ***HD*** *4* (15, 17 hp),* ***Att*** *2 x claw (1d10), 1 x sting (1d4 + poison),* ***THAC0*** *16 [+3],* ***MV*** *150' (50'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *11,* ***AL*** *Chaotic,* ***XP*** *125,* ***NA*** *1d6 (1d6),* ***TT*** *V*

- Normally attack on sight. Apply a –4 penalty to reaction rolls.
- Sting causes death in 1d4+1 rounds after a failed saving throw versus poison.
- Sting attack gains a +2 bonus if one claw hits, +3 if both claws hit.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

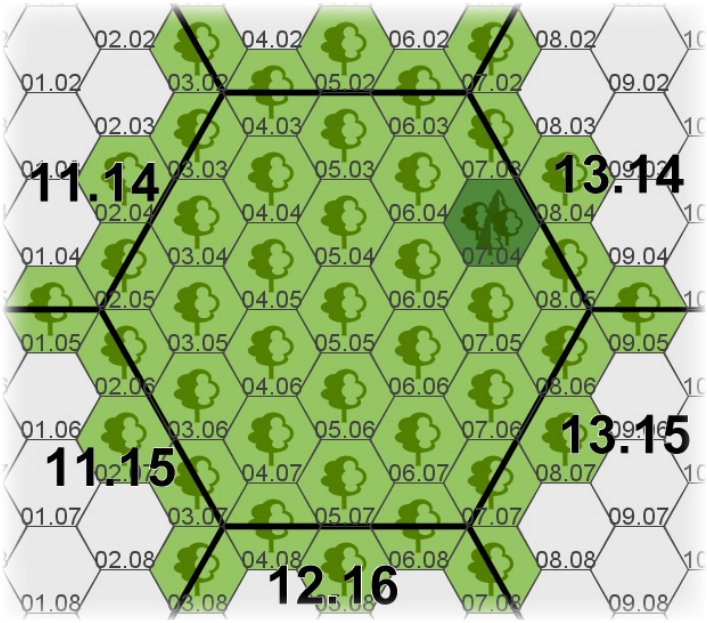
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Scorpion, giant (1d2)
6.

Hex 12.15



Resources: Animal, game (deer, 2)

This lightly wooded hex is home to a number of small deer herds.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **07.04.** The trees in this subhex grow thicker, reducing movement by 1/3 (or increasing exploration time by the

same amount). A number of pines and cedars are also found in this subhex, which is unusual for this forest.

2.

3.

4.

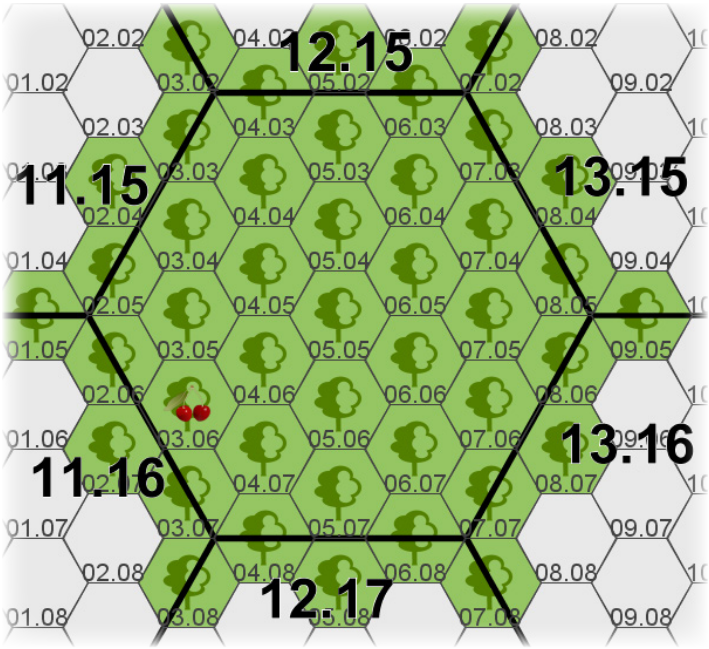
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Slithering tracker from Hex 11.15*
6.

Hex 12.16



Resources: Mineral, quarried (clay, 3); Vegetable, industrial (timber, 2)

This wooded hex has abundant trees than can be used for lumber, as well as deposits of clay for pottery.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **03.06.** Wild ginseng grows in this subhex, used extensively in herbal remedies. It has a Resource Value of 3 and a base value of 95 gp.

2.

3.

4.

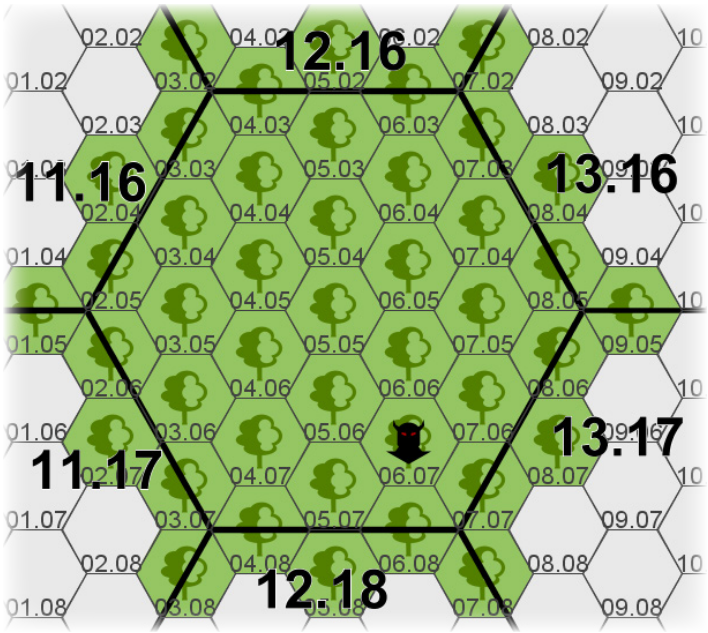
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Slithering tracker from Hex 11.15*
6. *Owlbear (1d4) from Hex 12.17*
7.
8.

Hex 12.17



Resources: N/A

Lairs

1. **06.07.** A family of four owlbears dwell in this subhex.

They are irritable, ill-tempered beasts that react poorly to those intruding into their territory (which is, in their small minds, the entire forest).

***Owlbear (4). AC** 5 [14], **HD** 5 (12, 22, 23, 24 hp), **Att** 2 x claw (1d8), 1 x bite (1d8), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D11 W12 P13 B14 S15 (F3), **ML** 9, **AL** Neutral, **XP** 175, **NA** 1d4 (1d4), **TT** C*

- If a victim is hit by both paws in the same round the owlbear immediately hugs in the same round for an additional 2d8 points of damage.

A well-gnawed skeleton can be found in the slight hollow where the owlbears lair. Rattling around in its skull are 2 gems worth 50 gp each and 2 worth 1,000 gp each.



2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

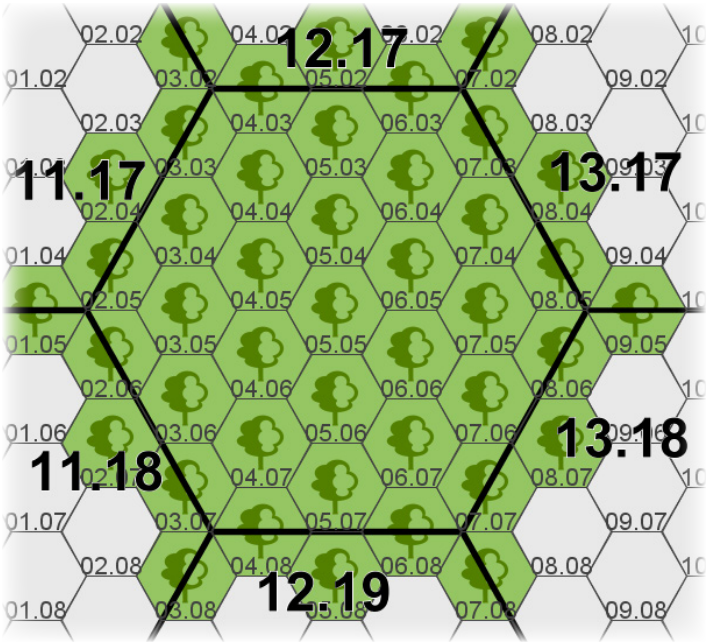
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Owlbear (1d4)
6. *Bat, giant (1d10) from Hex 13.17*
7.
8.

Hex 12.18



Resources: Vegetable, agricultural (timber, 3)

This lightly wooded hex has some decent quality trees suitable for building lumber.

Lairs

1.
2.
3.
4.
5.
6.

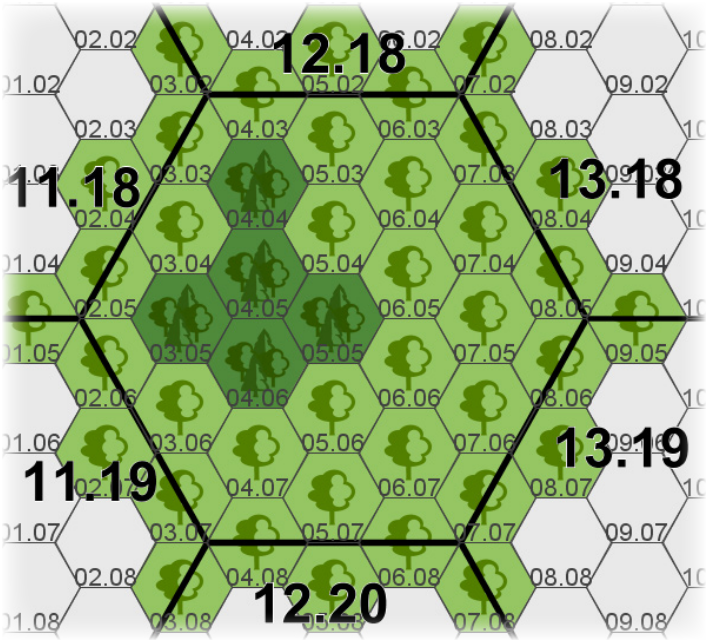
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Decapod (1) from Hex 11.18*
6. *Owlbear (1d4) from Hex 12.17*
7. *Oxymare from Hex 12.20*
8. *Bat, giant (1d10) from Hex 13.17*
9.
10.

Hex 12.19



Resources: Vegetable, agricultural (ginseng, 5); Animal, game (deer, 5)

This lightly wooded hex contains roughly six square miles of dense, mixed forest, as well as an abundance of wild ginseng – much sought after for herbalism – and herds of deer.

Lairs

1.
2.
3.
4.
5.
6.

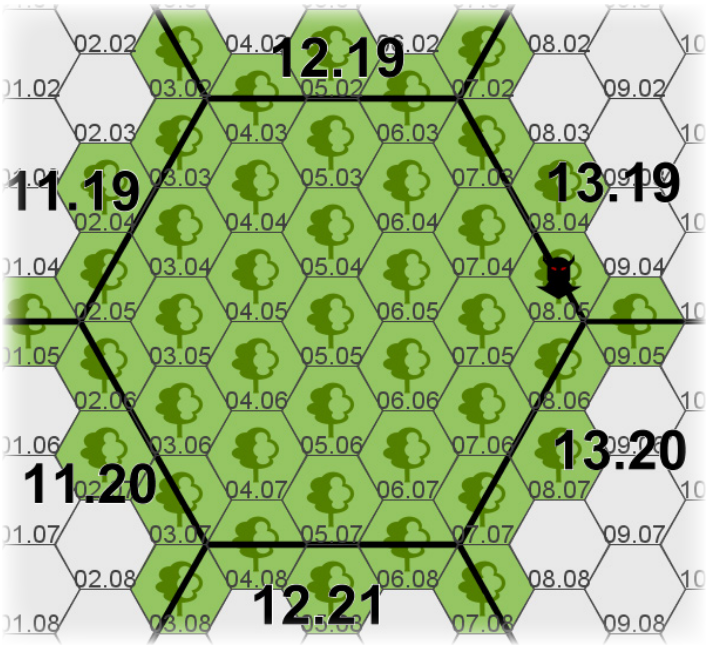
Features

1. **03.05, 04.04, 04.05, 04.06, 05.05.** This cluster of subhexes is heavily wooded with a mixture of coniferous and the standard deciduous trees. Movement or exploration speed in these hexes is reduced by 1/3.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Decapod (1) from Hex 11.18*
6. *Oxymare from Hex 12.20*
7. *Bear, grizzly (1d4) from Hex 13.19*
8.

Hex 12.20



Resources: Animal, game (deer, 4)

This lightly wooded hex is home to numerous herds of deer, as well as a deadly and implacable creature: the hypnotic snake, or *oxymare*.

Lairs

1. **08.06.** An enormous snake of legend, an oxymare, lairs in this subhex, stalking a wide range around it in search of prey. The oxymare has a wide, two-hex range, but will not venture out of the woods into the hill country.

When this subhex is first entered roll 1d6. On a roll of 1-3 the oxymare will be in the subhex, awake, 4-5 it will be in the subhex, asleep (but will wake quickly if the adventurers come within 30' of it), and 6 it will be hunting out of the hex.

The creature has stalked these woods for generations, and an enormous amount of treasure can be found in its lair. Unfortunately, is lair is the entire subhex, so only a thorough search will uncover the entirety of the treasure:

- 3,000 sp
- 3,000 gp

Oxymare (1). ***AC*** *4 [15],* ***HD*** *8* (44 hp),* ***Att*** *1 x bite (1d8), 1 x barbed tail (1d10); or 1 x gaze,* ***THAC0*** *12 [+7],* ***MV*** *90' (30'),* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *1200,* ***NA*** *0 (1),* ***TT*** *F*

An enormous, 80' long snake with shiny, black scales, a wickedly barbed tail, and piercing red eyes.

- Anyone meeting the oxymare's gaze must save versus paralysis or fall asleep for 1d6 rounds.
- Characters can avert their gaze but suffer a –4 penalty to attack rolls and a –2 penalty to their AC.
- If the oxymare catches its own gaze in a reflection it must make a saving throw or fall asleep.

The barbed tail, scales, and teeth of the oxymare are all suitable for harvesting for the creation of magical items, with a total gp value equal to the XP of the creature. If used to create an item with hypnotic or sleep properties it is worth double the base gp amount.

2.
3.
4.
5.
6.

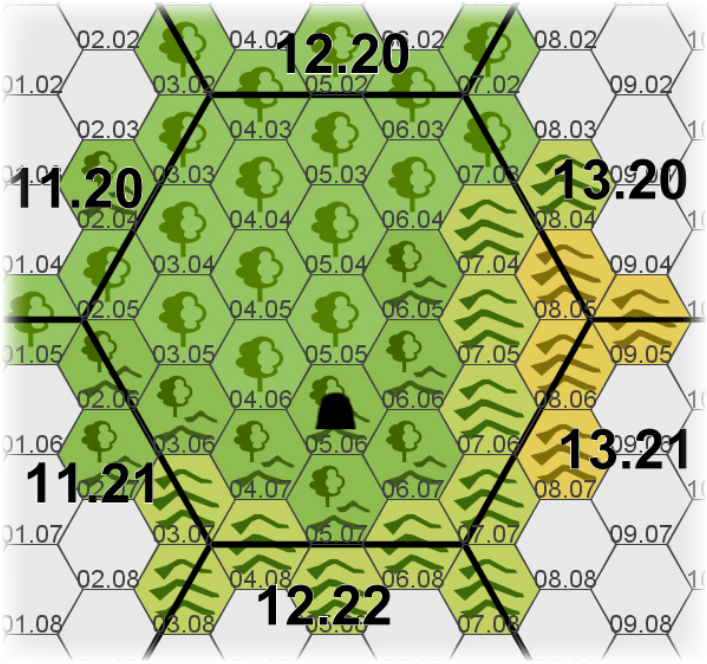
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Oxymare
6. *Bear, grizzly (1d4) from Hex 13.19*
7.
8.

Hex 12.21



Resources: Animal, game (deer, 4); Animal, game (squirrels, 5)

This transitional hex sees the ground grow steeper and hillier to the south and east, and is home to plentiful numbers of deer and squirrels. In the far eastern portion of the hex the grassy hills turn barren and dry. Near the center of the hex a number of barrow mounds can be found, erected by the *mochyn* near the end of their rule of this part of Absalom.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **05.06.** The boar-folk left a cluster of barrow mounds in this subhex towards the end of their reign.

2.

3.

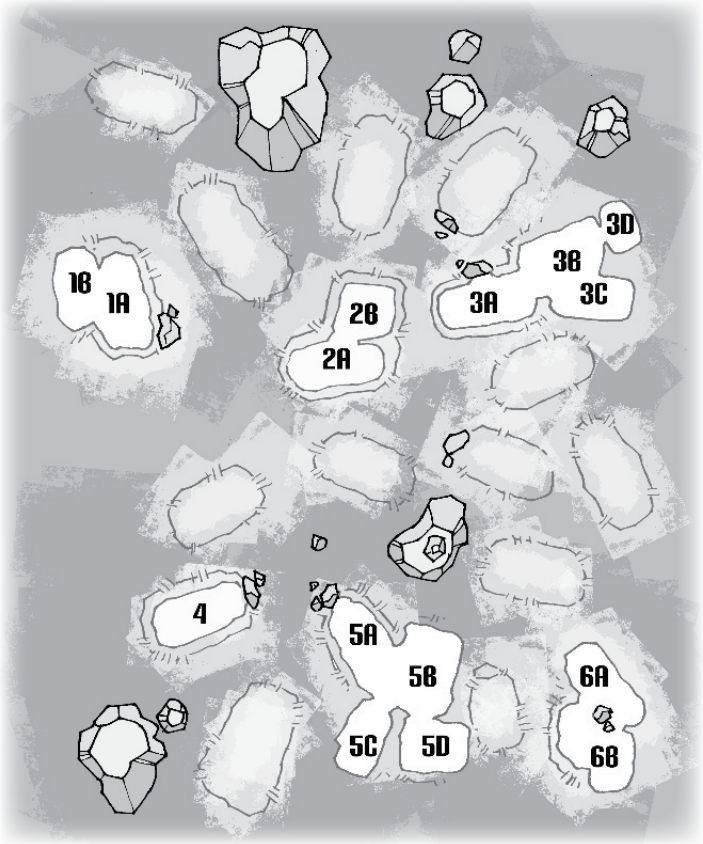
4.

5.

6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. *Oxymare from Hex 12.20*
6.



Barrows of the Boar-folk. Eighteen burial mounds are clustered in this subhex, the majority of which are false, nothing more than solid mounds of earth the *mochyn* erected to confound would-be grave robbers. Only those indicated with numbers on the map contain usable chambers, while the rest are simply mounds of earth (the Referee may, of course, decide to add more burial mounds in the unlabeled spaces).

Barrows that have stones indicated on the drawing (1, 3, 4, 5, and 6) have an entrance blocked with a single stone plug (in the case of Barrow #6 this entrance is on top of the barrow). The false barrow to the north of #3 also has a stone plug, but no interior space. Barrow #2 does not have a stone plug blocking the entrance, and must instead be excavated.

It takes a combined Strength of 125 + 1d20 to move

a stone plug, or 4d6 adventurer hours to break it with sledgehammers and picks. For every four hours the adventurers spend breaking up a stone plug, make a wandering monster check. If the adventurers choose to excavate (and note that all of the barrows can be accessed via digging) it takes 6d6 adventurer hours to break through the crust of earth with shovels and picks. It does not matter where on Barrow #2 the adventurers dig. For the false barrows, roll secretly to determine how long it should take, and then tell the players "You've been digging for x hours with no sign of rooms within the mound. Would you like to continue digging?" Repeat as needed.

Unless otherwise stated all of the barrows have laid flagstone floors and arched walls/ceilings of wooden planks, reinforced with stout columns every ten or so feet. The frames were built and planked, and then covered in dirt to form the mounds. Over the years moisture and insects have weakened the wooden planking holding the earth in place; some barrows (indicated below) are at risk of collapse from normal activity, while others are only at risk from certain violent activities. Each round of melee combat, or spells that create physical force (such as *lightning bolt)* have a 1-2 in 6 chance of collapsing part of the ceiling, in which case all individuals within that chamber must make a saving throw versus wands or lose their movement for the next turn.

The inside of all the barrows is damp, moldy, and musty. Any non-magical cloth trappings that once decorated the barrows – winding shrouds, tapestries, grave goods, etc. – have been destroyed by the damp. Likewise, non-magical wooden objects are rotted and non-functional. Non-magical iron or steel objects are pitted with rust, and there's a 1-2 in 6 chance that they're rusted too far to salvage. Otherwise, rusted metal objects require 1d2 hours of skilled work to return to a usable state.

There is no scale on the map. Instead, assume that Chamber 1A of Barrow 1 is approximately 30' long x 15' wide. This can be used to eyeball the dimensions of the other barrows.

Barrow 1

1A. An immediate chill is apparent as soon as the entry is breached. The interior of this chamber is coated with what looks to be a layer of brownish mold and is, in fact, brown mold.

The chamber contains three chests and two statues, all covered in the mold. 1d4 rounds after the adventurers enter and begin dealing with the mold, the wights lurking in 1B will attack.

The chests contain:

- **Chest 1.** 120 gold bars, each weighing 10 cn and valued at 10 gp each.
- **Chest 2.** 120 silver bars, each weighing 10 cn and valued at 10 sp each.
- **Chest 3.** A bunch of fist-sized rocks. Dwarves, or characters with a mining background, have a chance (equal to the dwarven chance to identify stone construction) to realize these boring-looking rocks are actually geodes. There are 19 such rocks in the chest, each weighing 50 cn, and worth 25 gp each in their current state.

The two statues depict *mochyn* heroes of old and would be worth 250 gp each to a collector or sage, but they are also heavy, weighing 10,000 cn each.

Brown mold (6). ***AC*** *No hit roll required,* ***HD*** *2* (9 hp),* ***Att*** *None,* ***THAC0*** *18 [+1],* ***MV*** *0' (0'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *1d8 (1d4),* ***TT*** *None*

- Each "individual" agglomeration of mold covers 10 square feet (or an area 2' x 5').
- Any creature within 5' of the mold suffers 1d8 cold damage per round.
- Fire within 5' causes the mold to grow rapidly: burning torch 2 x size, burning oil 4 x size, *fireball* or similar 8 x size. Multiplication takes 1 round.
- Brown mold is unharmed by all attacks except magical cold.

1B. This chamber contains two wooden sarcophagi, built to contain the remains of the two boar-folk heroes whose likenesses were captured in the statues of Area 1A. The two have risen as wights and have broken free of the sarcophagi. Unaffected by the brown mold, and alerted to the presence of the adventurers breaking into the barrow, the pair lurk behind the sarcophagi.

Wights (2). ***AC*** *5 [14],* ***HD*** *3* (7, 13 hp),* ***Att*** *1 x touch (1d4 + energy drain),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *1d6 (1d8),* ***TT*** *B*

- Make no noise until they attack. Immune to effects that affect living creatures, as well as mind-affecting and mind-reading spells.
- Only harmed by silver weapons or magic.
- These wights have wickedly sharp claws, inflicting damage as well as energy drain. The energy drain reduces a target's CHA score by 1d4 per hit. A target reduced to 0 CHA becomes a wight under the control of the wight that killed them.

One of the wights wears an ornate silver torc worth 750 gp, or 1,000 gp to a collector or sage specializing in the boar-folk. The other wears a magical copper armband.

Armband of Carorpuan (5,000 gp)
A thin armband of wrought copper, the two ends come together in the stylized image of snarling boar-heads.
Once per day the wearer may increase their Strength to 18 for 1d6 rounds.

Barrow 2

This barrow must be excavated in order to enter. Either roll randomly to determine which chamber the adventurers enter, or ask where specifically they are digging (assume North is the top of the map).

2A. This chamber contains a number of chests, boxes, and crates, all covered with a thick layer of dust. Unfortunately for the adventurers, it is all a subterfuge, hiding a thin floor barely supported by structural timbers. As soon as 1d4+1 adventurers enter the chamber the floor collapses, dropping everyone inside (including the false chests) into a 20' deep pit, the bottom of which is lined with sharpened stakes.

Everyone takes 2d6 points of falling damage, plus 1d8 points of damage from the stakes, and must roll their Constitution or less on 3d6 or contract a disease from the mold coating the stakes. The effects of the disease last 2d6 days, and affected individuals lose 1d2 CON per day. Those reduced to 0 CON die; otherwise, lost CON returns at a rate of 1d2 per day once the disease has ended. Complete bed-rest reduces the CON lost to 1 per day, and increases healing to 2 CON per day.

The boxes and crates are disappointingly empty. The trapped floor can be averted by hugging the walls and skirting the perimeter of the room.

2B. Three wooden sarcophagi, badly damaged by mold and moisture, are arranged in the center of this chamber, surrounded by ruined finery: cloth shrouds that are moldy and moth-eaten, once-fine furniture sprouting mushrooms and riddled with powder-beetles.

The sarcophagi contain the remains of one *mochyn* each; two women and a man. Their grave goods are as follows:

- The first woman seems to be wearing a dress of shimmering gold, but it is naught but a colony of yellow mold (see stats, below). She is wearing a pair of turquoise earrings worth 65 gp.
- The second woman is holding in one hand a *dagger +1*.
- The man wears three rings upon his skeletal fingers: a gold ring worth 200 gp, a silver ring studded with emeralds worth 500 gp, and a gold ring, encrusted with rubies, that acts as a corrupted *ring of protection +1*. A localized Chaos storm weakened the enchantment, and causes the wearer to suffer the effects of a critical hit (however this is adjudicated in the Referee's campaign) whenever an attacker rolls a natural 19 or 20. If the campaign does not use critical hits assume the wearer automatically suffers maximum damage on an attack roll of 19 or 20.

Yellow mold (1). ***AC*** *No hit roll required,* ***HD*** *2* (9 hp),* ***Att*** *1 x spores (1d6 + choking),* ***THAC0*** *18 [+1],* ***MV*** *0' (0'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *1d8 (1d4),* ***TT*** *None*

- Each "individual" patch of mold occupies 10 square feet.
- Unharmed by all attacks except fire.
- Each round it is disturbed (attacked or touched) there's a 1-3 in 6 chance of releasing a cloud of spores that fills a 10' cube. Those within the cloud must save versus death or die in 6 rounds.

Barrow 3

This barrow is more elaborate than the others, with interior walls of mortared stone and multiple chambers. Due to the method of construction, it is not possible to dig one's way into the barrow. It contains the remains of a great *mochyn* general, Negugor, as well as those who served him in life.

3A. The interior walls in this chamber are adorned with tapestries that have succumbed to the damp. No details of the original subject matter is visible.

An earth elemental was bound into service in this chamber to guard the barrow, and erupts from beneath the floor once any living creatures enter this chamber. It will not pursue if the adventurers seek to escape back outside, but will pursue if they head further into the complex. Destroying the elemental breaks the bonds of service, but if it is merely injured before the adventurers flee it sinks back into the earth and will completely heal any injuries in 2d10 hours.

Elemental, earth (1). ***AC*** *2 [17],* ***HD*** *8 (40 hp),* ***Att*** *1 x blow (1d8),* ***THAC0*** *12 [+7],* ***MV*** *60' (20'),* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *1,200,* ***NA*** *1 (1),* ***TT*** *None*

- 8' tall vaguely humanoid collection of earth.
- Cannot cross through water wider than its height.

- Only harmed by magical attacks or weapons. In Absalom, elementals are vulnerable to weapons forged from starmetal, taking maximum damage when hit by enchanted weapons forged from the substance, or normal damage if hit by non-magical weapons forged from starmetal.
- If a target is touching the ground it takes an additional 1d8 damage from the elemental's attacks.

Optional Rules

As an option rule, pick one of the following abilities the earth elemental can possess:

1. Quake. Once per day, at the beginning of a round, the elemental, as long as it is in contact with the ground, can generate a small, localized earthquake. Everyone within 15' of the elemental must roll their Dexterity or less on 4d6 or fall prone. It takes half a character's movement to stand up, and doing so prevents a character from casting a spell in that round. The elemental gains Advantage when attacking a prone target.
2. Absorb blow. Twice per day the elemental can cause the earth and dirt that forms its body to flow like sand around an impact, negating the damage (and associated effects) from any one attack.
3. Legendary Resistance. The elemental can choose to automatically succeed on a single saving throw once per day.

3B. A large chamber with a narrow opening in its northeast wall (leading to 3D) and a much larger opening along the south wall (leading to 3C), this chamber contains five plain wooden coffins, each holding the remains of a servant of Negugor.

The five have animated as zombies, and will burst forth from their coffins, easily splintering the rotten wood, 1d3 rounds after the elemental animates in chamber 3A (if combat with the elemental ends before the dice indicate the zombies break free they will remain in their coffins).

If the zombies remain in their coffins they will break free when either the adventurers open the first coffin or enter Chamber 3C.

Zombies (5). ***AC*** *8 [11],* ***HD*** *2 (9 hp),* ***Att*** *1 x blow (1d8),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4 (4d6),* ***TT*** *None*

- Make no noise until they attack. Immune to effects that affect living creatures, as well as mind-affecting and mind-reading spells.
- Always acts last in initiative order.

3C. Open to Chamber 3B, the floor in this low-ceilinged room is covered with nearly 100 small, ceramic statutes depicting *mochyn* warriors, arrayed for battle. In the center of the arrangement is a much larger statue of a lone warrior, dressed in elaborate armor and wielding a wicked-looking axe, also fashioned from clay.

The tableau is meant to depict Negugor leading his army into battle. Each of the smaller clay figurines, of which there are 95, weighs 80 cn and would be worth 50 gp to a collector of antiquities. They are, however, extremely fragile. For each day the adventurers travel with the figurines 1d6–1 of them break, unless they are packed in padded wooden crates. Broken figurines are worth 1d6 gp each.

The large statue, Negugor himself, stands perhaps 4' in height, weighs 1,000 cn, and would be worth 3,000 gp to a collector. It faces the same issue as the figurines; for each day the adventurers travel with the statue there's a 1 in 20 chance it breaks, unless packed in a padded crate. The workmanship of the statue is phenomenal; enterprising spell-casters would be able to use it as a principal to create a clay living statue (see Hex 16.43 for rules on creating constructs) with a base value of 5,000 gp.

The statue is semi-hollow and contains the ashes off Negugor, who requested cremation upon his death. The only way to obtain the ashes would be to break the statue. There are 60 cn of ashes, and they have a total value of 900 gp as special components (the value of the ashes is already counted towards the principal value of the statue, above).

3D. A single stone sarcophagus dominates this chamber, carved with images of battle. Careful examination reveals that the carvings are of a warrior that resembles the larger statue of Negugor in Area 3C.

This is a false sarcophagus, and contains a trap. Pushing the lid aside – a feat that requires a combined Strength of 40 – releases a balanced slab of stone set into the ceiling above the sarcophagus. Those within this chamber take 3d6 points of damage from the falling slab, or half damage if they make a saving throw versus wands.

The sarcophagus is otherwise empty.

Barrow 4

This barrow contains a single chamber dominated by a lone stone sarcophagus. The sarcophagus contains the remains of a *mochyn* noblewoman who, since her interment, has risen as a spectre. As an incorporeal spirit she is not bound within her coffin, nor the barrow that contains her remains.

If the adventurers camp within a mile of the barrow she will emerge at night once she has become aware of their presence (once the party starts breaking into barrows, not necessarily this one) and begin attacking those of the party she can pick off one at a time.

The spectre can only be completely destroyed by opening the sarcophagus and sprinkling a vial of holy water over her remains; if this is done, even while the spectre is still active, it will perish immediately. If the bones are not blessed in such a manner the spectre will reform, at full hit points, on the following night.

The skeleton within the sarcophagus is clad in dark *leather armor +1*, is holding a (non-magical but high quality) masterwork sword that, while slightly rusted, will inflict an extra +1 damage on attacks, and has braided into her not-yet decayed hair 23 extremely detailed ivory beads, each carved with scenes of battle so small and so precise that in order to make out all the details one would have to study it under a magnifying glass. These beads would be worth 50+2d20 gp each to a sage or collector of historical artifacts.

Thinbeha, spectre (1). ***AC*** *2 [17],* ***HD*** *6** (27 hp),* ***Att*** *1 x touch (1d6 + energy drain),* ***THAC0*** *14 [+5],* ***MV*** *150' (50') / 300' (100') flying,* ***SV*** *D10 W11 P12 B13 S14 (F6),* ***ML*** *11,* ***AL*** *Chaotic,* ***XP*** *725,* ***NA*** *1d4 (1d8),* ***TT*** *E*

- Makes no noise until she attacks. Immune to effects that affect living creatures. Immune to mind-affecting or mind-reading spells.
- Can only be harmed by magical attacks.
- A successfully hit target loses two levels or Hit Dice, reducing their XP amount to the minimum needed for their new level, and reducing hit points, THAC0, saving throws, etc. to the new level.
- A person drained of all levels becomes a spectre the following night, under the control to the spectre that killed them.
- Thinbeha can only be permanently slain by sprinkling a vial of holy water on the bones in her sarcophagus. Otherwise, if her incorporeal form is destroyed it returns at full hp the following evening at nightfall. She reforms in her sarcophagus.

Alternate Rules

Rather than draining levels, which can both feel punitive and takes time as players try to recalculate hit points, spells lost, etc., the Referee can decide to impose a different penalty. With Thinbeha, it is suggested that her touch inflict 1d8 points of physical damage and drain 1d3+1 Wisdom. Lost Wisdom returns at a rate of 1d2 per week of bed-rest, as the adventurer recovers from their harrowing experience, but any character touched by Thinbeha has their WIS permanently reduced by 1.

Barrow 5

Another large, multi-chambered barrow, this one is not as elaborate as Barrow #3, sharing the rotting wooden substructure typical of the rest of the barrows. This barrow houses a number of dead *mochyn*, lesser nobles, captains and lieutenants that fell in battle, and other semi-important personages.

5A. This chamber contained the grave goods for use by the dead interred in the rest of the barrow's chambers. Bolts of fine fabric lie moldering on the ground, once-fine furniture is rotten and bug-riddled. A wooden chest has split and spilled hundreds of silver coins upon the ground, while along one wall a weapons-rack holds a dozen spears and blades, the iron all rusted, the wooden spear shafts worm-eaten.

The only intact treasure that can be found in this room is:

- 456 sp
- 56 gp
- A tarnished set of silverware, weighing 50 cn and worth 100 gp to a collector.

Three giant centipedes lurk under the debris.

Centipedes, giant (3). ***AC*** *9 [10],* ***HD*** *1/2* (2 hp),* ***Att*** *1 x bite (poison),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *6,* ***NA*** *2d4 (1d8),* ***TT*** *None*

- Those bitten by a giant centipede must save versus poison or become horribly sick for ten days. No actions are possible except movement at half speed.

5B. This chamber is the largest and most central of the four. A dozen wooden sarcophagi are arranged in this chamber. Unfortunately for the adventurers, each sarcophagus contains a zombie. The wood of each sarcophagus is extremely rotten, and 1d4 zombies will break out of their coffins each round.

Zombies (12). ***AC*** *8 [11],* ***HD*** *2 (9 hp),* ***Att*** *1 x blow (1d8),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4 (4d6),* ***TT*** *None*

- Make no noise until they attack. Immune to effects that affect living creatures, as well as mind-affecting and mind-reading spells.
- Always acts last in initiative order.

Roll below to determine what, if any, treasure each zombie is wearing:

1-5. Nothing.

6-10. Small misc. object worth 1d6 gp (gold tooth, glass eye, etc.).

11-14. Small piece of jewelry worth 1d10 gp.

15-17. Misc. object worth 5d10 gp (fancy garment unharmed by mold, jeweled knife, etc.).

18-19. Jewelry worth 10d20 gp.

20. Magical item: (1-3) *dagger +1*, (4-5) *boots of elvenkind*, (6) *ring of protection +1*.

5C. This chamber is empty and looks partially unfinished, as if it was in the middle of being prepared to accept more dead but the barrow was sealed before they could be brought in.

5D. This chamber appears to be empty. However, the flagstone in the center of the chamber hides a hollow, which contains the rotted remains of a shortbow. The bowstring, woven from what looks like hair, is surprisingly intact. A *detect magic* reveals that the bowstring is, in fact, magical. A shortbow strung with this bowstring does +1 point of cold damage as each arrow shot from the string is instantly coated in a rime of frost.

Barrow 6

Unlike the other barrows this mound is plugged with a stone seal at the top. It requires a combined Strength of 180 to move it, due to gravity having wedged the plug firmly into place.

Over the centuries a large amount of water has seeped into the barrow, and the floors of both chambers are covered with a foot of murky, muddy, stagnant water.

Clouds of mosquitoes and gnats rise to meet the adventurers when the barrow is breached. All that enter the barrow must roll their Constitution or less on 4d6. Those failing are stricken with the Shivering Fever, a debilitating disease with an onset time of 1d2 and lasting for 1d6 days, reducing the victim's Dexterity by 4 due to violent shaking. If the victim's DEX is reduced to 0 or less the fever is fatal, killing them 1d4+1 days after the onset.

6A. Whatever was within this chamber has collapsed into the stew of mud, rotted wood, and liquified flesh. Searching within the murky water in this chamber takes a total of 12 adventurer-turns. Each turn spent searching, an adventurer will find:

1-5. Nothing.

6-10. 1d4 bones, dyed brown by the murky water.

11-14. 1d100 sp.

15-17. 1d100 gp.

18-19. A gem worth 1d100 × 5 gp.

20. A piece of jewelry worth 1d100 × 10 gp.

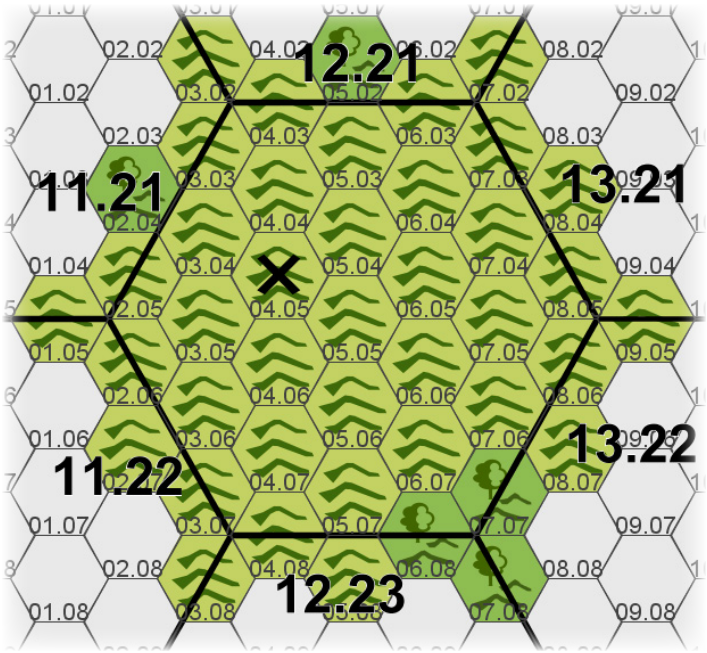
6B. This chamber is similar to 6A, but lurking just below the surface of the water are 6 skeletons. They wait one turn before rising from the water and attacking.

Skeletons (6). ***AC*** *7 [12],* ***HD*** *1 (4 hp),* ***Att*** *1 x claw (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *3d4 (3d10),* ***TT*** *None*

- Make no noise until they attack. Immune to effects that affect living creatures, as well as mind-affecting and mind-reading spells.

There's the same chance to find treasure in this room as in 6A.

Hex 12.22



Resources: Mineral, mined (gold, 2); Vegetable, agricultural (apples, 3)

During the relatively calm rule of the Skeldrene this hex was filled with apple orchards. Now, only a few stands of ancient apple trees remain, dotting the hills here and there.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **04.05.** Several years prior a group of trappers dug a pit trap. Those trappers are no more, but the pit trap remains, forgotten. Each time the adventurers enter this subhex there's a 1-2 in 6 chance 1d2 adventurers fall into the pit trap. It's only ten feet deep, with sheer earthen sides, so anyone falling in suffers only 1d6 points of damage. If the characters are mounted, only one horse and rider fall in, each taking the same damage, and there's a 1-5 in 6 chance the horse is maimed permanently, its speed reduced by half, until cured by magic.

2.

3.

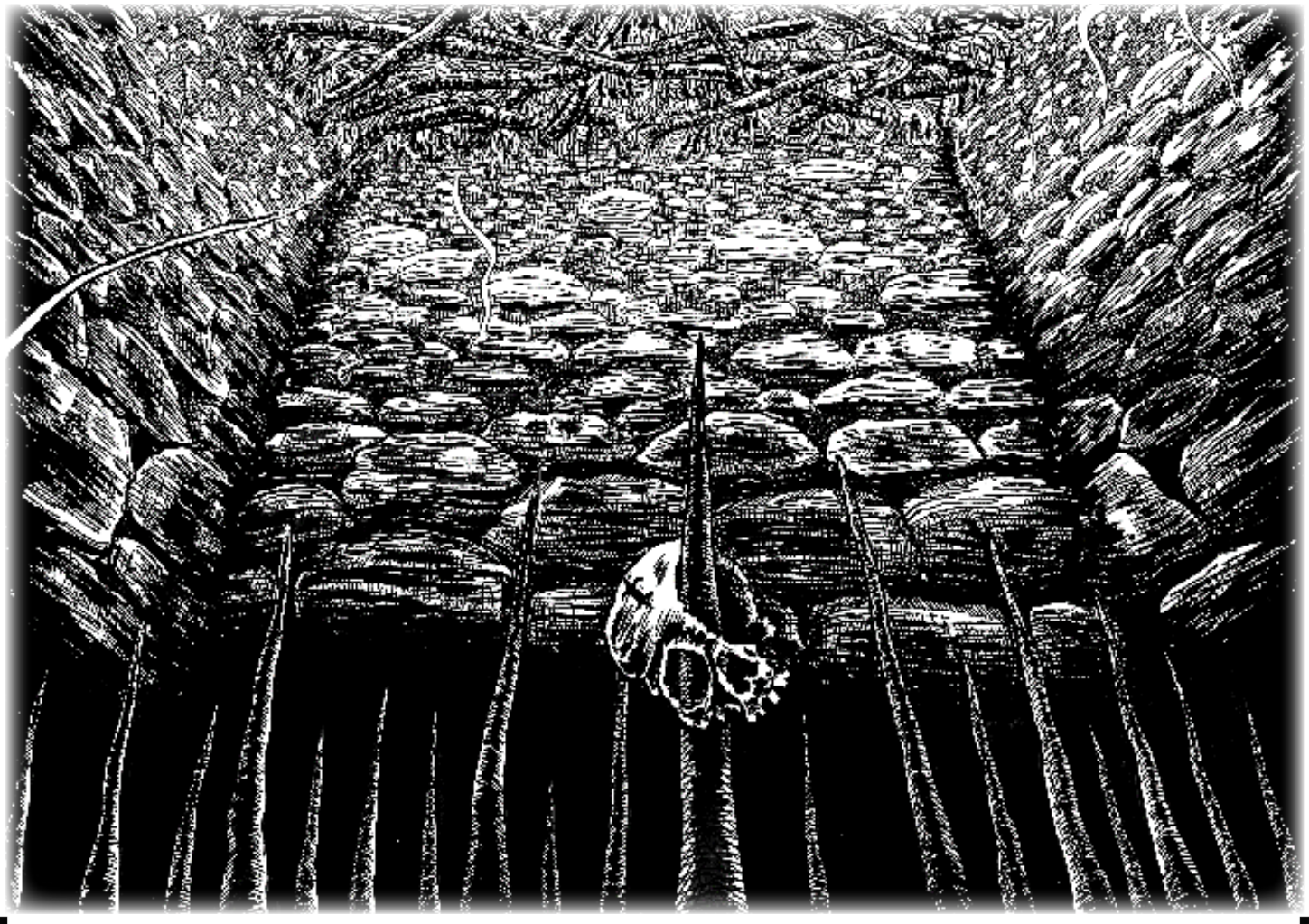
4.

5.

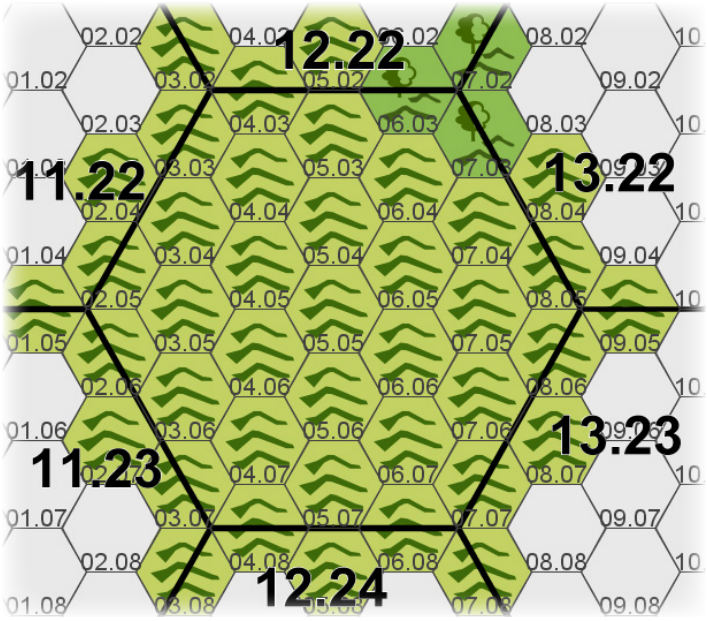
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.



Hex 12.23



Resources: Vegetable, agricultural (apples, 1)

Like Hex 12.22, this hex once contained multiple apple orchards, but only a few lone trees remain.

Lairs

1.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

5.

6.

Random Encounter Table

1. *Table 1.1*

2. *Table 1.2*

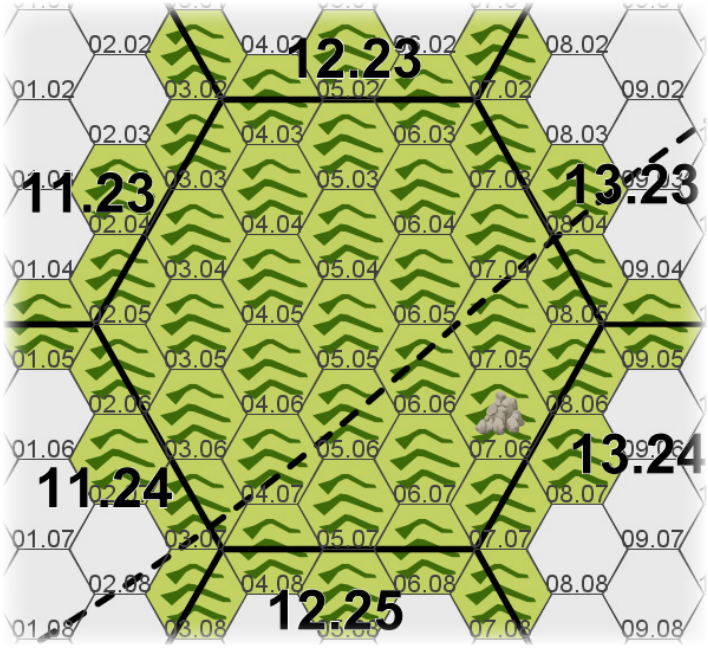
3. *Table 1.3*

4. *Table 4*

5. *Servants of the lamia queen (roll on Table 9 to determine composition)*

6.

Hex 12.24



Resources: Animal, game (deer, 1)

The road from Liwil to Dry Gulch cuts across this hex, and an abandoned quarry, partially filled with water, can be found in the southeast section.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **07.06**. The Skeldrenes once quarried a fine, ivory-white marble in this subhex. The quarry was abandoned when the empire fell, and a lake a dozen feet deep has formed at its bottom. It has a Resource Value of 3 and a base value of 535 gp.

2.

3.

4.

5.

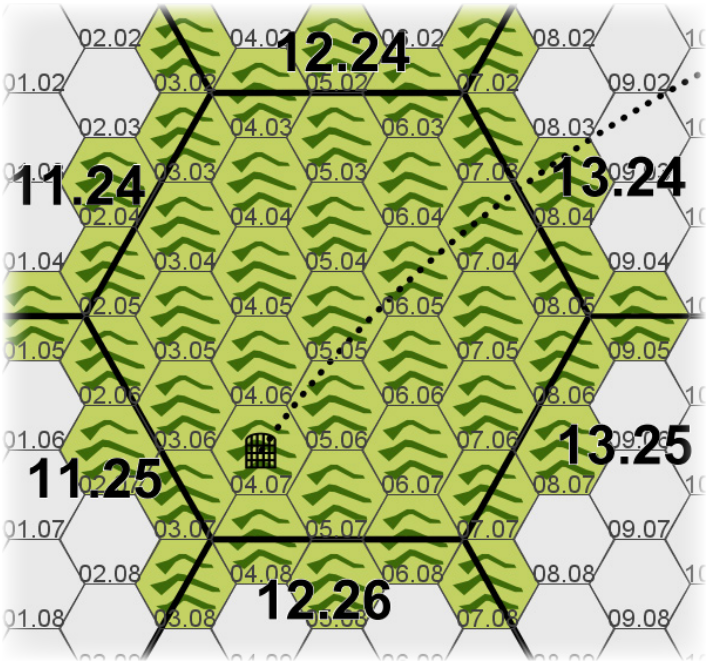
6.

Random Encounter Table

1. *Table 1.1*

2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Servants of the lamia queen (roll on Table 9 to determine composition)*
6.

Hex 12.25



Resources: Animal, game (deer, 1); Vegetable, agricultural (apples, 2)

It is in this hex that the burial complex of Zaphisdreal the Magnificent, last Emperor of the Skeldrenes, can be found, dug into a lone hillside.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **04.07.** The Fane of Zaphisdreal the Magnificent.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

The Fane of Zaphisdreal the Magnificent

The final resting place of Zaphisdreal the Magnificent, last king of the Skeldrene Dynasty, is found in this lonely hex, the entrance not even marked. All that can be seen from the outside of a lonely, barren hill is what appears to be a natural cave.

Twenty feet into the opening signs of active stonework become apparent; although the walls are slick with water and limestone deposits it is obvious to all that the corridor leading further into the darkness is not natural, but instead worked by human hands. Torch brackets are set into the walls every 10' on both sides of the corridor.

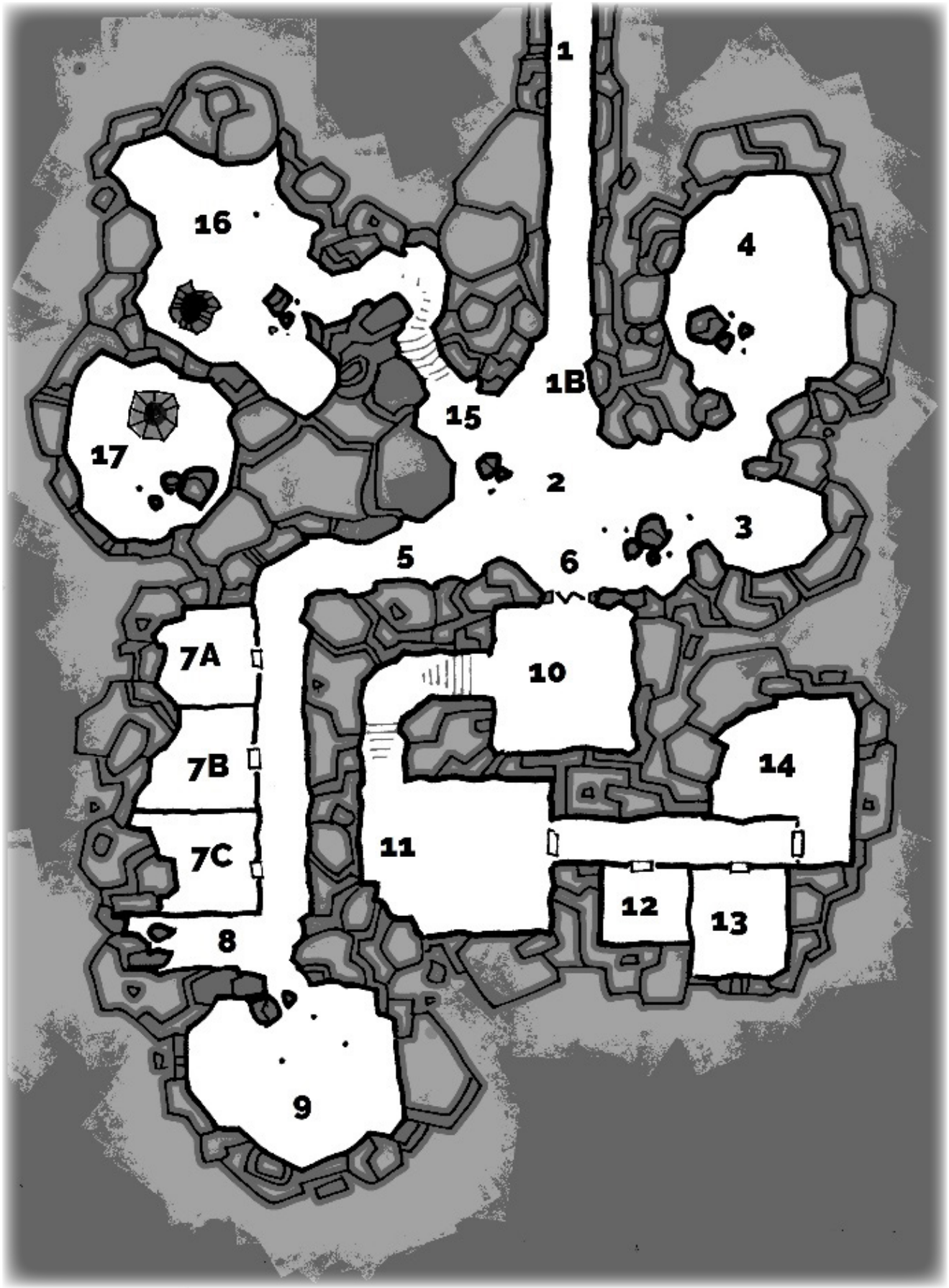
When the complex was built it was never dreamed that the Skeldrene Dynasty would collapse almost immediately upon Zaphisdreal's death, so a larger complex was in the works, abandoned essentially right after the last king of the Skeldrenes was interred within.

Besides the wing that houses Zaphisdreal's remains, the rest of the complex has been opened to the elements, and over the years a wide variety of creatures – both on two legs and four – have called the fane their home.

Unless otherwise stated the complex is of worked stone. Halls are 10' wide with 10' ceilings, and chambers have arched 15' ceilings. The entire complex is damp, with limestone deposits constantly being laid down by a thin layer of moisture that covers all surfaces. The complex was originally a dry cave system, enlarged and shaped by stonemasons under the direction of Zaphisdreal, who died before work could be completed. An earthquake during the 14th Apex caused water to begin leaching back into the cave, and now almost all the surfaces are covered by a thin accretion of limestone.

Random Encounters in the Fane of Zaphisdreal (1d4/1d6. See Area 4).

1.


1
16
4
1B
15
17
2
3
5
6
7A
10
7B
14
11
7C
12
13
8
9

2.
3.
4.
5. Grey Ooze
6.

1. Tunnel Into the Earth. A seemingly natural tunnel leads deeper into the hill. After about 20' it begins to show signs of being worked by hands of some sort, although given the limestone accretions it is hard to tell what race was responsible for the work.

1B. Fane Entrance. After running for 50' into the interior of the hill, the corridor opens up into a larger room. There is an enchanted torch bracket set into the wall at this location. Only experimentation or a *detect magic* spell will reveal its presence. Any torch placed into the bracket will immediately light, and as long as it is left in the bracket will not extinguish, nor will the torch be consumed. If the torch is removed it functions normally, and if the torch is removed after it has been burning for one hour it will crumble into ash.

2. Central Cavern. The entrance tunnel opens up into this large, mostly worked central cavern. While the crypts were being excavated the artisans started putting the finishing touches on the chambers furthest from the entrance, and as a result this chamber has had nothing but the minimal amount of work done to it. A grand vaulted ceiling looks to be partially excavated, the ribs carved into the stone resembling a fossilized rib cage only half excavated from the soil.

Four obvious exits (3, 4, 5, and 15) lead out of the chamber, with the entrance to Zaphisdreal's tomb concealed behind a secret door at Area 6.

Several large rocks are scattered about the floor, dislodged from the ceiling decades ago by an earthquake.

3. Side Chamber. During excavation of the complex this chamber had been used as a staging area for tools and equipment. Most of the tools have since been taken by other visitors to the complex, but a careful search of this chamber uncovers two dozen iron spikes, a prybar, and the head of a sledgehammer (missing the handle). All are rusted but functional, and covered in a thin crust of limestone deposits.

4. This chamber was in the process of being expanded to the east when the Dynasty fell. The walls here are a mixture of natural cave walls and worked stone, all covered in a slick of moisture. Three grey oozes lurk in this chamber. There is nothing else of interest here. Should adventurers enter this chamber or Area 3 and not discover/destroy all the oozes, the creatures will begin to slowly follow the party (roll 1d6 on random encounter table rather than 1d4).

***Grey ooze (3). AC** 8 [11], **HD** 3* (8, 19, 19 hp), **Att** 1 x touch (2d8), **THAC0** 17 [+2], **MV** 10' (3'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 12, **AL** Neutral, **XP** 50, **NA** 1 (1), **TT** None*

- Difficult to spot, blends in with wet stone. Surprises on a roll of 1-4 in 6
- After a successful attack, sticks to the victim and exudes acid, destroying normal armor immediately and automatically inflicting 2d8 damage each subsequent round. Magical armor is destroyed in 1 turn. Once the ooze is destroyed or removed, acid can be washed off with a gallon of water.
- Unharmed by cold or fire.

In the corner of the northern wall is a strange, ¾" cube of stone. This is a *cube of frost resistance*.

5. Corridor of Cells. This corridor leads out of the southwest portion of the central cavern before making a sharp left and heading south. The corridor walls in this section of the complex hold torch brackets every twenty feet, alternating sides.

6. Concealed Passage. The entrance to the chamber holding the remains of Zaphisdreal is concealed along this wall, made all the more difficult to spy due to the thin crust of limestone that has formed on the surface. There's a base 1-2 in 6 chance that those passing within 10' of the wall notice a once-colorful mural painted on it, now covered in a translucent shell of limestone; a careful examination of the wall automatically reveals the mural.

The mural depicted six important moments in Zaphisdreal's life, from birth, to military conquests and diplomatic achievements, to his funeral procession. The secret door – a pivoting section of stone wall – into his burial chamber is concealed behind the section of the mural depicting his funeral procession. If the adventurers are merely searching for secret doors the difficulty is raised by one die (1d8 instead of 1d6, for instance).

Once found, the secret door is difficult to open as the mechanism that controls the release is badly rusted and corroded. It must be unlocked with a successful Open Locks roll or spell and then forced open with a combined Strength of 50. Otherwise, the door must be battered down, a process that takes 1d4+1 hours.

7. Cells. These chambers were prepared to house the remains of Zaphisdreal's relatives, but the Dynasty collapsed before they could be put to use. Since then,

a variety of creatures have used the chambers to lair in. All three have closed doors of stout cherry-wood, carved with the crest of the Zaphisdreal family line, a basilisk rampant.

7a. The door to this cell is swollen shut, requiring it to be forced. A *warp wood* spell would also cause the door to open. The interior of the cell is empty save for a stone sarcophagus that has been placed against the western wall. The sarcophagus is empty.

7b. The door to this cell is swollen shut, requiring it to be forced. A *warp wood* spell would also cause the door to open. The chamber is empty, save for the corpse of a giant black widow spider that is slowly being crusted over by a thin film of limestone. It is otherwise empty.

7c. The door to this cell is locked, not swollen shut. The chamber is used as a hidey-hole by Robeal Iter, a notorious swindler, con artist, and highwayman, who has been preying on the mining camp outside of Liwil. Robeal also happens to be a wererat. There's a 1 in 6 chance that Robeal is in the room when the adventurers enter the complex, laying low to let the heat die down from his most recent swindle.

The door into the chamber is trapped with a poison needle trap. Should an attempt to pick the lock (or disable the trap) fail, the target must make a save versus poison or die in 2d4 rounds.

The interior of the chamber is somewhat drier than the rest of the complex, and furnished in a gaudy manner. An ornately carved bed is pushed against one wall, with a matching desk and chair set against another. The following is in the chamber:

- Furniture. The bed is worth 250 gp, the desk 125, and the chair 75. All are bulky and not easy to transport, however. The bed, although it does come apart, weighs 8,000 cn, the desk 7,500, and the chair 900 cn.
- A barrel of salted fish. Partially eaten. Hidden at the bottom of the barrel, wrapped in oilcloth, is one of Robeal's greatest treasures, a *wand of magic missiles* with 10 charges remaining. Robeal cannot use the wand, and is planning on trying to sell it in Sin the next time he visits.
- An oil lamp and ten flasks of oil.
- An iron chest, kept under Robeal's bed, in which the bulk of his treasure is stored. It contains: 999 sp, 514 gp, twenty nuggets of gold, each worth 2d20 gp, and a gold ring won in a card game worth 50 gp.

The iron chest is locked, and trapped with a canister that releases a cloud of poison gas if opened by anything other than the key (it is still possible to disarm the trap so it doesn't go off when picked). All within the chamber must save versus poison or die in 1 turn. The poison dissipates in 3 turns.

There is a small tunnel, just large enough for a rat, that opens under the bed and leads to Area 16. If Robeal is cornered, is aware the adventurers are outside his door, or on the verge of defeat he will turn into a rat and attempt to escape down the tunnel.

Robeal Iter (wererat). ***AC*** *7 [12] (9 [10] in human form),* ***HD*** *3* (17 hp),* ***Att*** *1 x bite (1d4) or 1 x weapon (1d6+1),* ***THAC0*** *17 [+2],* ***MV*** *120' (4'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *1d8 (2d8),* ***TT*** *C*

- Wererats surprise on a roll of 1-3 in 6.
- Can speak Common in both human and hybrid form.
- May also use weapons in hybrid form.
- Can change into hybrid (rat-man) or rat form.
- In animal or hybrid form can only be harmed by silver weapons or magic.
- Can summon 1d2 giant rats that arrive in 1d4 rounds.
- If hit with wolfsbane must save versus poison or flee in terror for 1d4 turns.
- A target that loses more than half their hit points from a wererat's natural attacks contracts lycanthropy. Humans become were-creatures of the same kind as infected them, non-humans die. The disease takes full effect in 2d12 days, showing signs after half that time.

Robeal wields an enchanted *rapier +1* (1d6+1 damage). He dresses in finery, favoring bold, loud colors, and is never seen without a wide-brimmed, floppy hat with a feather in the band. Robeal is fond of twirling his long, almost whisker-like mustache with one hand.

The wererat knows about the trapper in Area 9 but does not know about the secret door leading to Zaphisdreal's burial chamber.

8. Blocked Corridor. The same earthquake that dislodged parts of the ceiling in Area 2 caused more damage here, triggering an avalanche of rocks that completely blocked this corridor. Enterprising adventurers may attempt to clear the rubble, but it will take days of work to do so, and will also require shoring

to prevent further collapse. If the Referee chooses they may extend the dungeon further in this direction.

9. Unfinished Chamber. This chamber is largely unfinished, with some evidence of tool use on the walls and floor. What looks to be a chest is in the rough center of the room. A very patient trapper covers the entire floor of this chamber, and will attack once 1d4+1 individuals enter the room.

***Trapper (1). AC** 3 [16], **HD** 12* (52 hp), **Att** 1 x trap (1d8), **THAC0** 10 [+9], **MV** 30' (10'), **SV** D6 W7 P8 B8 S10 (F12), **ML** 11, **AL** Neutral, **XP** 1,900, **NA** 1 (0), **TT** G*

- Surprises on a roll of 1-5 in 6.
- Attempts to trap all within the area the trapper covers. A single attack roll is made and compared against the AC of each target within the area.
- Trapped victims cannot move or cast spells, can only attack with short weapons (daggers, short sword) provided they were in hand when the attack happened, and take 1d8 damage per round.
- Trapped victims suffocate in 6 rounds.
- Trappers take half damage from fire and cold-based attacks.

Concealed under the trapper's bulk is a rather large treasure:

- 20,000 gp.
- Two pieces of jewelry, worth 800 gp and 1,200 gp, respectively.

10. Antechamber. The walls of this chamber are covered with barely visible murals alternating between the crest of the Skeldrenes – a basilisk, rampant – and significant events in the life of Zaphisdreal the Magnificent. The opening to a corridor is in the western wall, transitioning to a set of stairs leading down and to the south.

11. Chamber of the Guardians. Four suits of plate armor stand at attention, flanking a door leading out of this chamber. The walls of this chamber are covered in badly damaged murals,the details impossible to make out. If the adventurers approach the door set into the eastern wall the four living iron statues animate and attack.

***Living statue, iron (4). AC** 2 [17], **HD** 4 (13, 16, 16, 22 hp), **Att** 2 x blow (1d8), **THAC0** 16 [+3], **MV** 30' (10'), **SV** D10 W11 P12 B13 S14 (F4), **ML** 11, **AL** Neutral, **XP** 75, **NA** 1d4 (1d4), **TT** None*

- Unaffected by sleep spells or spells that target "persons".
- Hitting a statue with non-magical metal weapons cause damage, but the wielder must make a save versus spells with each hit. If it fails, the weapon remains stuck in the statue and can only be removed with the destruction of the statue.

The door in the eastern wall is locked, the mechanism badly corroded by water. It must be picked (with a –10% penalty), forced open, or opened with magic. The door features a carved bas-relief of a basilisk, rampant.

12. Storage Room. Used originally for storage of grave goods and treasures that were interred with Zaphisdreal, everything in this chamber is now covered with a crust of limestone and badly damaged by moisture. It takes 1d4 turns of searching, due to the condition of everything in the chamber and the need to chip away at the thin layer of stone, but the adventurers can eventually find a small, rotting wooden box that contains eight gems worth 25 gp each.

13. Lesser Burial Chamber. When Zaphisdreal died his favorite warhorse was killed, stuffed, and placed in this chamber. The years have not been kind to the taxidermied stallion; its hide is mottled with mold, great patches of hair and mane have fallen out, and the stuffing has fallen out of the rear right leg, making it look boneless and deflated. A colony of rot grubs now inhabits the stuffed stallion.

***Rot grub (24). AC** 9 [10], **HD** 1 hp*, **Att** None, **THAC0** 20 [–1], **MV** 10' (3'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 12, **AL** Neutral, **XP** 6, **NA** 5d4 (5d4), **TT** None*

- If touched by a creature, the grubs will burrow rapidly into its flesh, causing death in 1d3 turns.
- Can be killed by applying fire in the first 2 rounds after infestation (inflicts 1d6 damage to the victim as well). *Cure disease* will destroy the infestation.

14. Main Burial Chamber. Two massive, stone sarcophagi dominate this chamber, one containing the remains of Zaphisdreal and the second empty, meant for his wife but never used (the Dynasty collapsed before her death).

Standing at each of the four corners of the chamber, looking in towards the sarcophagi, is a statue of a female warrior, holding a stone blade at its side. These are caryatid columns, and will animate once anyone approaches and touches one of the two sarcophagi.

***Caryatid column (4). AC** 4 [15], **HD** 5 (22, 22, 24, 30 hp), **Att** 1 x sword (2d4), **THAC0** 15 [+4], **MV** 60' (20'), **SV** D10 W11 P12 B13 S14 (F5), **ML** 12, **AL** Neutral, **XP** 175, **NA** 1d12 (1d12), **TT** None*

- Surprise on a 1-4 in 6.
- Activate when a particular condition is met, return to statue form when destroyed or another particular condition is met.
- Take only half damage from non-magical weapons.
- Any weapon that hits the construct has a 25% chance per blow of shattering. Magical weapons reduce this chance by 5% per "plus".

Opening the lid of the sarcophagus containing the remains of Zaphisdreal requires a combined Strength of 40. It contains:

- The mummified yet inanimate remains of the former king.
- A simple crown of gold and silver, inset with rubies, worth 7,500 gp.
- Four rings: one copper, one silver, one gold, one platinum, worth 10 gp, 50 gp, 100 gp, and 500 gp, respectively.
- The corpse wears *chain +1*, and clutched in its mummified hands is a *sword +1, flaming.*

15. Stairs leading down. A set of winding stone stairs, carved into the rock, lead down to a lower level. The amount of moisture on the walls visibly increases as the stairs are descending, and those not moving at exploration speed must roll their Dexterity or lower on 3d6 or fall, taking 1d4–1 points of damage. This applies if they are ascending or descending the stairs.

16. Lower Chamber. The walls and floor of this chamber are slick with moisture, running in rivulets towards a sinkhole in the southwest corner. Robeal the wererat's bolthole also exits into this chamber, a small, almost invisible hole in the northeast corner.

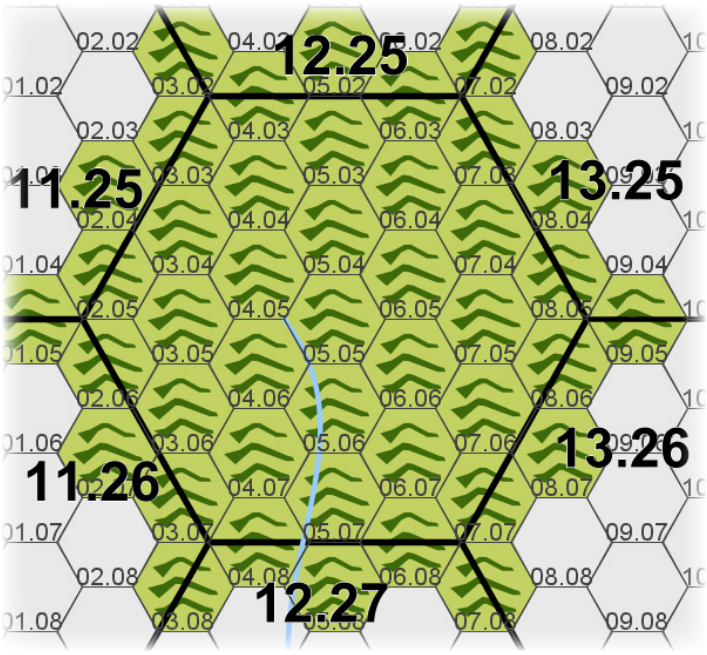
The sinkhole is filled with water to about two feet below the ground level. If one were to somehow drop a light into the well they would see it is not terribly deep – perhaps only about ten feet or so – and a tunnel near the bottom leads to the south-east. This tunnel leads to Area 17.

Area 17. Secret Chamber. Only accessible via a short underwater tunnel, this chamber was unknown to those who built the original complex, as the sinkhole had not developed during the reign of the Skeldrenes.

Traveling underwater through the tunnel – if the adventurers cannot breathe water – requires those swimming to roll their Constitution or less on 3d6. Those failing are unable to hold their breath for long enough; a normal failure merely means they have to resurface into Chamber 16 (perhaps to try again), but anyone failing by 5 or more begins to drown, dying in 6 rounds unless they can be saved by a compatriot.

This chamber contains nothing but the skeletal and lime-encrusted corpse of the last person to discover it, who sadly died when she was unable to make the swim back to the other side. She clutches in her bony hands a *deck of many things*.

Hex 12.26



Resources: Mineral, mined (gold, 5)

This hex has plentiful veins of gold, as well as a small, nameless brook that has its headwaters near the center to of the hex.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **05.05.** A small spring burbles to the surface in this subhex, spilling over and flowing south until it joins with the *Chistaya.*
2.
3.

4.

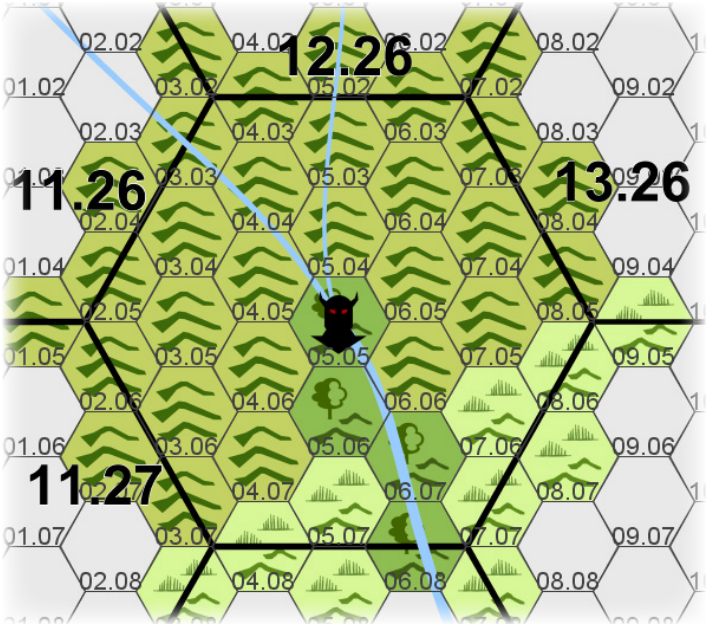
5.

6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Treants (1d5) from Hex 12.27*
6.

Hex 12.27



Resources: Animal, game (deer, 4); Mineral, mined (gold, 3); Vegetable, industrial (timber, 1)

This hex is rich in additional resources. The *Chistaya* creek joins with the unnamed brook that started to the north and becomes a small river, continuing to run south out on the Zelaia Prairie. After the two tributaries merge a riparian corridor of trees grows on either side of the river, cutting through the hills.

Lairs

1. **05.05.** Five treants dwell in a grove of cottonwood trees at the confluence of the two streams. Their names are Bitterbark, Shagtooth, Fallenleaf, Brokebranch, and Owlnest.

Treants (5). ***AC*** *2 [17],* ***HD*** *8 (31, 33, 37, 38, 39 hp),* ***Att*** *2 x fist (2d6),* ***THAC0*** *12 [+7],* ***MV*** *60' (20'),* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *9,* ***AL*** *Lawful,* ***XP*** *650,* ***NA*** *0 (1d8),* ***TT*** *C*

- Surprise on a roll of 1-3 in 6 when stationary in a place where trees are not unusual.
- Each treant can animate a total of two trees within 60' of them at any one time. The trees fight as treants with a movement rate of 30' (10'). The treants do not need to maintain concentration to control the trees' actions, and can switch between trees at will.
- Buried in the treants' grove is a treasure consisting of 6,000 cp, a *shield +3*, and *leather armor +2*. Should the adventurers perform some task for the treants they may offer one or more of these items as a reward.

The treants are aware of most of what is happening within a two-hex radius of this hex, and if approached politely may share what they know.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

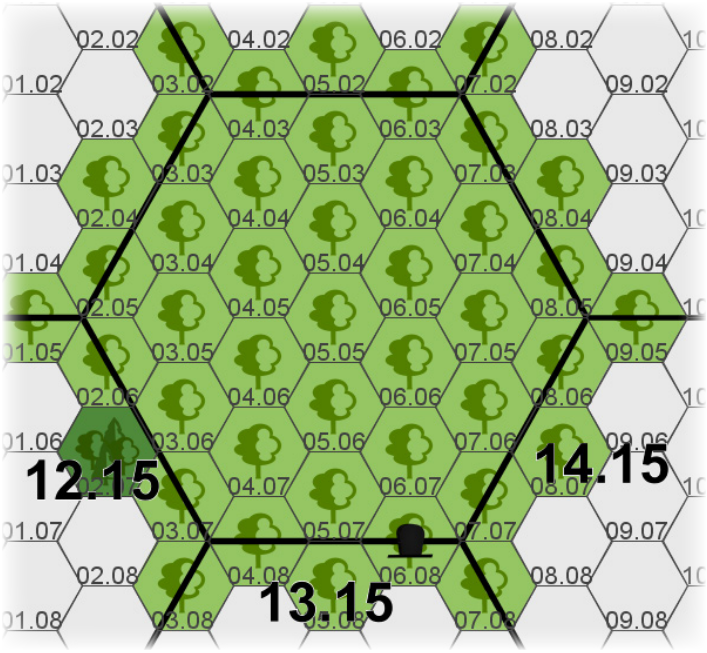
5.

6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. Treants (1d5)
6.

Hex 13.14



Resources: Animal, game (deer, 4); Animal, game (squirrels, 3)

This lightly wooded hex is rich with deer and squirrels that can be hunted for meat or hides.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **06.08.** A single grave can be found in this subhex, identified by a simple wooden marker. The grave is relatively fresh, only three years old, and the carvings in the wooden marker are clear and easy to read: "Here lies Ghifle the Underhanded, who was unable to cheat death the way she cheated life. May Ormurz watch over her."

Should the grave be excavated for some reason the body of a human woman will be found within. No treasure is to be found.

2.

3.

4.

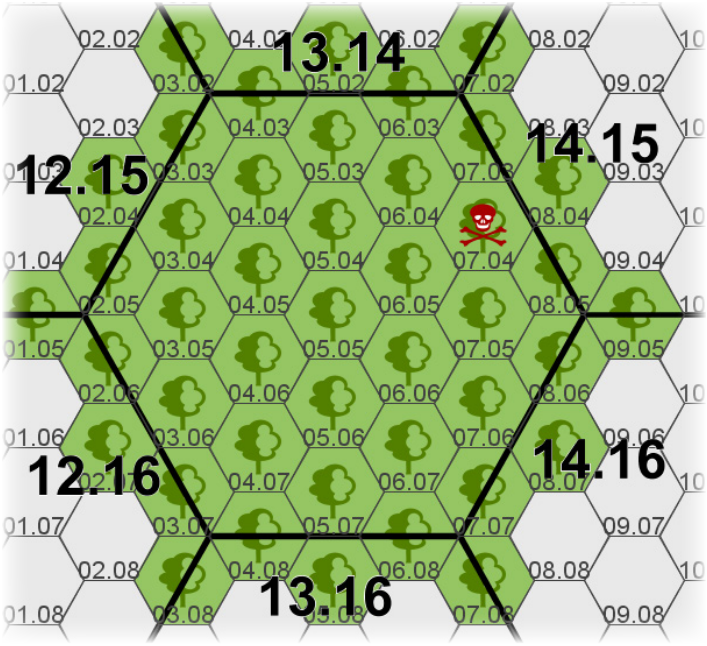
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5.
6.

Hex 13.15



Resources: Vegetable, agricultural (ginseng, 5); Vegetable, industrial (timber, 1)

Wild ginseng, used in herbalism, abounds in this seemingly normal hex.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **07.04.** This subhex teems with mosquitoes, millions of bloodsucking insects that carry a debilitating disease. Each time the adventurers enter this subhex they must roll their Constitution or less on 3d6 or develop a fever in 1d4 days. The fever isn't fatal, but it is debilitating. It lasts for an

additional 1d4 days, and during this time the character's movement is reduced by ½ and they suffer a –2 penalty to all rolls. Once an adventurer has caught the fever they will not catch it again; those that do not contract it will need to roll for each day they remain in the subhex.

2.

3.

4.

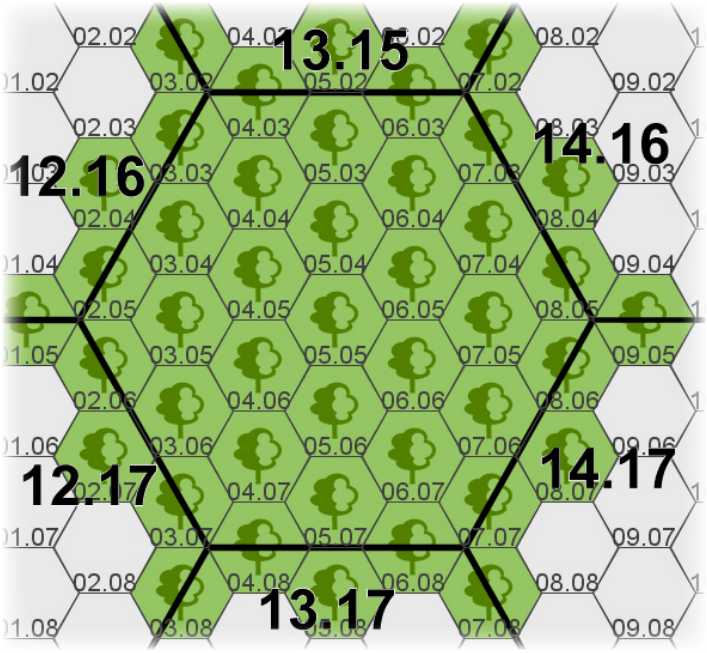
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5.
6.

Hex 13.16



Resources: Animal, game (deer, 5)

Herds of deer abound in this lightly wooded hex.

Lairs

1.

2.

3.

4.

5.

6.

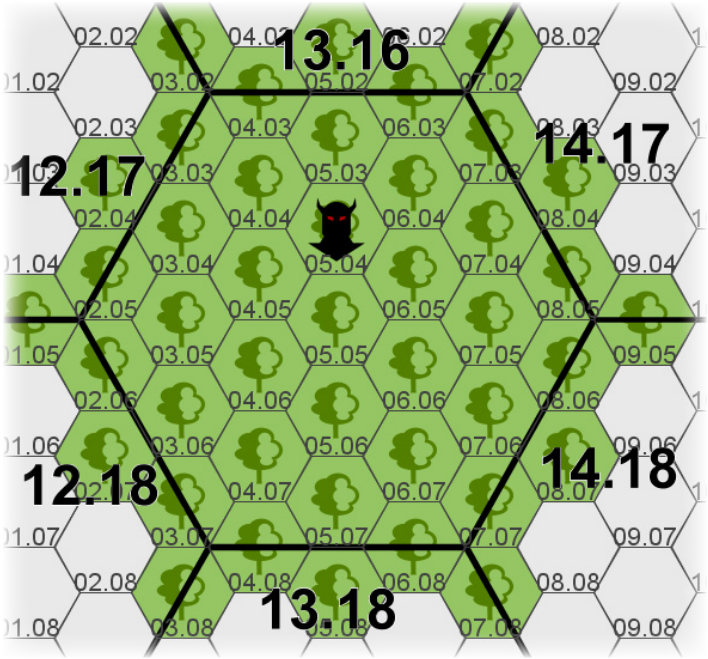
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Owlbear (1d4) from Hex 12.17*
6. *Bat, giant (1d10) from Hex 13.17*
7. *Hezboarg, from Hex 14.17*
8.

Hex 13.17



Resources: Mineral, quarried (clay, 4)

Several deposits of clay, suitable for pottery, are scattered throughout this hex.

Lairs

1. **05.04.** Ten giant bats lair in this hex, roosting in the

tree canopy high above the ground. While they mostly hunt at night, make a reaction roll when the adventurers pass through this subhex. If the result is hostile, the bats are hungry and will swoop down to attack, gaining surprise on a roll of 1-3 in 6.

Bat, giant (10). ***AC*** *6 [13],* ***HD*** *2 (9 hp),* ***Att*** *1 x bite (1d4),* ***THAC0*** *18 [+1],* ***MV*** *30' (10') / 180' (60') flying,* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *1d10 (1d10),* ***TT*** *None*

- Unaffected by spells or effects that rely on sight, but can be "blinded" by magical silence.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

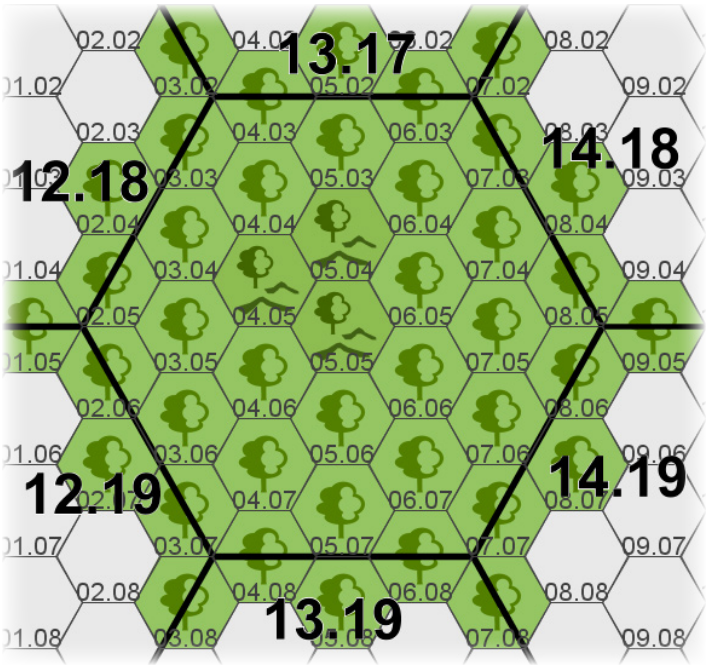
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Bat, giant (1d10)
6. *Owlbear (1d4) from Hex 12.17*
7. *Hezboarg, from Hex 14.17*
8.

Hex 13.18



Resources: Animal, game (deer, 3); Vegetable, industrial (timber, 5)

This hex is rich in both harvestable timber and herds of deer.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **04.05, 05.04, 05.05.** These three subhexes are hillier than the surround land.

2.

3.

4.

5.

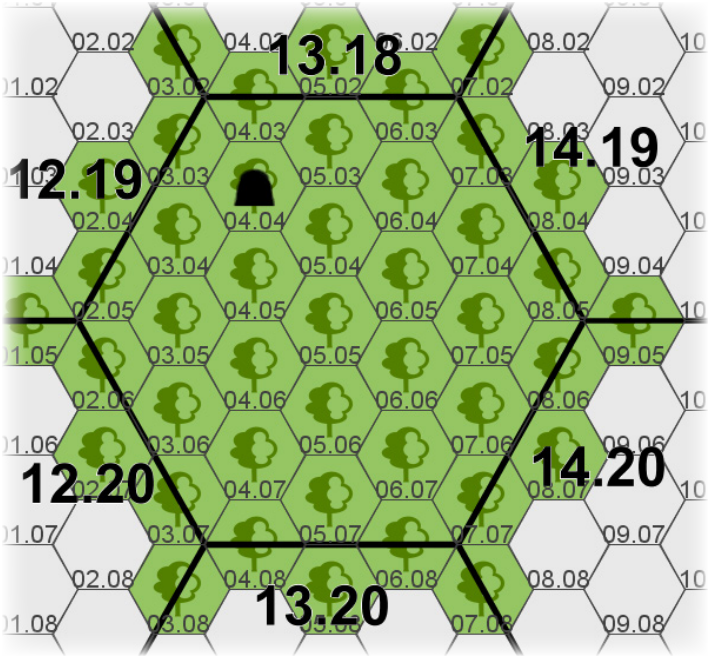
6.

Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*

4. *Table 4*
5. *Oxymare, from Hex 12.20*
6. *Bat, giant (1d10) from Hex 13.17*
7. *Bear, grizzly (1d4) from Hex 13.19*
8.

Hex 13.19



Resources: Animal, game (deer, 1)

A few herds of deer roam this hex, as does a family of grizzly bears that lair in a shallow cave to the north of the hex.

Lairs

1. **04.04.** A family of four grizzly bears dwell in a shallow cave in this subhex, hunting and foraging throughout the surrounding lands.

Bear, grizzly (4). ***AC*** *6 [13],* ***HD*** *5 (23, 26, 27, 31 hp),* ***Att*** *2 x claw (1d4), 1 x bite (1d8),* ***THAC0*** *15 [+4],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *175,* ***NA*** *1 (1d4),* ***TT*** *U*

- If both claw attacks hit the same target in a single round the bear can automatically hug them for an extra 2d8 damage.

2.
3.
4.
5.
6.

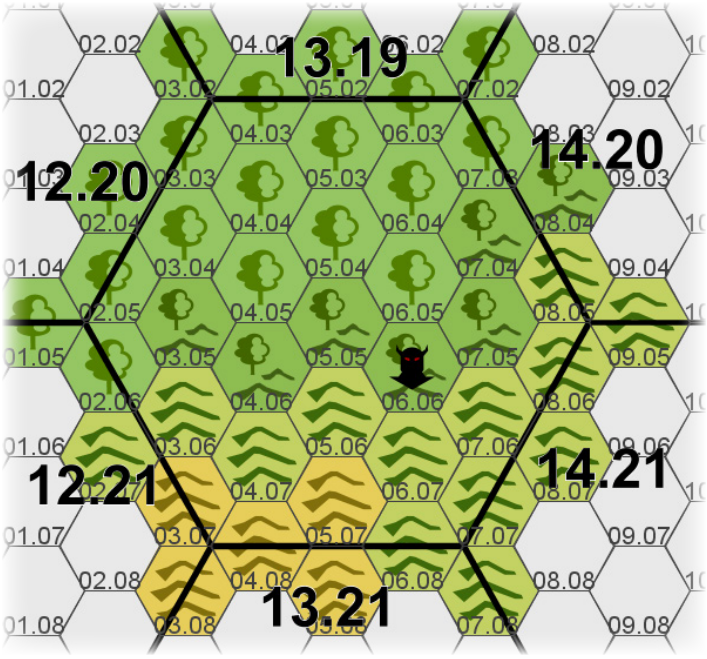
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Bear, grizzly (1d4)
6. *Oxymare, from Hex 12.20*
7.
8.

Hex 13.20



Resources: Animal, game (deer, 3)

Lairs

1. **06.06**. A trio of caecilia make their burrow in this subhex, which is riddled by large furrows of earth like overly large groundhog burrows. The three enormous worms do not leave Hex 13.20.

Caecilia (3). ***AC*** *6 [13],* ***HD*** *6* (26, 30, 38hp),* ***Att*** *1 x bite (1d8),* ***THAC0*** *14 [+5],* ***MV*** *60' (20'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *500,* ***NA*** *1d3 (1d3),* ***TT*** *B*

- On an attack roll of a natural 19 or 20 a human-sized or smaller target is swallowed whole. Once inside the creature's belly the victim suffers 1d8 damage per round until they or the caecilia are killed, and once reduced to 0 hp their body is digested in 6 turns. Swallowed victims may attack with a dagger at –4 to hit.

The largest caecilia, when slain, will be found to hold 2,000 cp, 4,000 sp, 1,000 gp, and a *sword +1* in its belly.

2.

3.

4.

5.

6.

Features

1.

2.

3.

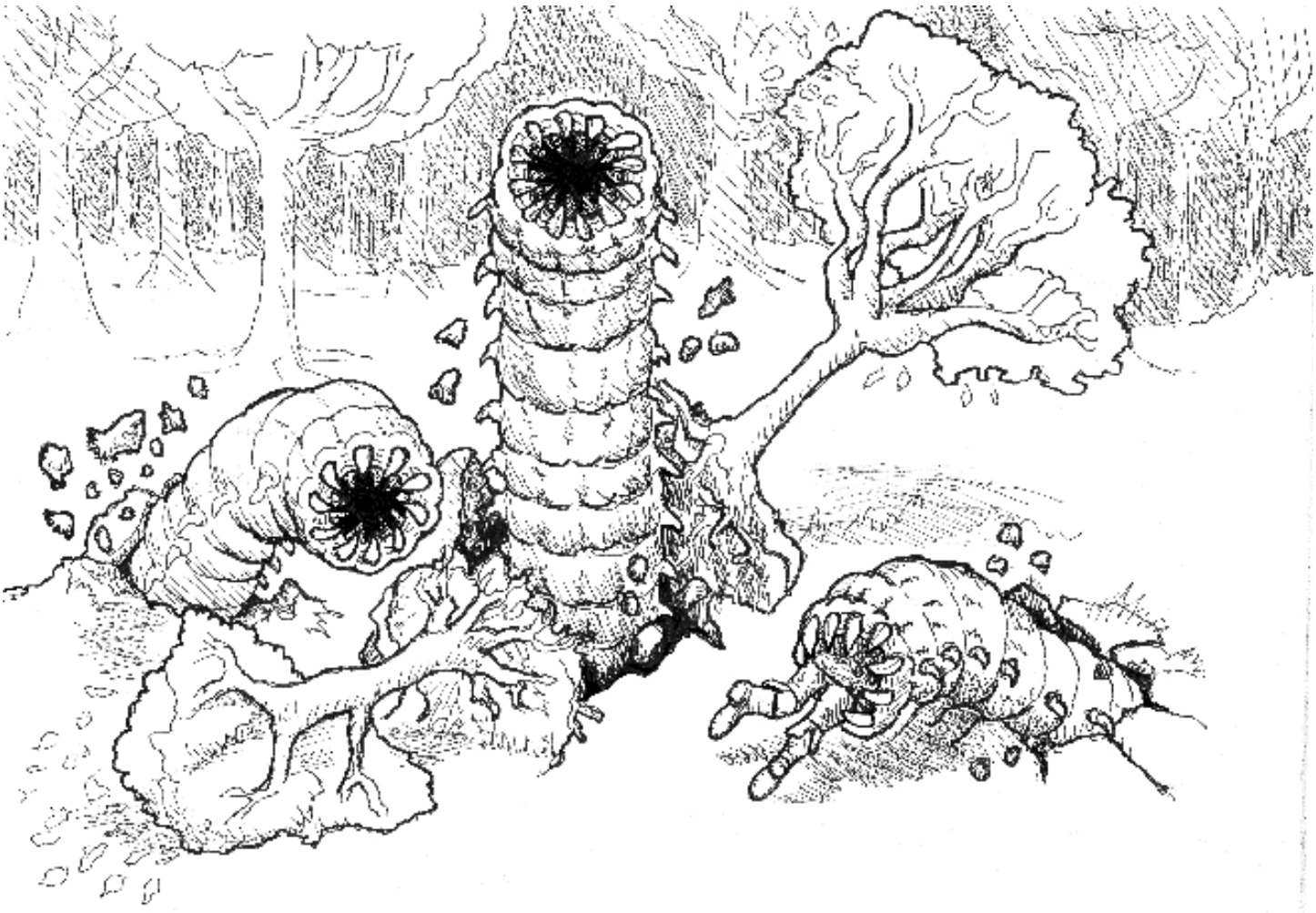
4.

5.

6.

Random Encounter Table

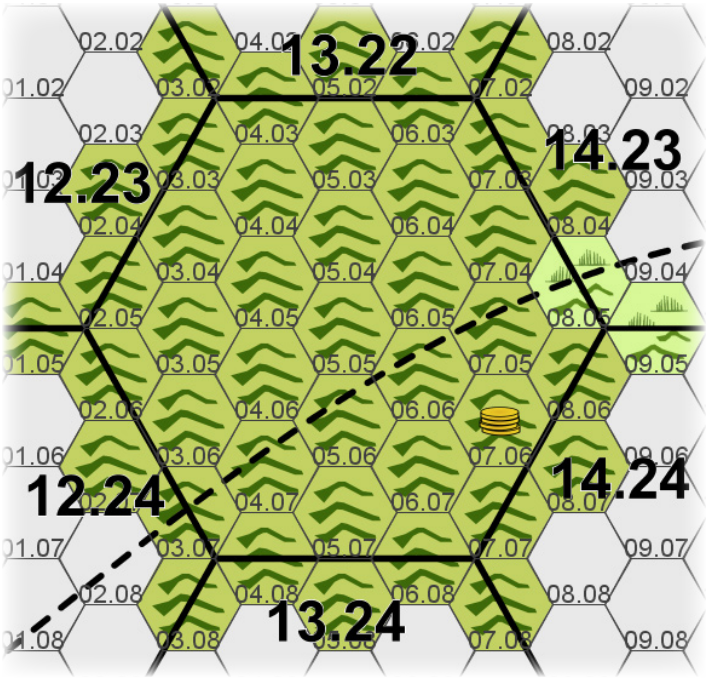
1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. Caecilia (1d3)
6. *Oxymare, from Hex 12.20*
7. *Bear, grizzly (1d4) from Hex 13.19*
8. *Orcs (2d4 + gangboss) from Hex 13.21*



9. *Wyvern (1) from Hex 14.21*
10. *Wasps (1d10) from Hex 14.21*
11.
12.

Hexes 13.21 and 13.22 are found in The Basilisk Hills Cluster.

Hex 13.23



Resources: Mineral, mined (gold, 5); Animal, game (pheasants, 2)

The road to Dry Gulch cuts diagonally through this hex, which is rich in gold deposits and the occasional pheasant.

Lairs

1.
2.
3.
4.
5.
6.

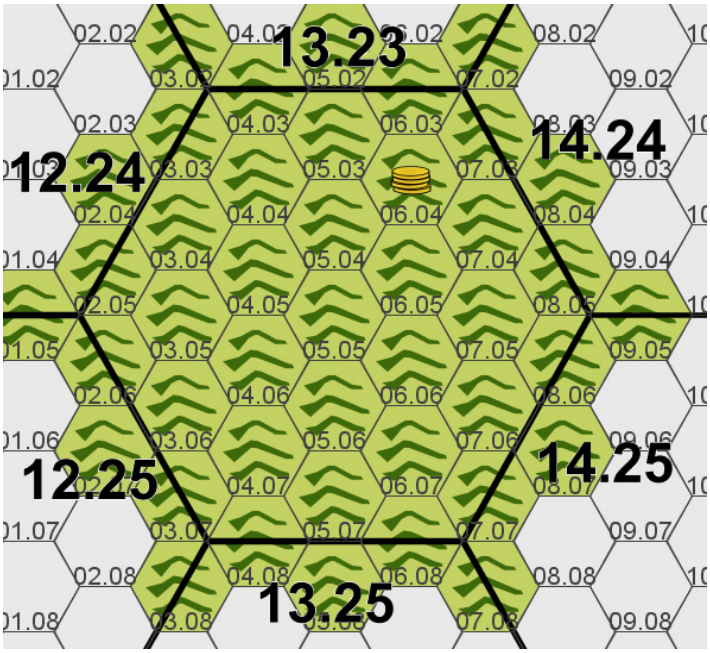
Features

1. **07.06.** A gold vein is just visible in an eroded hillside, waiting to be discovered by the many prospectors being drawn to Liwil. It has a Resource Value of 4 and a base value of 989 gp.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Triceratops (1) from Hex 13.22*
6. *Wild Horses (1d10) from Hex 14.23*
7. *Patrol of Basilisk Knights (1 knight, 1 squire, 5 medium cavalry) from Hex 14.23*
8.

Hex 13.24



Resources: N/A

This hex is all grassy hills.

Lairs

1.
2.
3.
4.
5.
6.

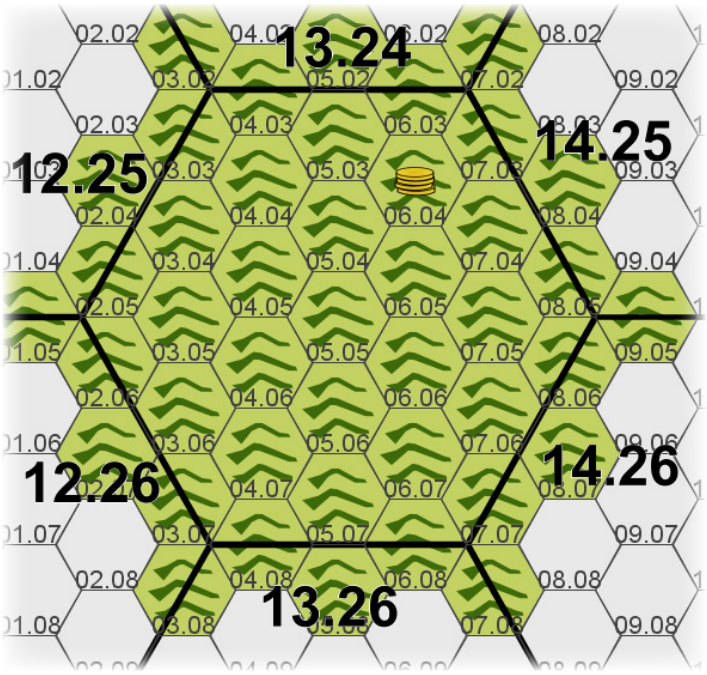
Features

1. **06.04.** A vein of gold can be found in this subhex, revealed by a flash flood. It has a Resource Value of 2 and a base value of 624 gp.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5.
6.

Hex 13.25



Resources: Mineral, mined (gold, 4); Vegetable, agricultural (sage, 2)

Lairs

1.
2.
3.
4.
5.
6.

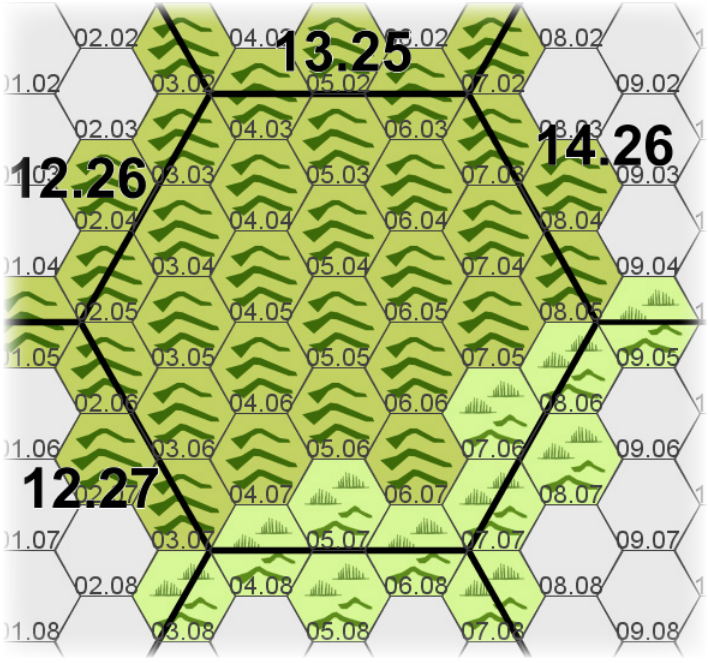
Features

1. **06.04.** A vein of gold waits to be discovered in this subhex, just feet below the surface. It has a Resource Value of 4 and a base value of 961 gp. A surveyor (see *Filling in the Blanks*) is needed to discover this vein; otherwise it will reveal itself in 1d12 years as erosion takes its toll.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Karkadann (1d2) from Hex 14.26*
6.

Hex 13.26



Resources: Animals, livestock (wild horses, 4)

The southeastern portion of this hex turns to gentler, rolling hills, covered in lush grasses, as the hills transition to the Zelaia Prairie. Several herds of wild horses, more often seen on the prairie, roam this hex.

Lairs

1.
2.
3.
4.
5.
6.

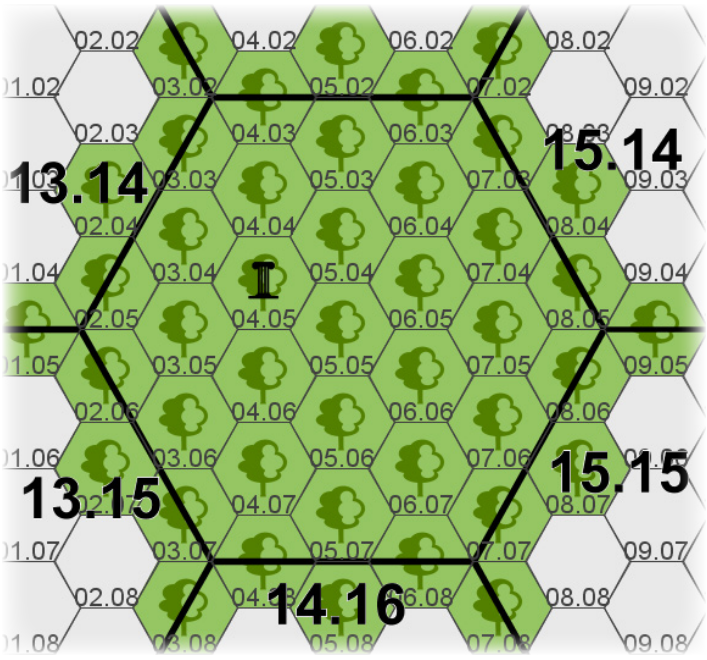
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. *Treants (1d5) from Hex 12.27*
6. *Karkadann (1d2) from Hex 14.26*
7.
8.

Hex 14.15



Resources: Animal, game (deer, 2)

This hex is lightly wooded, with a few herds of deer interspersed throughout.

Lairs

1.
2.
3.
4.
5.
6.

Features

1. **04.05.** Rearing up through the trees, nearly 40' in height, a granite obelisk is located in this subhex. Writing in the Common tongue reads:

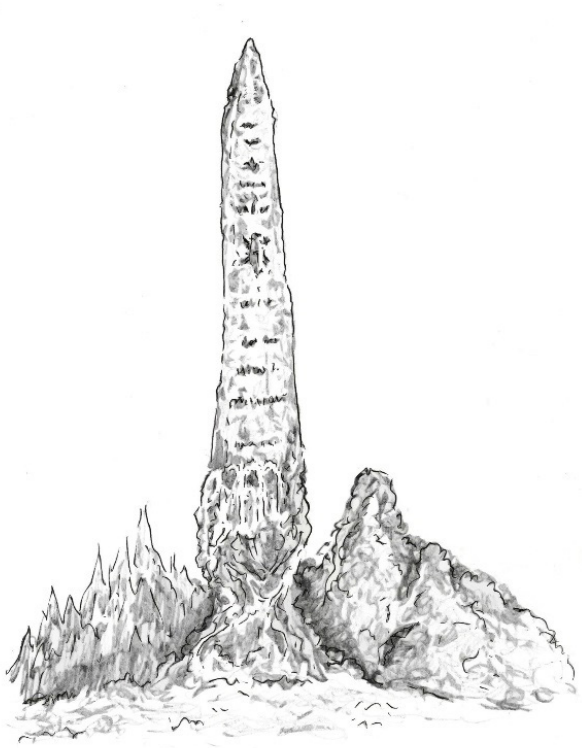
"It was on this spot in the Fifthyear of the Eleventh Cycle that Queen Acarlas Skeldren, the first of her name, slew the orc warlord Jurd One-eyed and broke the back of the orcish army upon her blade."

The obelisk is weathered, moss-covered, and leaning alarmingly to one side.

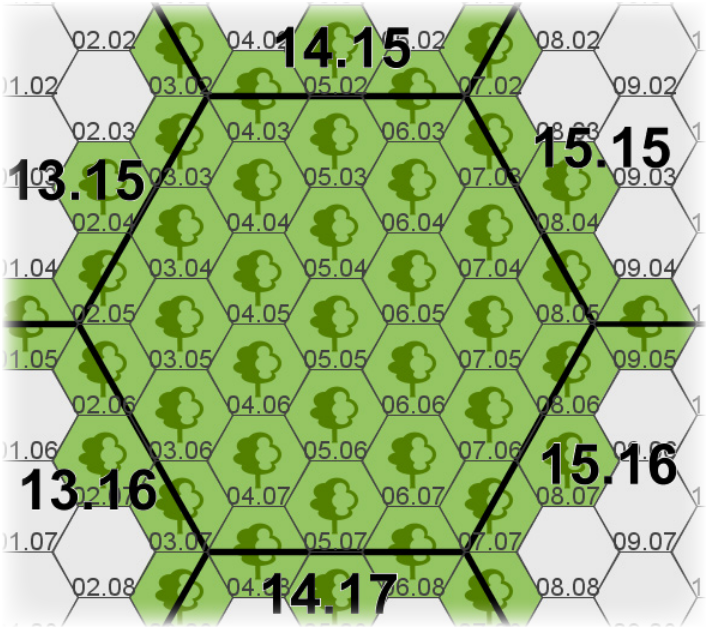
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5.
6.



Hex 14.16



Resources: Vegetable, industrial (timber, 3)

This lightly wooded hex has several decent stands of oaks and chestnut suitable for use in fine woodworking.

Lairs

1.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

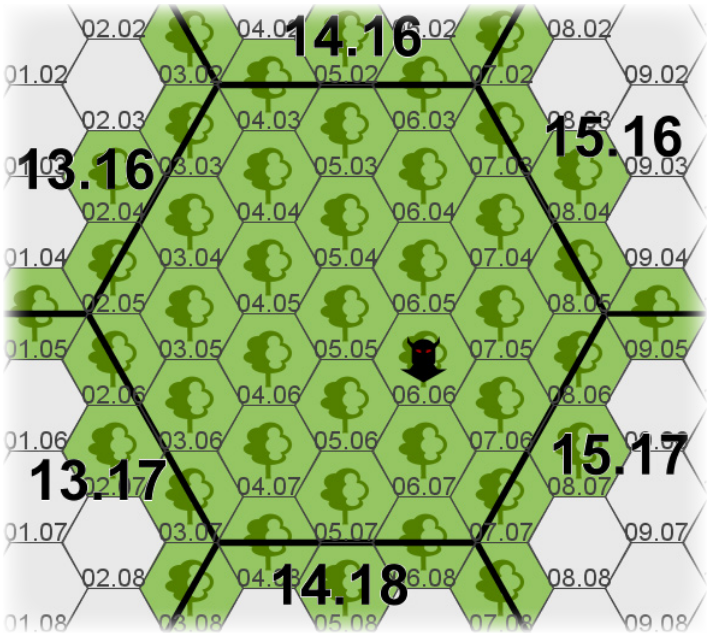
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Hezboarg, from Hex 14.17*
6.

Hex 14.17



Resources: Mineral, mined (clay, 4)

This hex contains several deposits of clay, suitable for pottery, as well as a wicked hag dwelling in a solitary cabin.

Lairs

1. **06.06.** A decrepit shack stands in the shadows of seven sycamores, its roof covered in moss and saplings. Hezboarg, a wicked black hag, lives a solitary existence in the cabin, preying on the few travelers who pass this way.

Hezboarg normally appears as an old, doddering woman collecting herbs in the forest.



***Hezboarg, black hag (1). AC** 0 [19], **HD** 8* (38 hp), **Att** 2 x talon (1d8+3), 1 x bite (1d8+3), **THAC0** 12 [+7], **MV** 150' (50'), **SV** D8 W9 P10 B10 S12 (F8), **ML** 10, **AL** Chaotic, **XP** 1,200, **NA** 1 (1), **TT** D*

- Hezboarg is unaffected by all illusions and phantasms.
- If a victim is hit by all three of the hag's attacks in the same round they are grappled and suffer an automatic 3d8+9 damage in subsequent rounds (although the hag cannot attack another target).
- Can cloak her true form with an illusory appearance.
- Once per round Hezboarg can cancel one successful melee or missile attack made against her. She may decide after all attacks are made which one she will negate.
- Once per day she may cast *entangle*, as a druid of 8th level, but the vines she summons are lined with thorns, doing 1d4 damage each round an entangled victim tries to break free.

She has no treasure.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

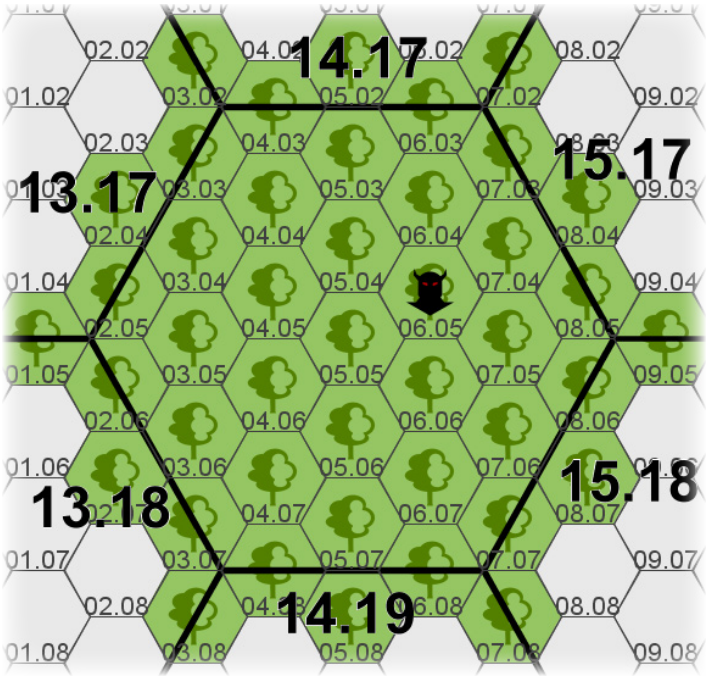
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Hezboarg
6. *Bat, giant (1d10) from Hex 13.17*

Hex 14.18



Resources: Animal, game (deer, 4)

This lightly wooded hex is home to several large deer herds.

Lairs

1. **06.05.** A warren of 8 giant ferrets is located in this subhex, in narrow, underground tunnels. The ferrets have learned how to hunt cooperatively to prey upon the deer that are so numerous in this hex.

The ferrets are not found outside of Hex 14.18.



Ferret, giant (8). ***AC*** *5 [14],* ***HD*** *1+1 (5 hp),* ***Att*** *1 x bite (1d8),* ***THAC0*** *18 [+1],* ***MV*** *150' (50'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *15,* ***NA*** *1d8 (1d12),* ***TT*** *None*

- Unpredictable. Can be trained or adopted as animal companions, but will occasionally turn on trainers or other people.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

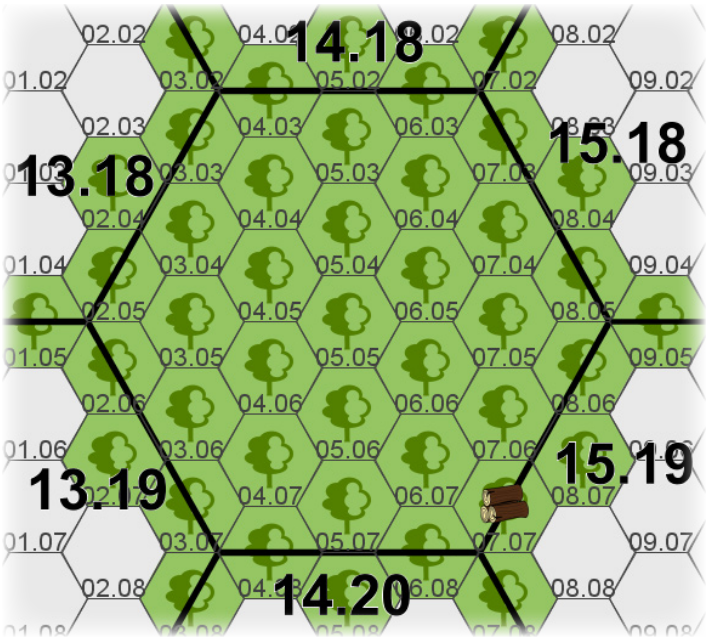
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Ferret, giant (1d8)
6. *Bat, giant (1d10) from Hex 13.17*
7. *Hezboarg, from Hex 14.17*
8.

Hex 14.19



Resources: Animal, game (deer, 5); Mineral, quarried (slate, 4); Vegetable, industrial (timber, 3)

This lightly wooded hex possesses abundant natural resources; deer, slate, and trees for lumber.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **07.07.** This subhex contains a single oak tree, hit by lightning on the first day of the new year. If harvested, the tree would yield 2,000 gp worth of wood suitable for use as special components and another 5,000 gp worth in principals. If used to create magical items that deal with lightning or electricity double that value.

2.



3.

4.

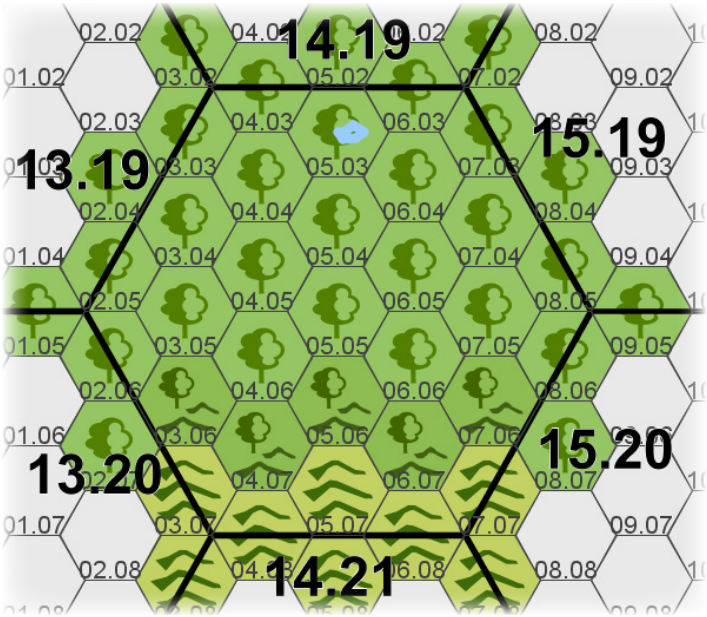
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Oxymare, from Hex 12.20*
6. *Bear, grizzly (1d4) from Hex 13.19*
7.
8.

Hex 14.20



Resources: Animal, game (deer, 1)

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **05.03.** A shallow lake, fed by underground springs, is located in this subhex. Encounter chances in this subhex are increased by 1, as animals and creatures from all around use the lake for water and food. Chances to forage food in this subhex are increased by 1, as well.

2.

3.

4.

5.

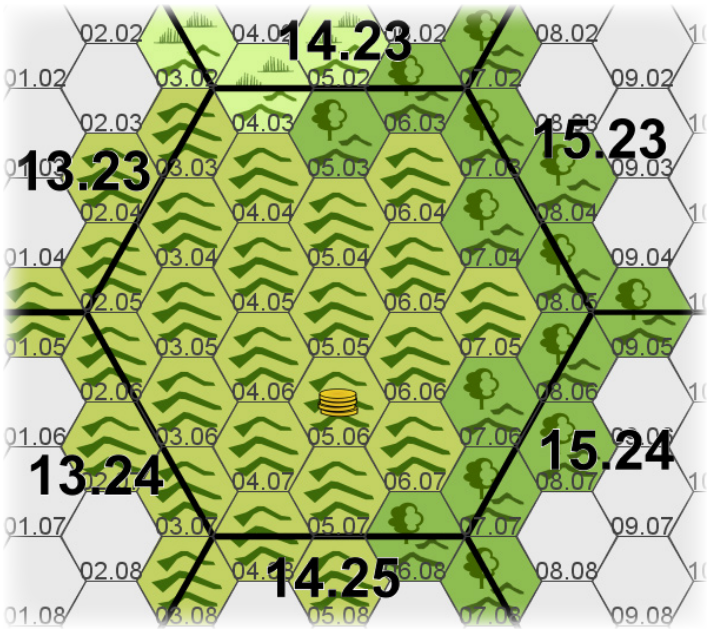
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Oxymare, from Hex 12.20*
6. *Bear, grizzly (1d4) from Hex 13.19*
7. *Wyvern (1) from Hex 14.21*
8. *Wasps (1d8) for Hex 14.21*
9.
10.

Hexes 14.21, 14.22, and 14.23 are found in The Basilisk Hills Cluster.

Hex 14.24



Resources: Animal, game (pheasant, 1)

Immediately south of the village of Liwil, this hex is

increasingly coming under the control of the Basilisk Knights as more prospectors arrive to begin searching the hills for gold.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **05.06.** A working gold mine is found in this subhex. 2d6 prospectors chip away at a hillside, exposing the rich gold vein that runs through the rocks.

2.

3.

4.

5.

6.

Random Encounter Table

1. *Table 1.1*

2. *Table 1.2*

3. *Table 1.3*

4. *Table 4*

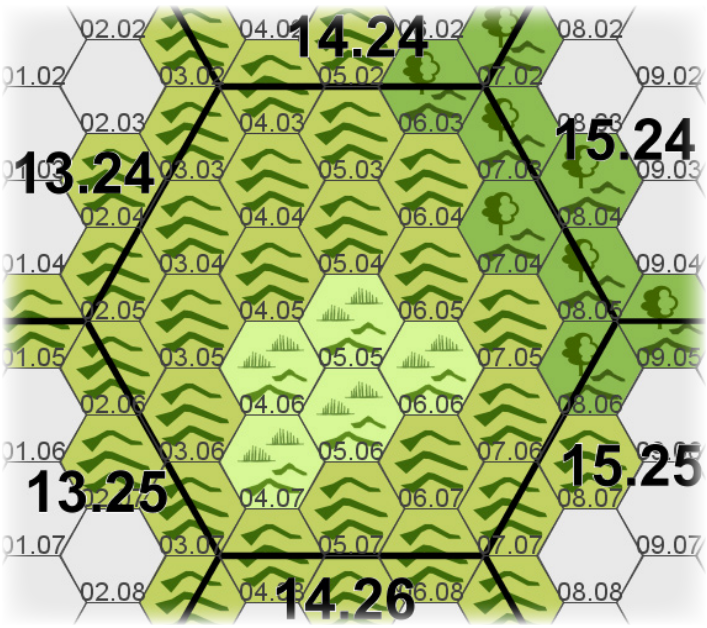
5. Prospectors (1d8, NH)

6. *Basilisk Knights (1 4th-level knight, 1 1st-level squire, 5 medium cavalry) riding patrol of this hex*

7.

8.

Hex 14.25



Resources: Animal, domestic (wild horses, 4); Animal, game (antelope, 4)

Several herds of wild, tamable horses roam throughout this hex, especially the more fertile center section.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **04.06, 04.07, 05.05, 05.06, 06.06.** The center five subhexes are gentle rolling hills, covered in the lush grasses associated with the Zelaia Prairie. Increase the land revenue of this hex by .25 if using the rules from *Into the Wild* for land revenue.

2.

3.

4.

5.

6.

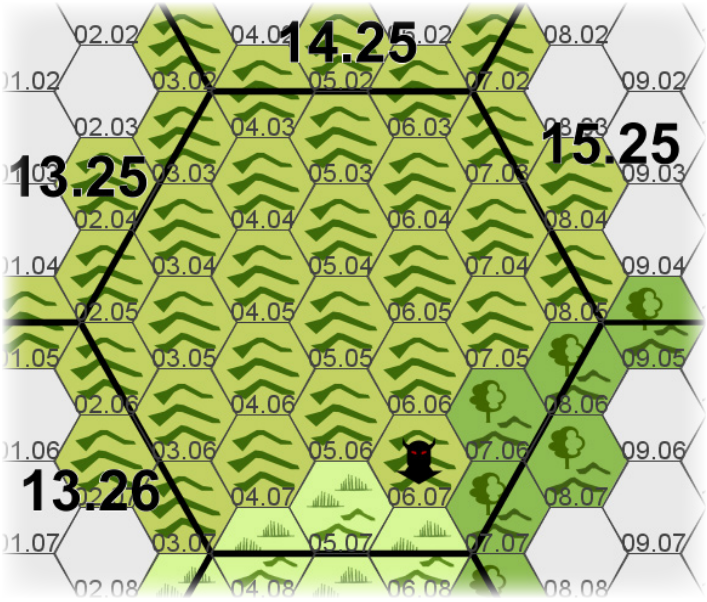
Random Encounter Table

1. *Table 1.1*

2. *Table 1.2*

3. *Table 1.3*
4. *Table 4*
5. *Karkadann (1d2) from Hex 14.26*
6. *Tarantella spiders (1d3) from Hex 15.25*
7.
8.

Hex 14.26



Resources: Animal, domestic (wild horses, 4); Animal, game (antelope, 3); Mineral, mined (gold, 2)

The hex transitions into forest to the east and grasslands to the south. It has numerous herds of wild horses and antelopes as well as some gold deposits. Unfortunately, a pair of false unicorns, also called *karkadanns*, lair in the southeastern portion of the hex. These wicked beasts hate all that is good, especially unicorns.

Lairs



1. **06.07.** A mated pair of karkadanns (taken from p. 57 of *Monsters of Myth*) lair in this hex. They will likely be mistaken for unicorns at a distance, a fact they will use to lure adventurers along and separate a party, if possible. Once they are close enough to see the differences, it is usually too late. False unicorns have a corkscrewed horn, leonine tail, and protruding canines. Their muzzles are often stained brown with dried blood.

Karkadann (2). ***AC*** *5 [14],* ***HD*** *8 (36, 44 hp),* ***Att*** *2 x hoof (1d8), 1 x horn (2d8),* ***THAC0*** *12 [+7],* ***MV*** *240' (80'),* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *650,* ***NA*** *0 (1d6),* ***TT*** *None*

- In melee, attack with both hooves and a horn.
- If charging, can only attack with their horn, but it inflicts double damage.
- Semi-intelligent, can occasionally be convinced to serve as mounts for evil masters.
- The horn of a false unicorn is worth 650 gp when used as special components for magical items, or double that if the item in question is Chaotic in nature.

2.
3.
4.
5.
6.

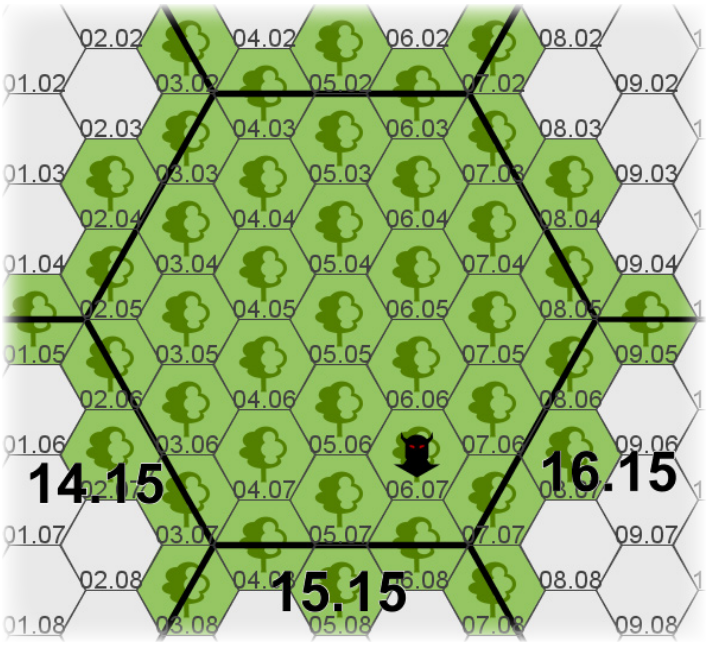
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Karkadann (1d2)
6. *Tarantella spiders (1d3) from Hex 15.25*
7.
8.

Hex 15.14



Resources: N/A

This lightly forested hex contains no extra resources.

Lairs

1. **06.07.** A pack of wild dogs (coyotes, really) roams this section of forest, surviving on what small prey they can catch, or the occasional deer they're able to bring down as a pack.

Dog, wild (14). ***AC*** *7 [12],* ***HD*** *2 (9 hp, leader has 13 hp),* ***Att*** *1 x bite (1d6),* ***THAC0*** *18 [+1],* ***MV*** *180' (60'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *6 (8 with leader),* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *2d6 (3d6),* ***TT*** *None*

- Packs of 4 or more, or smaller groups when the leader is present, have morale scores of 8. If the pack is reduced by half, or the leader slain, their morale drops down to 6.
- The leader of the pack is a grizzled male with 13 hp.
- If three or more dogs are attacking a single man-sized target, all of the dogs roll with Advantage (roll twice, take the better result) due to pack tactics.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

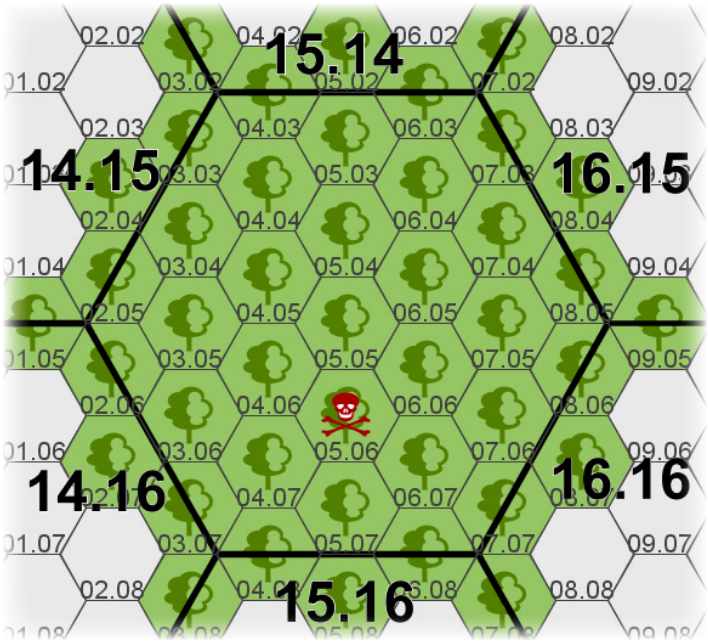
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Dogs, wild (1d13, 1-3 in 6 chance leader is also present)
6.

Hex 15.15



Resources: Animal, game (deer, 2); Mineral, quarried (clay, 5); Mineral, mined (zinc, 2)

This lightly wooded hex has enough deer herds to support the pack of wild dogs that roam the woods, as well as deposits of clay and zinc.

Lairs

1.

2.

3.

4.

5.

6.

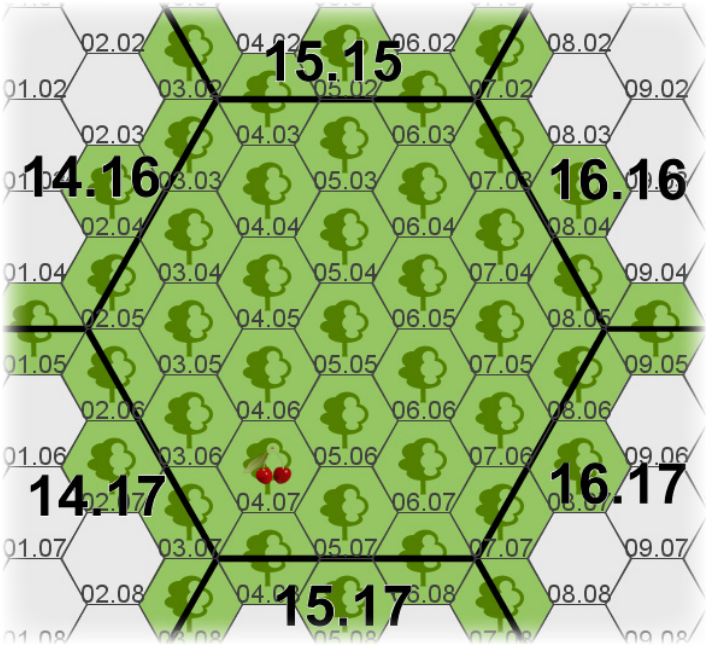
Features

1. **05.06**. When the adventurers first pass through this subhex a rotten branch falls from above, potentially hitting 1d4 party members (determine randomly, but they should all be clustered together) and their mounts, if riding. Each potential target must save versus wands or be hit (if mounted only the riders roll), suffering 1d8 points of damage.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Dogs, wild (1d13, 1-3 in 6 chance leader is also present) from Hex 15.14*
6.

Hex 15.16



Resources: N/A

This lightly wooded hex is pretty standard, all things considered.

Lairs

1.
2.
3.
4.
5.
6.

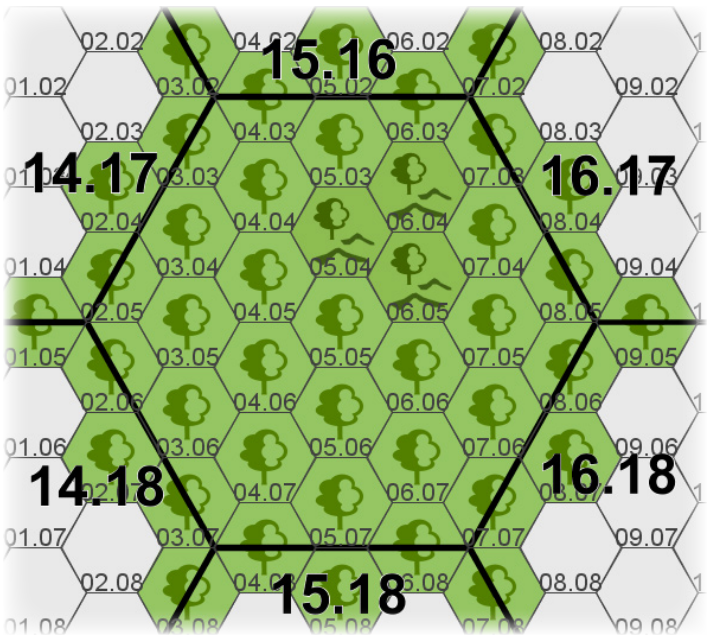
Features

1. **04.07.** A patch of feverfew grows in a clearing in this subhex. It is useful for healing and herbalist applications, and has a Resource Value of 2 and a base value of 50 gp.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Hezboarg, from Hex 14.17*
6. *Boar (1d4) from Hex 16.17*
7.
8.

Hex 15.17



Resources: Vegetable, industrial (timber, 4)

This lightly wooded hex is mostly flat, except for 3-1/2 square miles of hills in the northeastern section. It boasts several decent stands of timber for construction.

Lairs

1.
2.
3.
4.
5.
6.

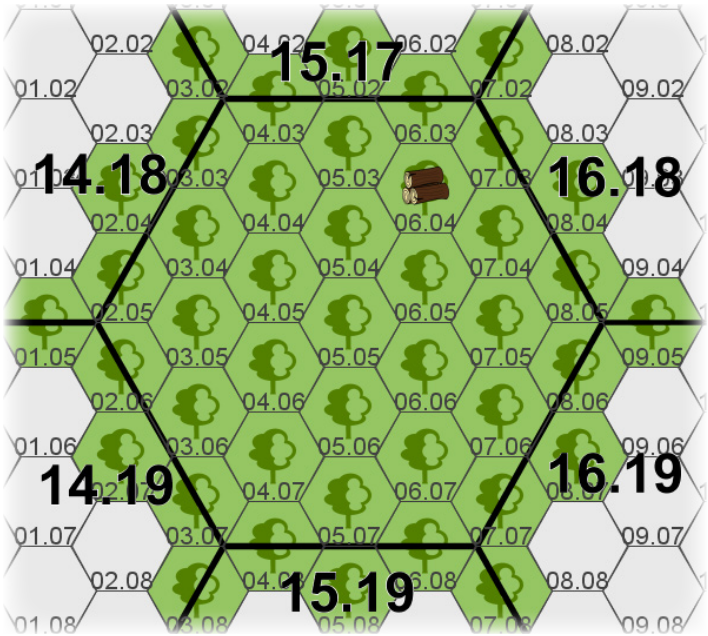
Features

1. **05.04, 06.04, 06.05.** These three hexes are much hillier than the surrounding land.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Hezboarg, from Hex 14.17*
6. *Boar (1d4) from Hex 16.17*
7. *NPC party from Hex 16.18*
8.

Hex 15.18



Resources: Animal, game (deer, 1); Vegetable, industrial (timber, 5)

A few small herds of deer are found in this hex, as well as excellent stands of timber well suited for fine carpentry.

Lairs

1.
2.
3.
4.
5.
6.

Features

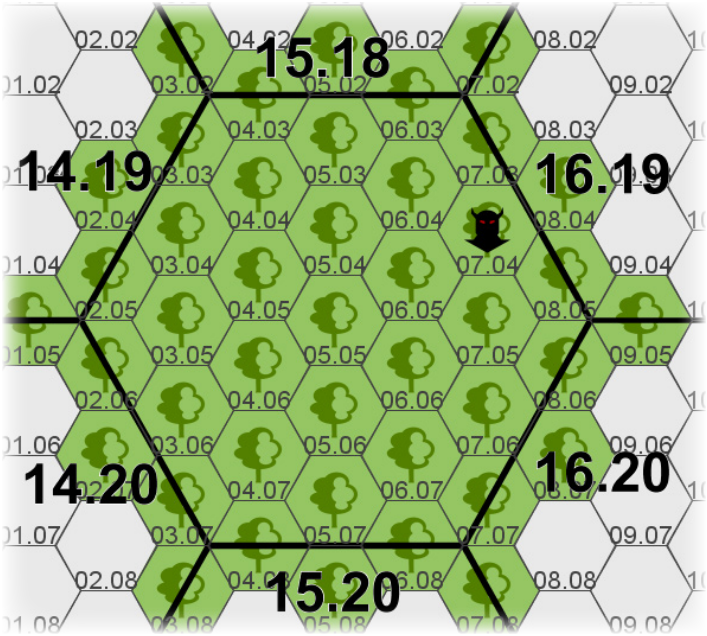
1. **06.04.** A stand of old-growth white oak trees is found in this subhex, perfectly suited for massive structural timbers. It has a Resource Value of 4 and a base value of 295 gp.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*

3. *Table 2.3*
4. *Table 4*
5. *Toad (1), from Hex 15.19*
6. *NPC party from Hex 16.18*
7.
8.

Hex 15.19



Resources: Mineral, mined (sulfur, 2); Vegetable, agricultural (wild ginseng, 2); Vegetable, industrial (timber, 4)

This lightly forested hex has minimal amounts of sulfur and wild ginger, in addition to plentiful timber. An ancient, warty, giant toad dwells in a secluded hollow in the woods.

Lairs

1. **07.04.** A giant toad dwells in this subhex, preying on squirrels, foxes, and birds. If the party doesn't contain any members (including pets!) small enough for the toad to drag with its tongue it will not attack.

***Toad, giant (1). AC** 7 [12], **HD** 2+2 (16 hp), **Att** 1 x bite (1d4+1), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 6, **AL** Neutral, **XP** 25, **NA** 1d4 (1d4), **TT** None*

- Surprises on a roll of 1-3 in 6 in forests.
- Tongue can attack targets up to 15' away. On a successful hit, prey up to the size of a dwarf are automatically drawn to its mouth and bitten.
- Victims small enough to be dragged by its tongue are swallowed on a roll of 20, suffering 1d6 damage each round they are in the toad's belly. Swallowed victims may attack with daggers at –4 to hit, and the body is digested in 6 turns after death.

2.
3.
4.
5.
6.

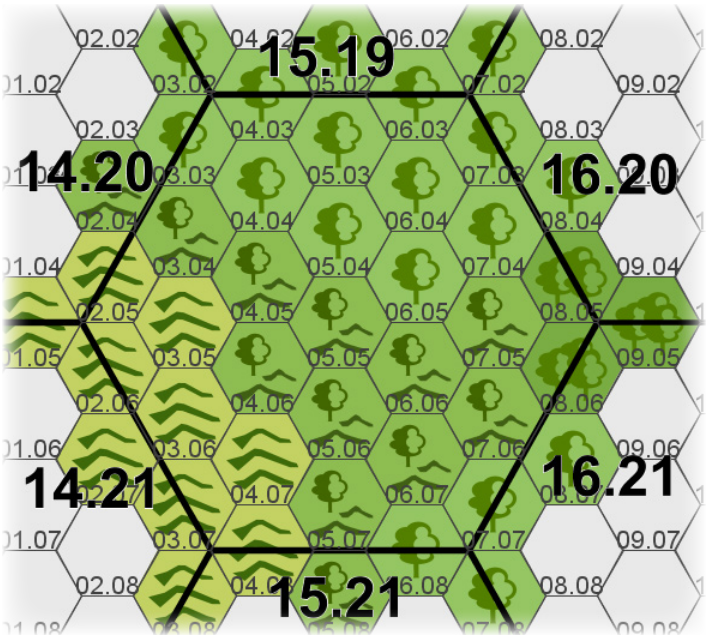
Features

1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Toad (1)
6. *Robber Fly (1d11) from Hex 16.19*
7.
8.

Hex 15.20



Resources: Animal, game (squirrels, 3)

This hex is transitional between the lightly wooded terrain to the north and east and the hill country to the southwest.

Lairs

1.
2.
3.
4.
5.
6.

Features

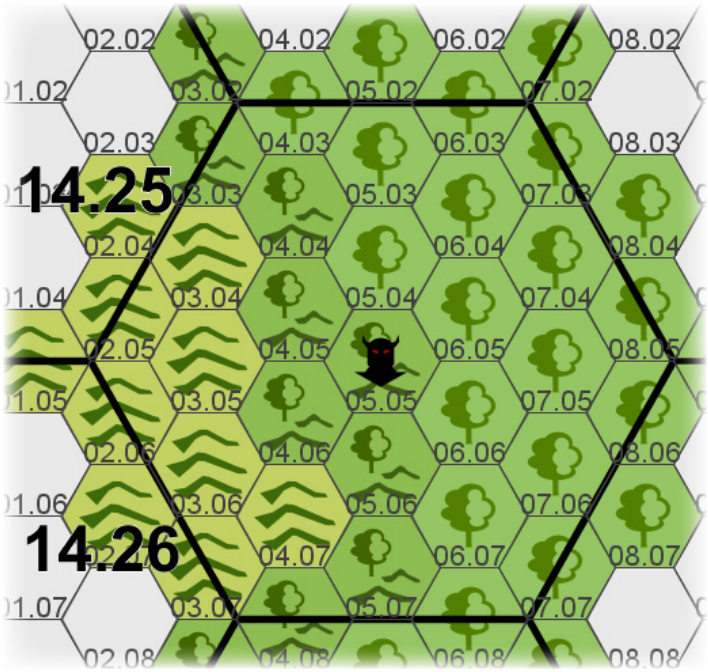
1.
2.
3.
4.
5.
6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. *Wyvern (1) from Hex 14.21*
6. *Hermit (1) from Hex 14.21*
7. *Unicorns (1d7) from Hex 16.21*
8. *Autrak (dragon, 1) from Hex 16.22*
9. *Robber Fly (1d11) from Hex 16.19*
10.

Hexes 15.21 and 15.22 are found in The Basilisk Hills Cluster.

Hex 15.25



Resources: Vegetable, agricultural (berries, 3); Vegetable, industrial (timber, 2)

A transitional hex, it changes from grassy hills in the west to light forest in the east. Three tarantella spiders dwell in the hilly woods near the center of the hex.

Lairs

1. **05.05.** Three tarantella spiders dwell in a secluded glade in this subhex.

Spider, tarantella (3). ***AC*** *5 [14],* ***HD*** *4* (14, 18, 19 hp),* ***Att*** *1 x bite (1d8+poison),* ***THAC0*** *16 [+3],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *1d3 (1d3),* ***TT*** *U*

Save versus poison when bitten. Those failing begin to dance spasmodically for 2d6 turns.

Individuals who see someone affected by the dancing poison must save versus spells or begin dancing for as long as they can see the original victim.

Those dancing suffer a –4 penalty to AC and attack rolls. After 5 turns of dancing they fall to the ground, exhausted.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

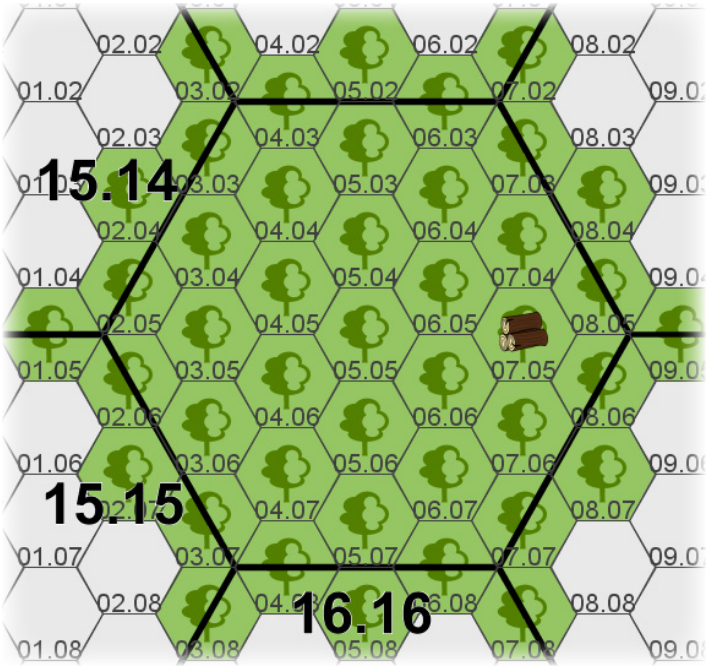
5.

6.

Random Encounter Table

1. *Table 3.1*
2. *Table 3.2*
3. *Table 3.3*
4. *Table 4*
5. Tarantella spiders (1d3)
6. *Karkadann (1d2) from Hex 14.26*
7.
8.

Hex 16.15



Resources: N/A

A lightly forested hex with an exceptional stand of walnut trees in the eastern portion.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **07.05.** A stand of walnut trees in this hex is notable for producing tall, straight trunks with no low branches. It has a Resource Value of 4 and a base value of 348 gp. There's a 1-2 in 6 chance that some wood is suitable for the creation of magical items. There will be enough wood for 2,500 gp worth of principals or 5,000 gp worth of special components.

2.

3.

4.

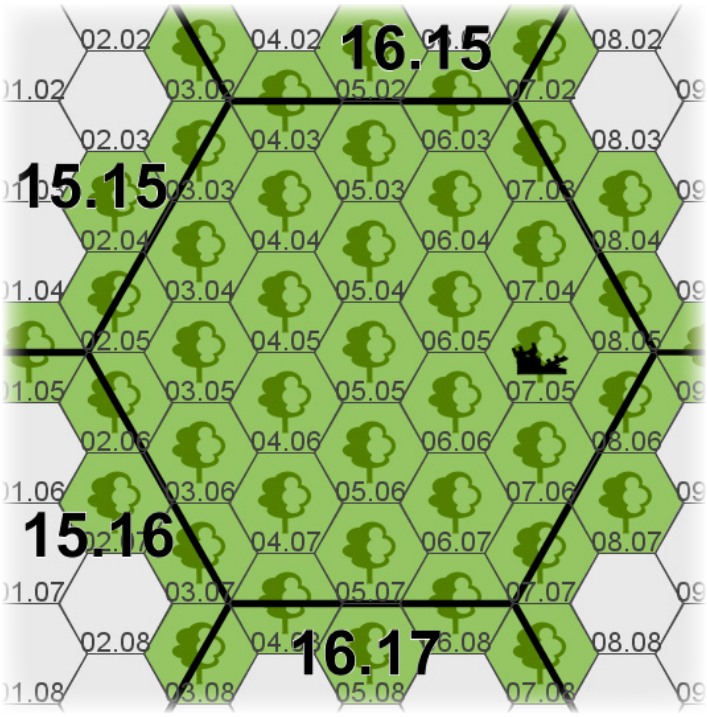
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Dogs, wild (1d13, 1-3 in 6 chance leader is also present) from Hex 15.14*
6.

Hex 16.16



Resources: Animal, game (deer, 1); Vegetable, industrial (timber, 2)

Light woods with a few small herds of deer and some better than average timber.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **07.05.** A dry-laid foundation of stone is found in this hex, moss-covered and falling apart. It looks to have once been a two-room cabin, but any structure that once stood on the foundation is long gone. A search of the foundation's northeastern corner has a 1-4 in 6 chance (1-5 in 6 for elves or thieves) to discover a small hollow in the stone, in which is concealed a *dagger +1* wrapped in oilcloth.

2.

3.

4.

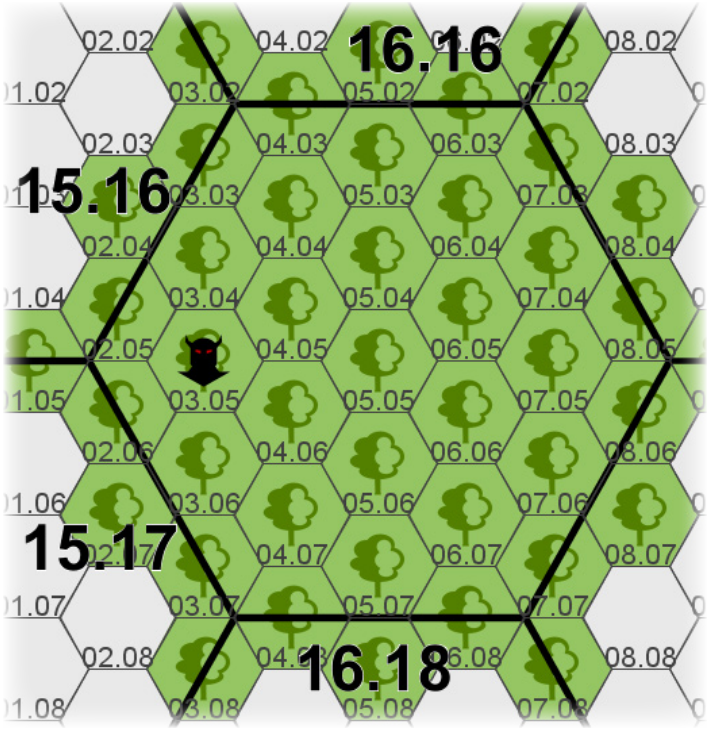
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Boar (1d4) from Hex 16.17*
6.

Hex 16.17



Resources: Mineral, mined (slate, 1); Vegetable, agricultural (chestnuts, 3)

Chestnut trees in this hex produce plentiful nuts for the sounder of wild boar that dwell within.

Lairs

1. **03.05.** A quartet of wild boar dwell in this hex, feeding off the plentiful chestnuts that litter the ground.

Boar (4). ***AC*** *7 [12],* ***HD*** *3 (13, 13, 14, 17 hp),* ***Att*** *1 x tusk (2d4),* ***THAC0*** *17 [+2],* ***MV*** *150' (50'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *35,* ***NA*** *1d6 (1d6),* ***TT*** *None*

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

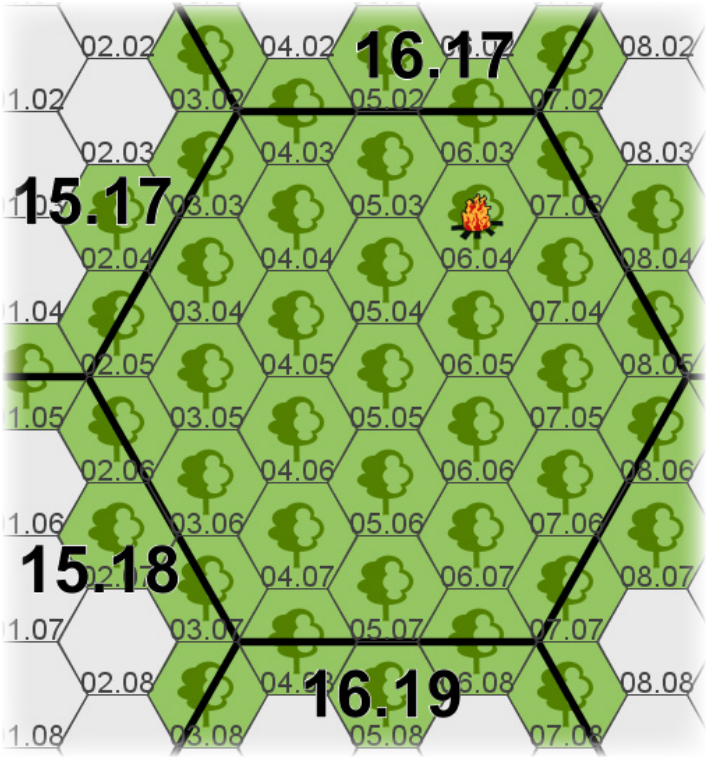
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. Boar (1d4)
6. *NPC party from Hex 16.18*
7.
8.

Hex 16.18



Resources: Animal, game (squirrels, 1)

This is a lightly wooded hex.

Lairs

1.

2.

3.

4.

5.

6.

Features

1. **06.04.** When the adventurers enter this subhex they will find the camp of another adventuring party. If they enter the subhex between approximately 8 a.m. and 4 p.m. some of the party will be missing, searching the hex. If they enter at another time the entire party will be present. The composition of the party is given at the end of this hex.

2.

3.

4.

5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. NPC party
6. *Boar (1d4) from Hex 16.17*
7.
8.

The NPC party is composed of the following:

Jogar Kevto (F5). ***AC*** *2 [17],* ***HD*** *5 (39 hp),* ***Att*** *1 x sword (1d8+2),* ***THAC0*** *14 [+5],* ***MV*** *60' (20'),* ***SV*** *D10 W11 P12 B13 S14 (F5),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *see below*

- If using the Optional Rules from *Into the Wild* Jogar has the Toughness and Alertness Knacks (1d10 hp per HD, +1 initiative, surprised on a roll of 1 in 6).
- Wears plate armor and shield, wields a *sword +1*

Ceonya Marda (T6). ***AC*** *6 [13],* ***HD*** *6 (22 hp),* ***Att*** *1 x sword (1d8),* ***THAC0*** *17 [+2],* ***MV*** *120' (40'),* ***SV*** *D11 W12 P10 B13 S12 (T6),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *275,* ***NA*** *unique,* ***TT*** *see below*

- If using the Optional Rules from *Into the Wild* Ceonya has the Toughness and Evasion Knack (1d8 hp per HD and can reduce damage from a single source by ½ once per round).
- She wears leather armor and a *ring of protection +1*.

Vellria Velvethair (C6). ***AC*** *4 [15],* ***HD*** *6* (29 hp),* ***Att*** *1 x mace (1d6) or 1 x spell,* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D9 W10 P12 B14 S12 (C6),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *500,* ***NA*** *unique,* ***TT*** *see below*

- If using the Optional Rules from *Into the Wild* Vellria has the Toughness and Improved Turning Knacks (1d8 hp per HD, adds +1 to turning attempts. If turning is successful roll twice to determine undead affected, taking the better number).
- Has a *potion of healing* and *potion of human control.*
- Typically prays for: *Cure Light Wounds, Cause Fear, Blight, Hold Person, Cure Disease, Neutralize Poison.*

Aneal Kevto (M4). ***AC*** *8 [11],* ***HD*** *4* (11 hp),* ***Att*** *1 x dagger (1d4) or 1 x spell,* ***THAC0*** *19 [+0],* ***MV*** *120' (40'),* ***SV*** *D13 W14 P13 B16 S15 (M4),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *unique,* ***TT*** *see below*

- If using the Optional Rules from *Into the Wild* Aneal has the Lucky Knack, allowing them to reroll any attack, damage, or saving throw they make once per day, taking the better of the two results.
- Has a *wand of magic missiles* with 10 charges remaining.
- Typically memorizes the following spells: *Detect Magic, Sleep, ESP, Web.*
- Has a traveling spellbook with the above spells plus *light, magic missile, shield, knock, mirror image*.

Thaedra Kevto (F5). ***AC*** *2 [17],* ***HD*** *5 (30 hp),* ***Att*** *1 x polearm (1d10+1),* ***THAC0*** *15 [+4],* ***MV*** *60' (20'),* ***SV*** *D10 W11 P12 B13 S14 (F5),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *U*

- If using the Optional Rules from *Into the Wild* Thaedra has the Toughness and Improved Critical Knacks (1d10 hp per HD, scores a critical hit on 19 or 20).
- Wears *plate armor +1*.

All five have riding horses for mounts, and they are accompanied by two squads of 5 light infantry in charge of securing their base camp. They have an additional ten mules, laden with general supplies.

Riding horses (5). ***AC*** *7 [12],* ***HD*** *2 (9 hp),* ***Att*** *2 x hoof (1d4),* ***THAC0*** *18 [+1],* ***MV*** *240' (80'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *0 (0),* ***TT*** *None*

Mules (10). ***AC*** *7 [12],* ***HD*** *2 (9 hp),* ***Att*** *1 x kick (1d4) or 1 x bite (1d3),* ***THAC0*** *18 [+1],* ***MV*** *120' (40'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *1d8 (2d6),* ***TT*** *None*

- Can be taken underground if the Referee allows it.
- Will attack if threatened (or annoyed) but cannot be trained to attack on command.

Light infantry (10). ***AC*** *6 [13],* ***HD*** *1/2 (3 hp),* ***Att*** *1 x sword (1d8),* ***THAC0*** *20 [–1],* ***MV*** *90' (30'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *5,* ***NA*** *unique,* ***TT***

- Equipped with leather armor, shield, and sword.

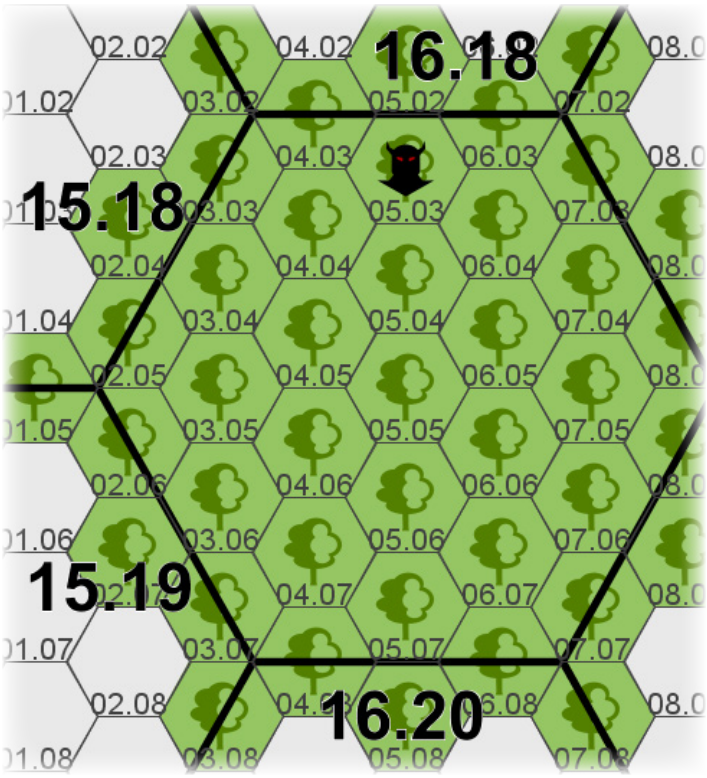
The five adventurers are from the town of Junction, to the east, or (if the PCs hail from Junction) from Rocky Peak.

The three Kevtos are siblings. While not triplets, they look almost identical and are close in age. There is an intense rivalry between the three. Vellria Velvethair worships Isumswigeor, a demon prince. The other members of the party are squeamish about this, but as long as she heals them they accept the necessity. Ceonya is the group's spokesperson.

The party has the following group treasure:

- A total of 300 days' worth of iron rations, loaded on the mules.
- 4,000 cp, 6,000 sp, 2,000 gp. Kept in small sacks loaded on the mules.
- 4 gems, worth 100, 500, 500, and 1,000 gp.
- They never leave the treasure unattended or alone with the mercenaries.

Hex 16.19



Resources: Animal, game (deer 2); Animal, game (squirrel, 4); Vegetable, industrial (timber, 2)

This lightly wooded hex has a few deer herds, harvestable timber, and a heck of a lot of squirrels.

Lairs

1. **05.03.** A robber fly nest.

***Robber fly (11). AC** 6 [13], **HD** 2 (9 hp), **Att** 1 x bite (1d8), **THAC0** 18 [+1], **MV** 90' (30') / 180' (60') flying, **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d6 (2d6), **TT** U*

Surprise on a roll of 1-4 in 6.

Immune to the poison of killer bees.

Can leap up to 30' and attack.

2.

3.

4.

5.

6.

Features

1.

2.

3.

4.

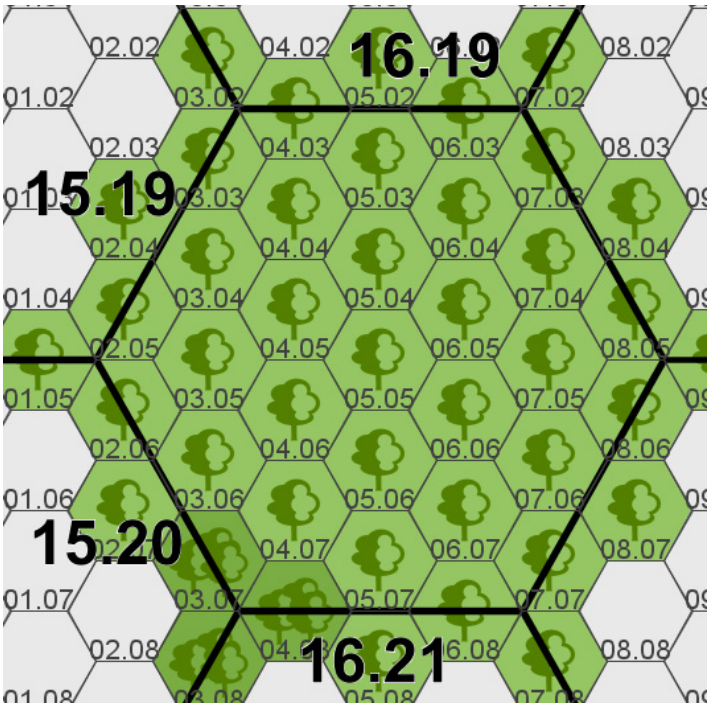
5.

6.

Random Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Toad (1), from Hex 15.19*
6. *NPC party from Hex 16.18*
7.
8.

Hex 16.20



Resources: N/A

Lairs

1.

2.

3.

4.

5.

6.

Features

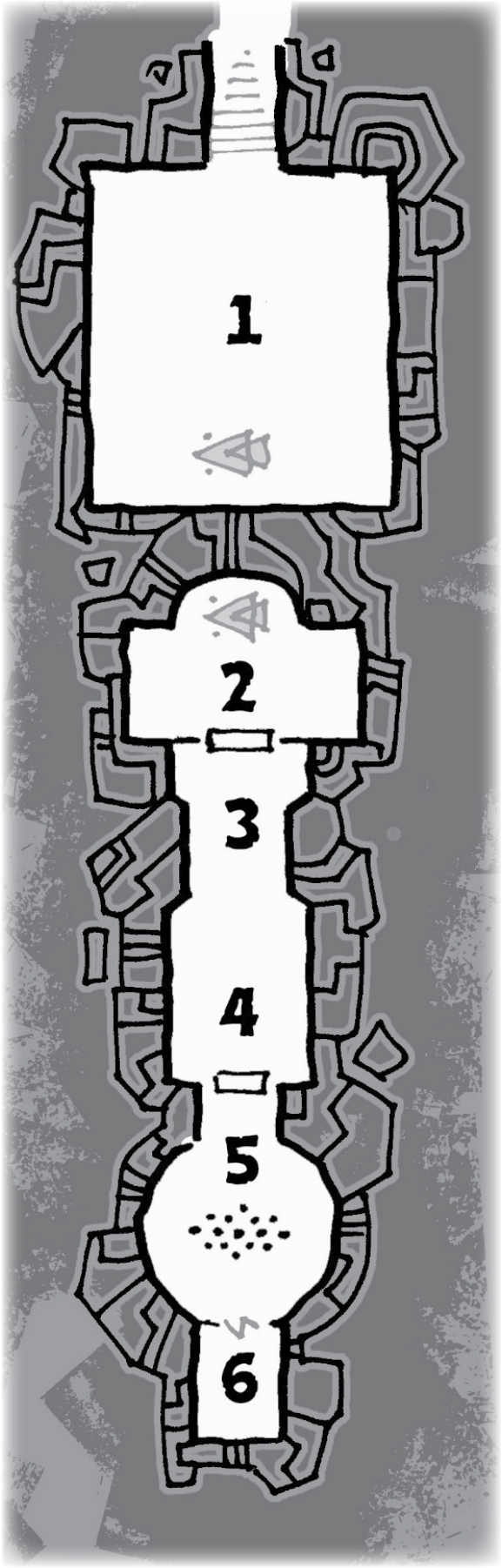
1.
2.
3.
4.
5.
6.

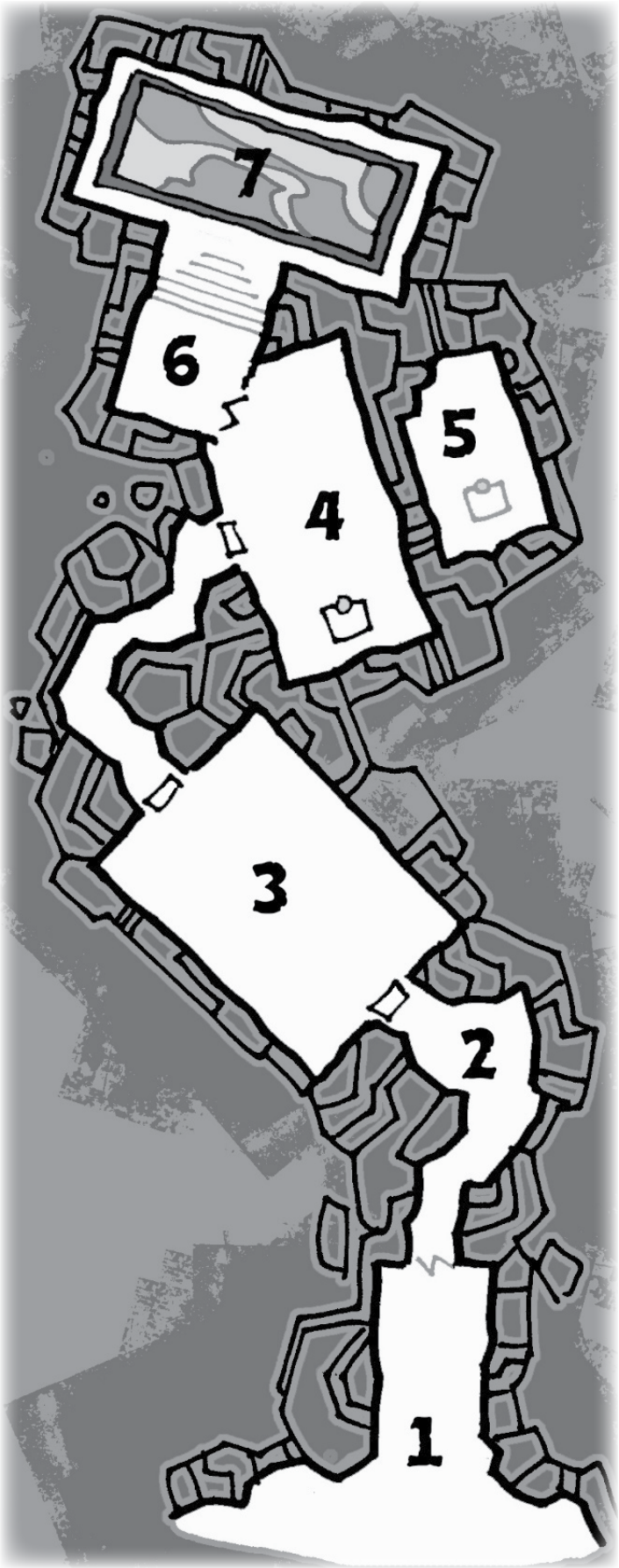
Random Encounter Table

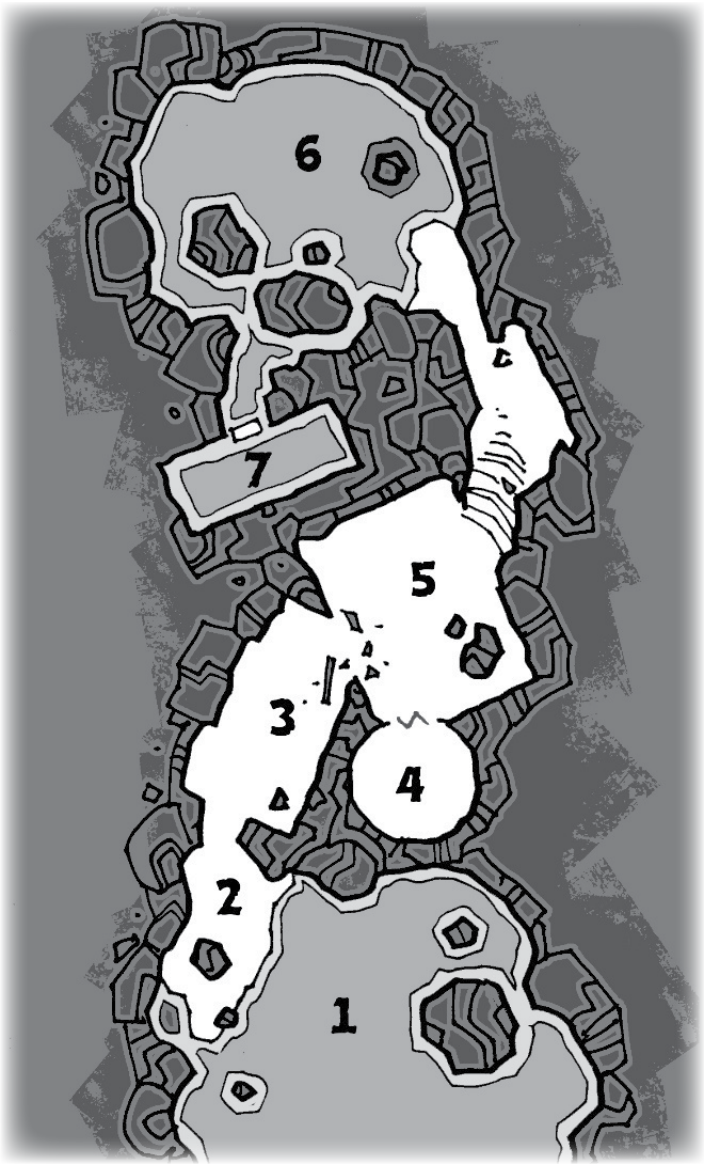
1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 4*
5. *Robber Fly (1d11) from Hex 16.19*
6. *Unicorns (1d8) from Hex 16.21*
7. *Autrak (1, dragon) from Hex 16.22*
8.

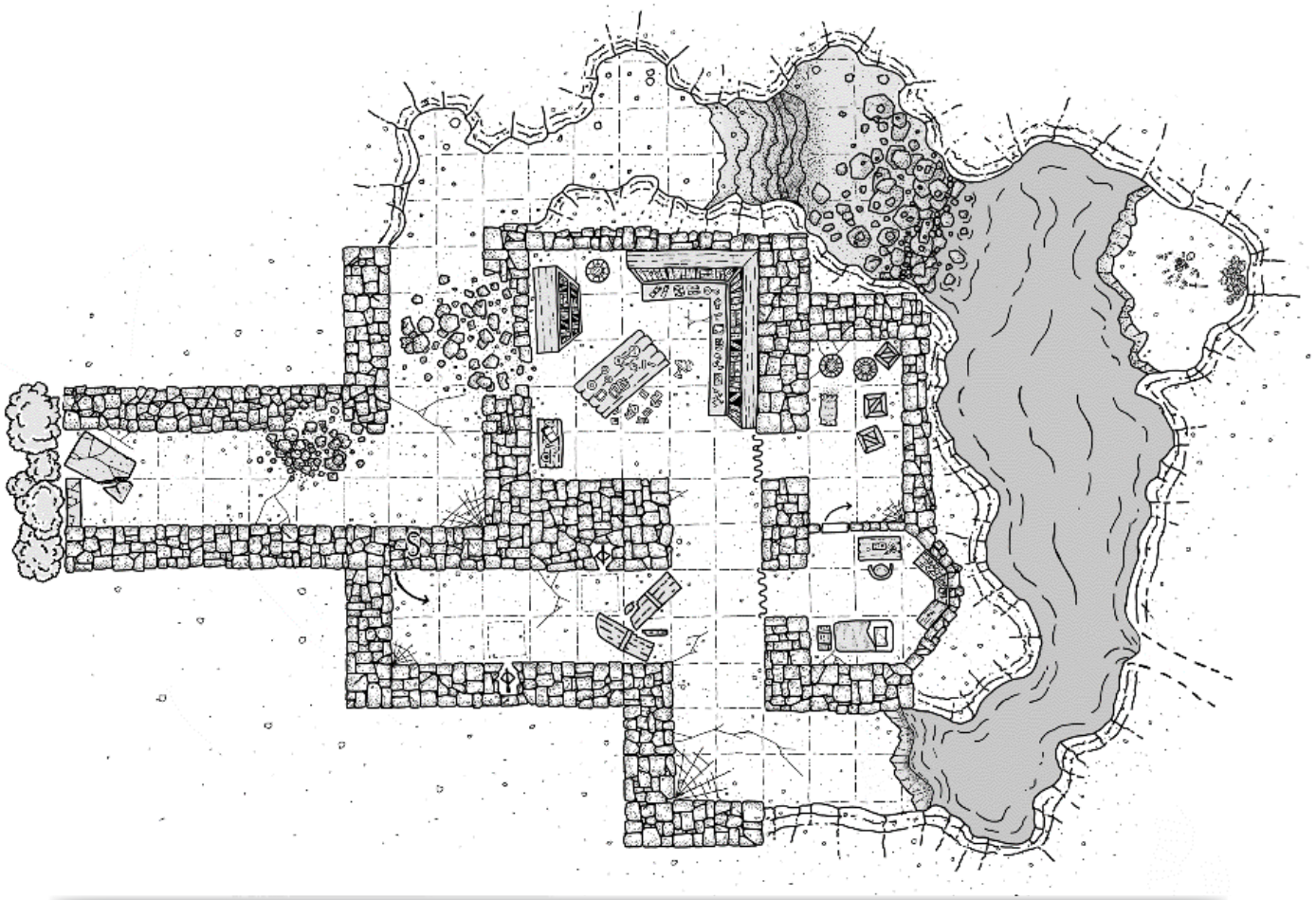
Blank Dungeon Maps

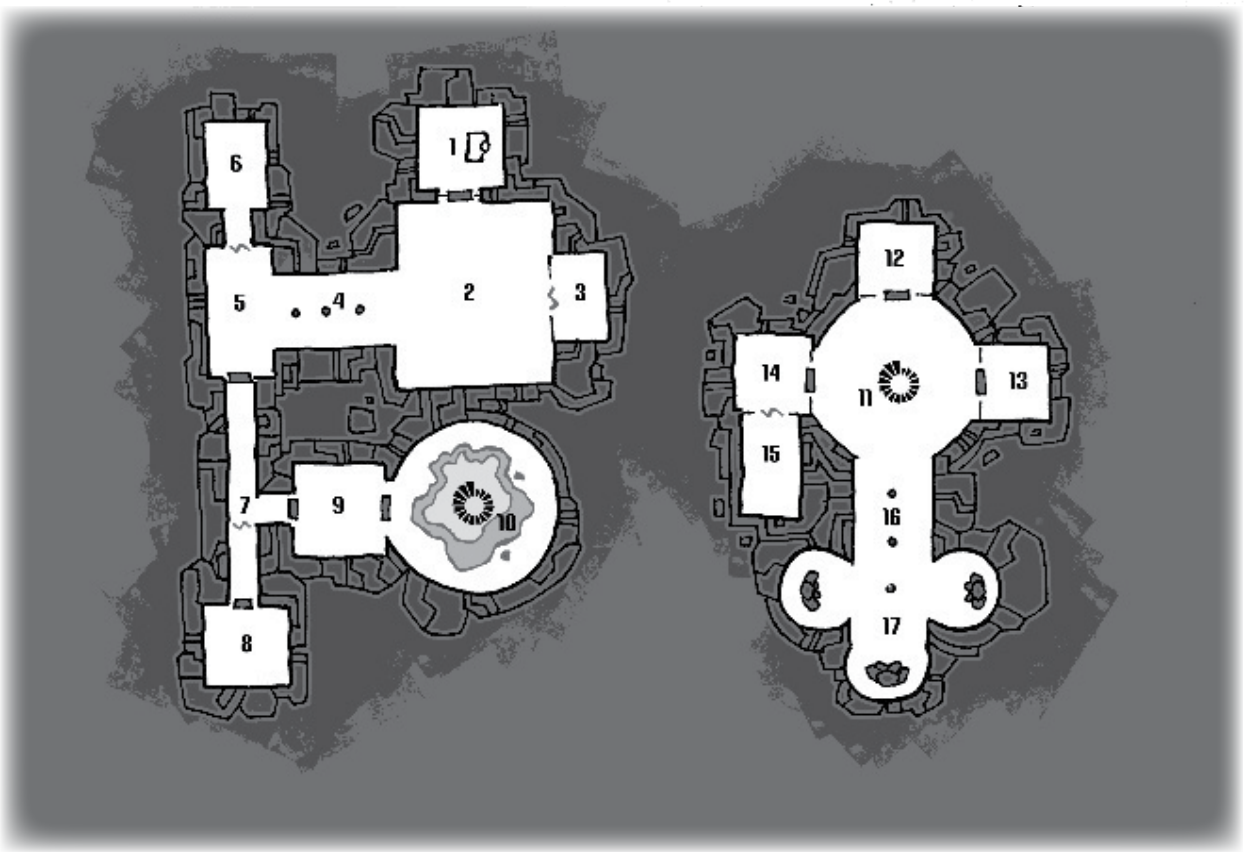
The following maps are provided for use by the Referee to add to the material presented in this book (if they desire a more densely populated hexcrawl) or to otherwise be used as needed.

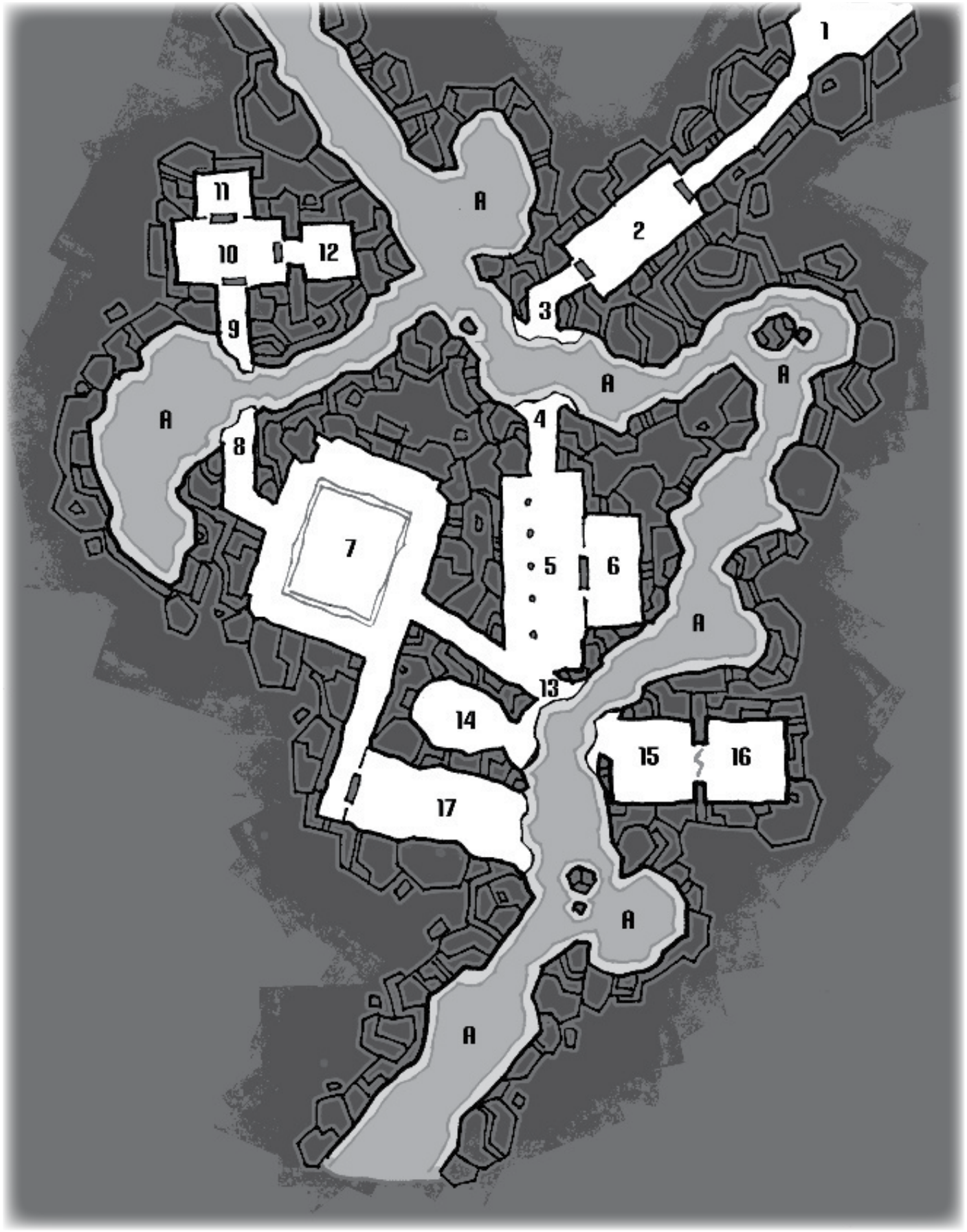


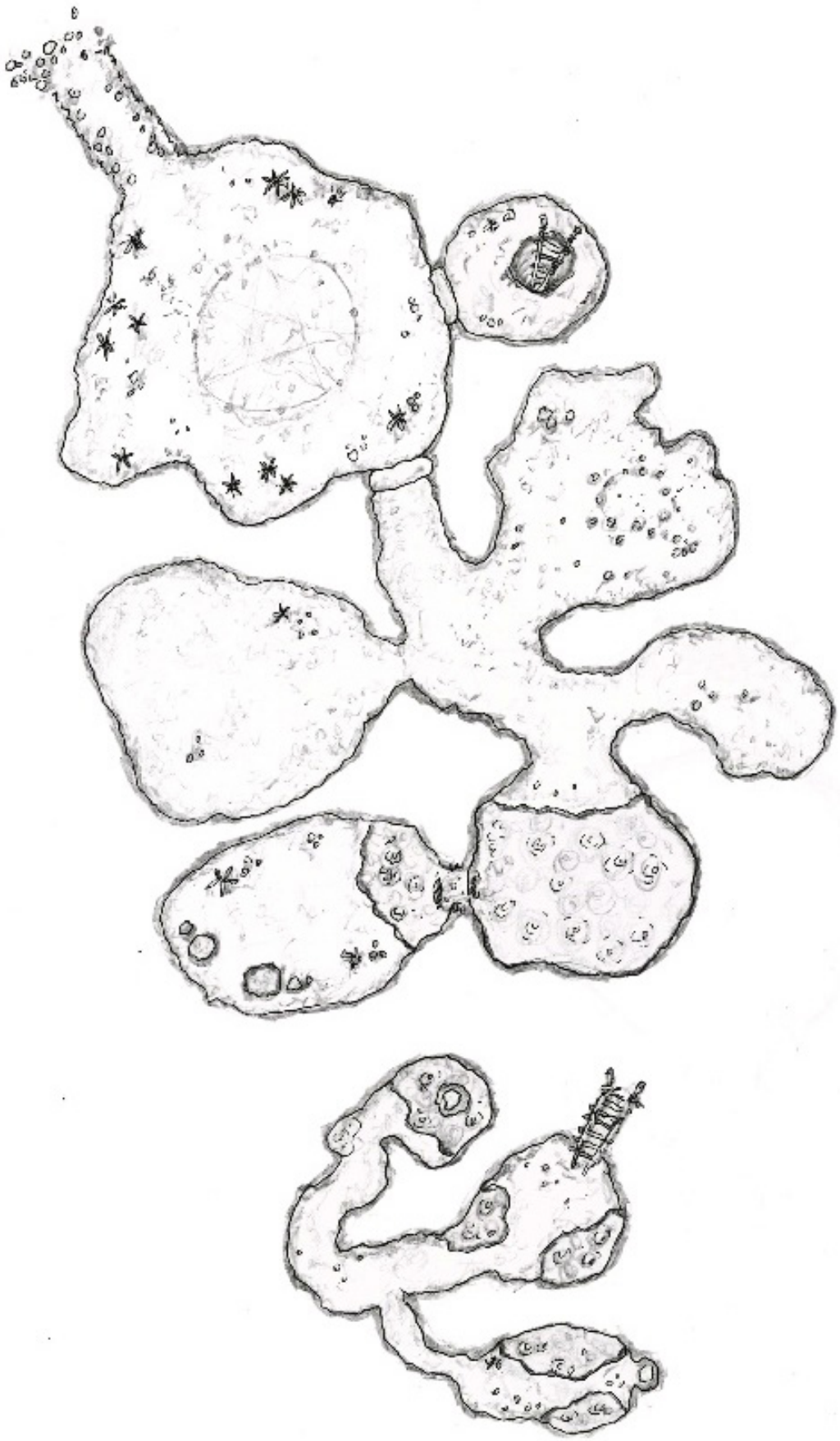

7
6
5
4
3
2
1

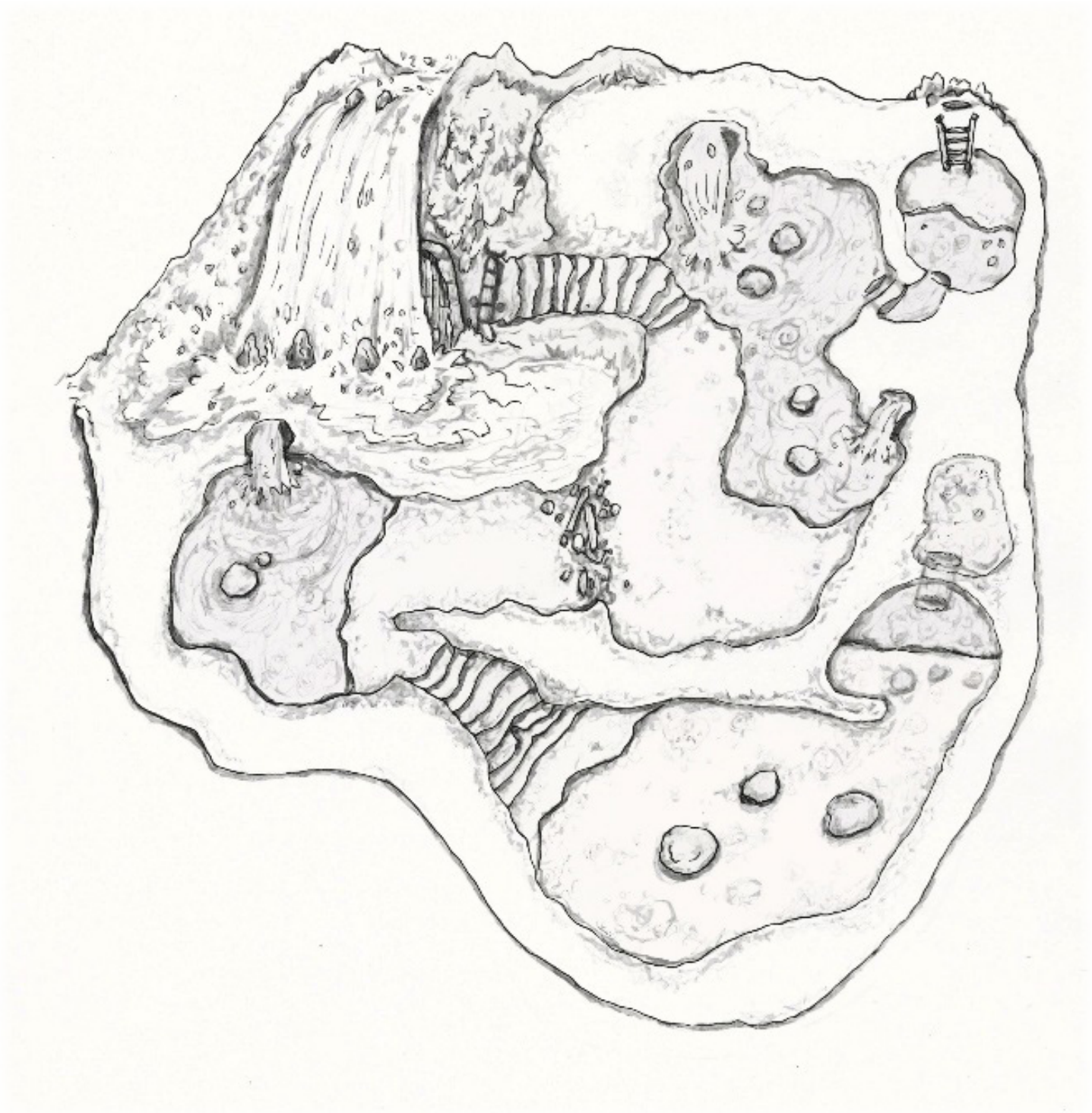

6
7
5
3
4
2
1

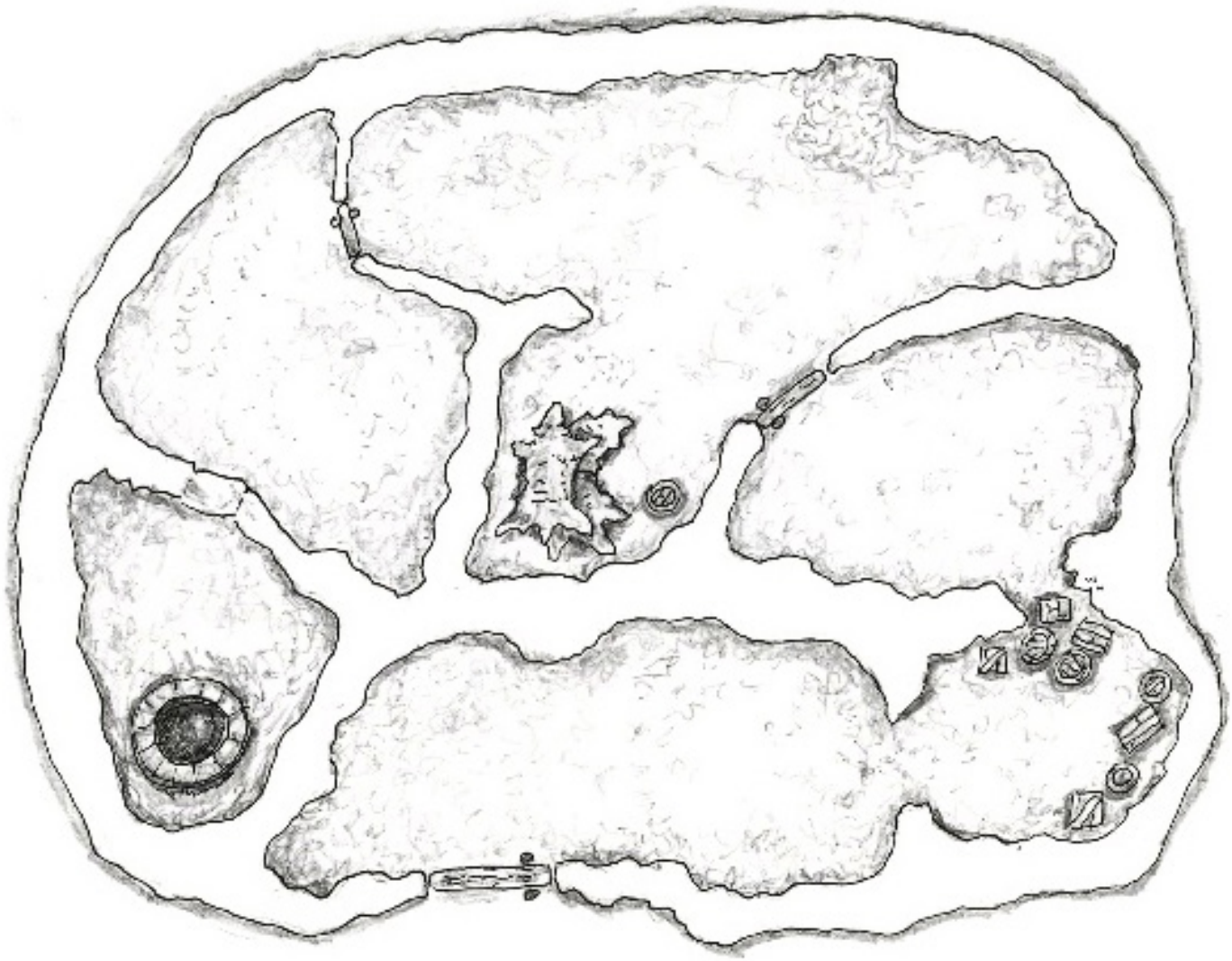


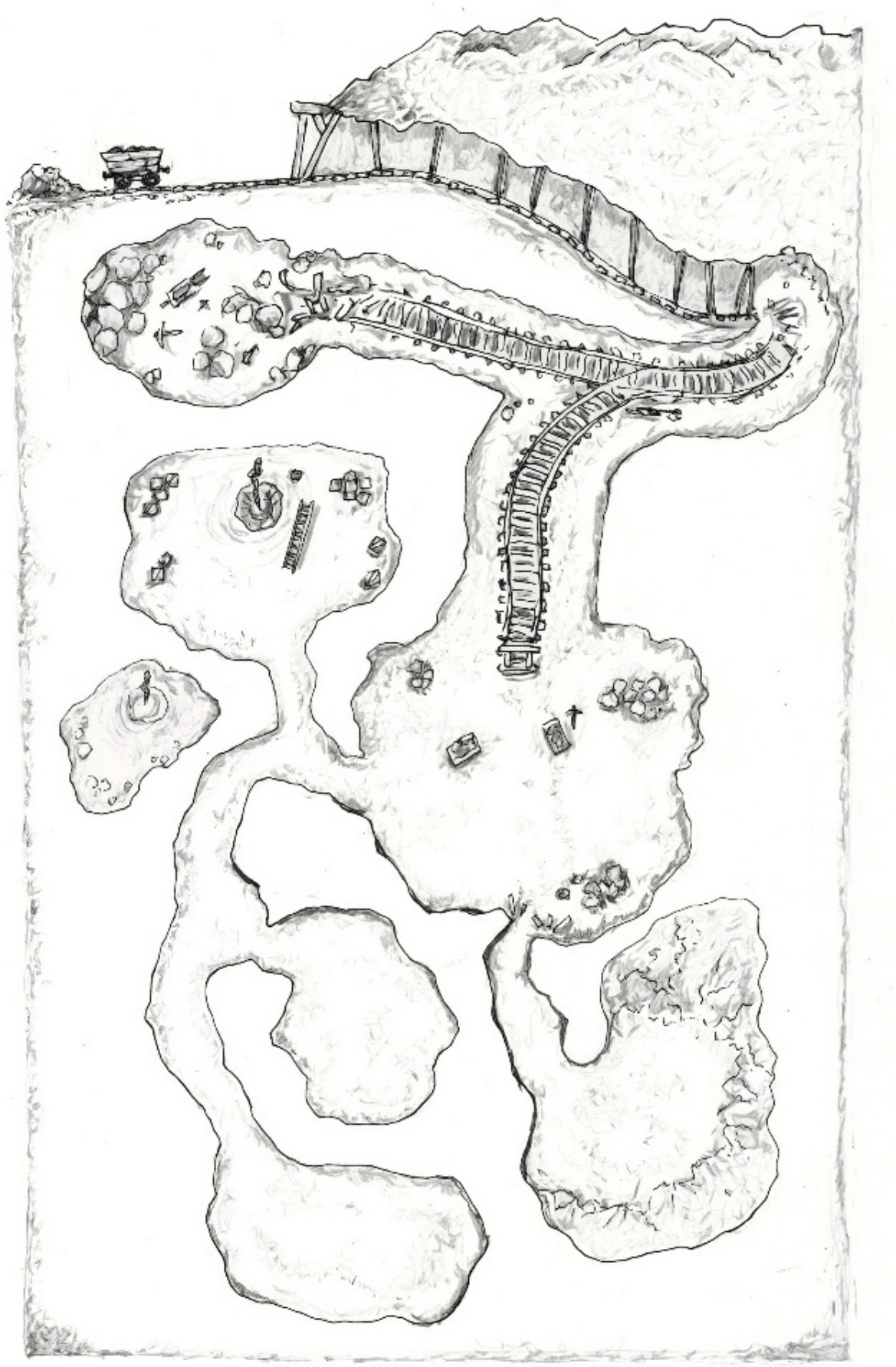

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17

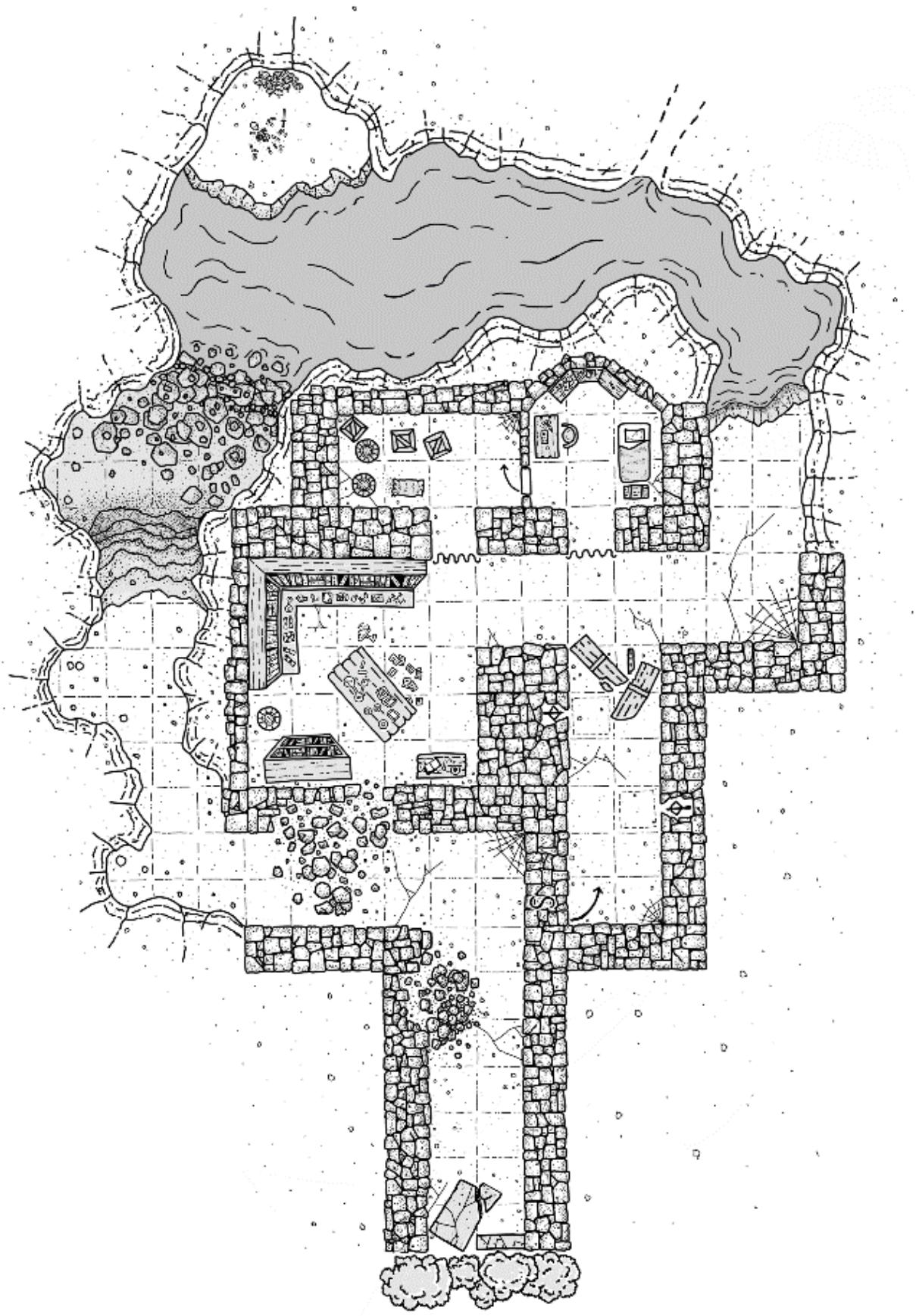

1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
A
A
A
A
A
A
A

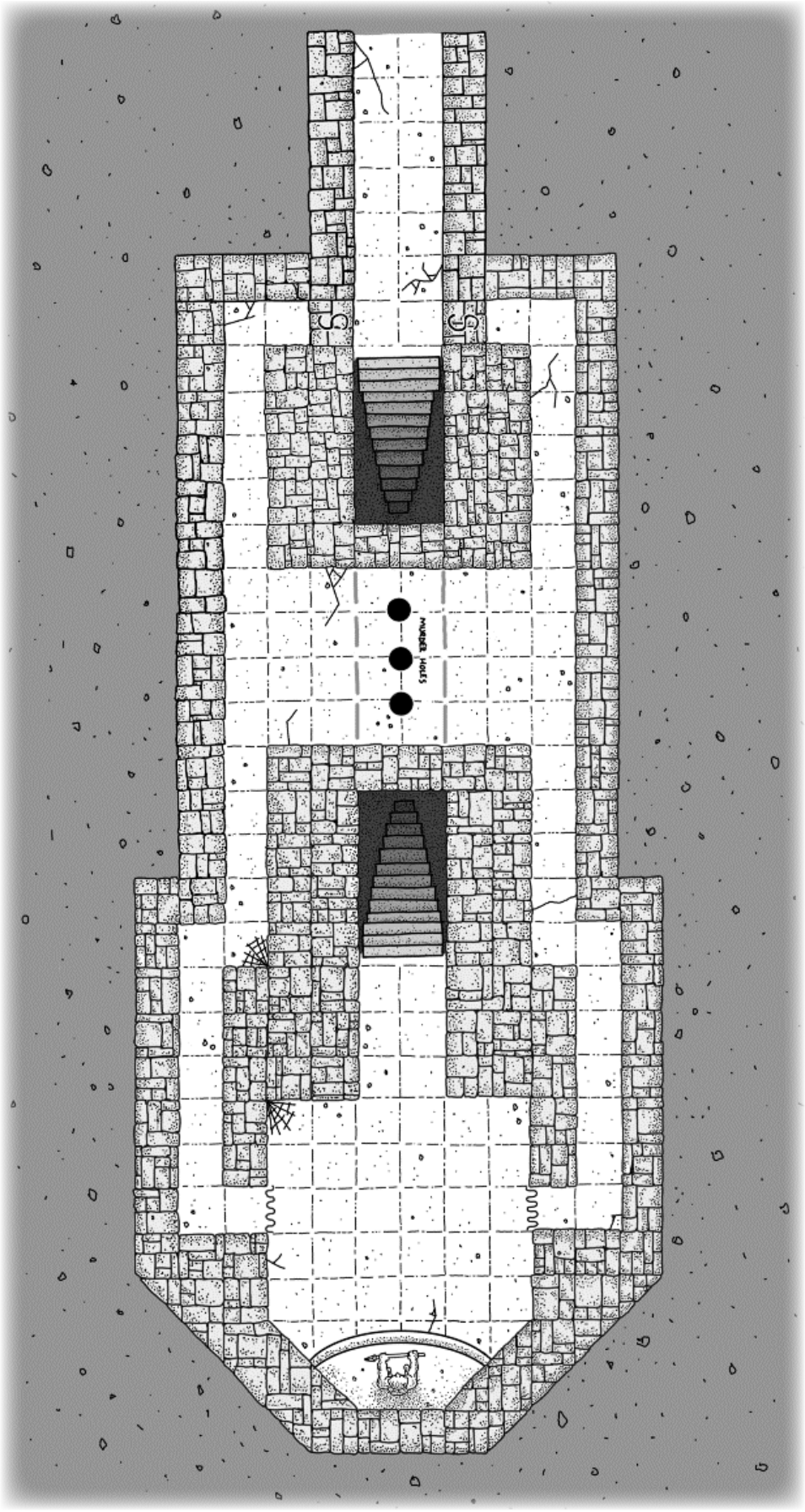


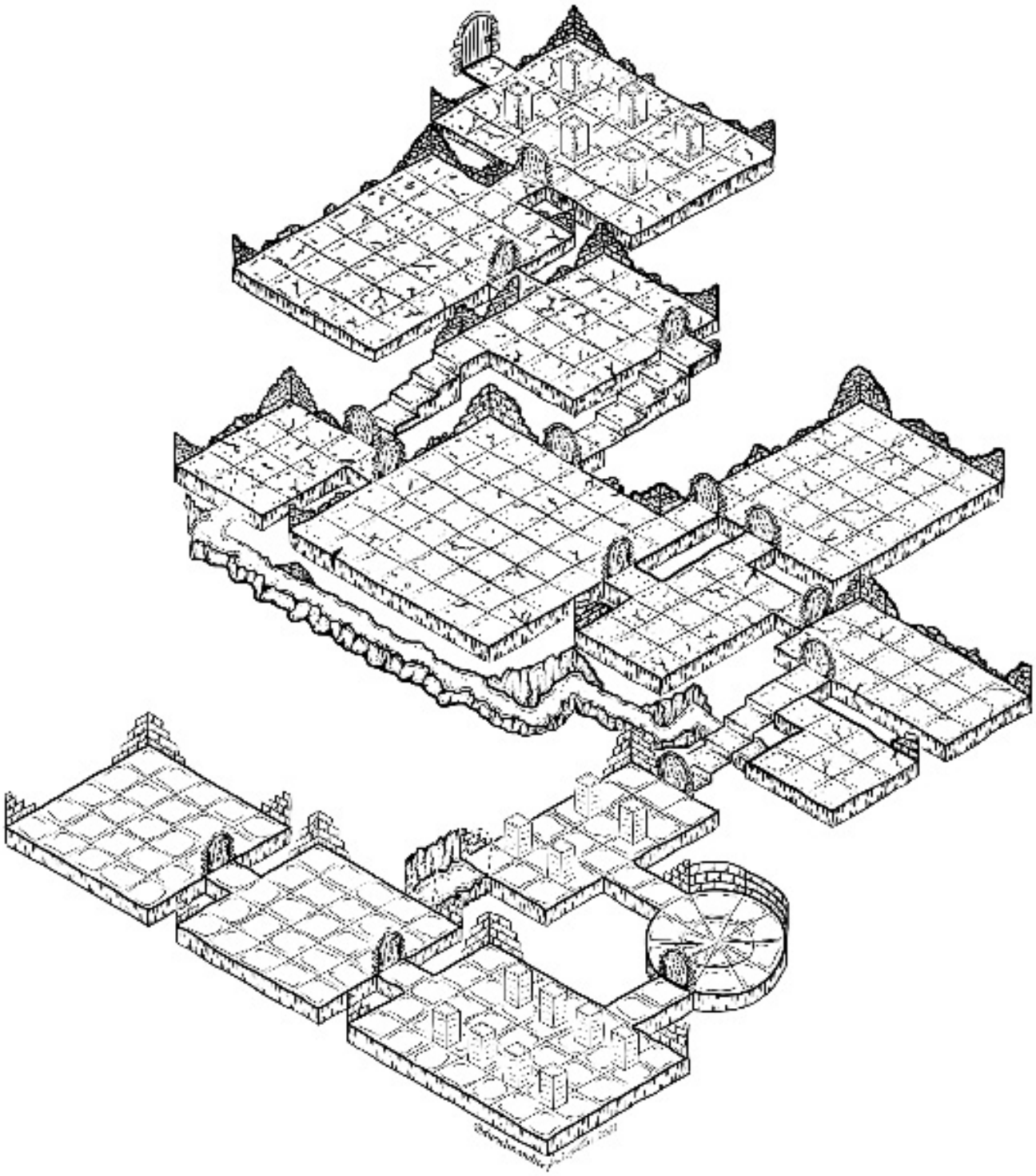




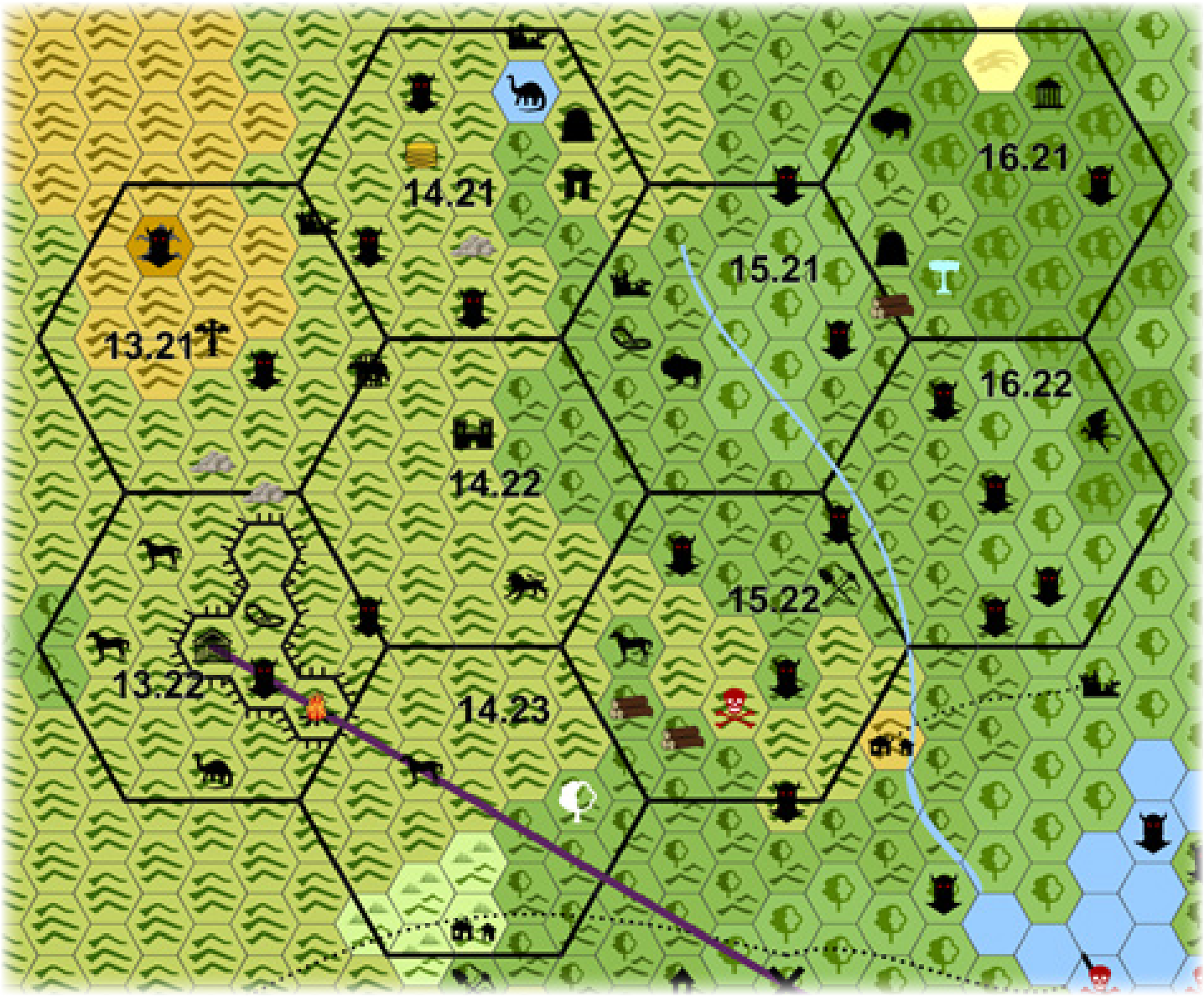





S
S
MARBLE HOLES



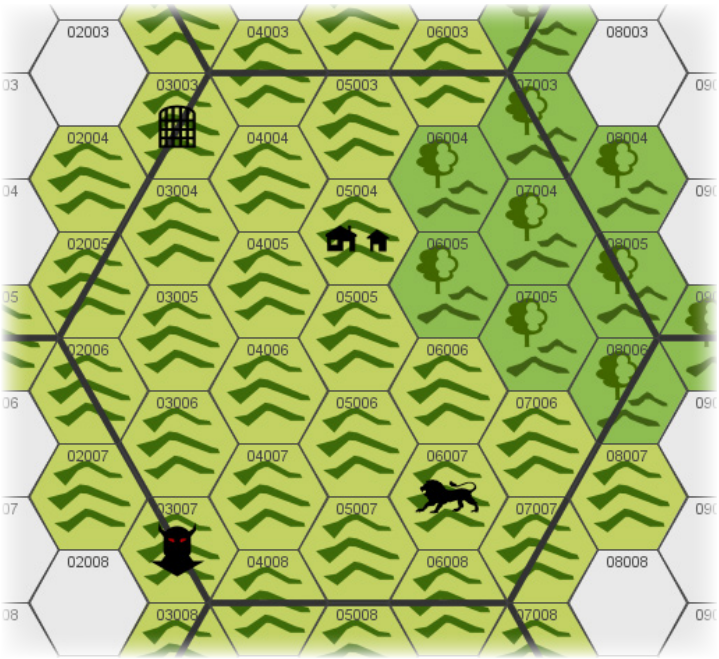
Basilisk Hills Hex Map



Large hex is 6 miles face to face

Smaller hexes are 1.2 miles face to face.

Hex 14.22 – The Lair of the Troglodytes



Resources: Vegetable (Timber) 3, Mineral (Slate) 4

This hex is largely grassy hill-country. Along the northeast face the hills become forested as the hex transitions to the woodland of Hex 15.21. Notable features in this hex include a solitary manticore, a tribe of troglodytes lairing in a crumbling keep, and a small dungeon in an abandoned slate mine.

This hex is the central hex of a cluster referred to as the Basilisk Hills. The major lairs and areas of interest in the region are:

- A village of Men, housing the Order of the Basilisk Knights, in Hex 14.23
- A village of orcs, the Gangrenous Orc tribe, in Hex 13.21
- A plateau upon which is located an ancient temple to an elemental deity, and the terminus of a ley line, in Hex 13.22
- A circle of stones that is a portal to Faery, leading to the Pallid Fields mini-location, in Hex 14.21

The Basilisk Hills are much drier than the land to the east. Other than noted water sources, assume there are only 1d2 water sources per 6-mile hex. These will invariably be small springs, soaks, or creeks that run for a mile or two before drying out. It is not so dry that the adventurers need to worry about running out of water, but oftentimes the rare sources of water will be inhabited or guarded by creatures native to the region.

A large deposit of slate exists in this hex (see Resources, above), and the dungeon found in subhex 303 is in an abandoned slate mine, left over from the days of the Skeldrene Dynasty that ruled much of this territory.

Visibility in this hex is mixed. On hilltops one can see for miles around: to the east and north a vast swath of forest, to the northwest the peaks of the Vysoky Mountains, and to the west and south the Basilisk Hills continue in a band stretching southward. The range of sight varies between six and eighteen miles, depending on the direction in which one is looking and from what height. The Vysoky peaks are between 70 and 80 miles away and are just visible on the horizon.

In the wooded hill areas visibility is much more limited, often no more than a mile or two at best.

0303. Forgotten Mines

This mine was dug deep into the earth during the time of the Skeldrene dynasty, mining slate that was used primarily for roofing material throughout the kingdom. Long abandoned, it has been inhabited by multiple creatures since then. Currently, it is home to a mated pair of crab spiders, some curious creatures called "dungeon oysters" down a side spur, and the ghost of a bandit who starved to death here, his foot caught underneath a shifting slab of slate.

If the mine is cleared it will produce good quality slate (building stone) with a base value of 7,460 gp.

1. Entrance

The entrance to the mine is a 5' wide and 8' tall rectangular shaft cut into a nearly sheer hill face. It runs down into the hill for twenty feet before branching into a "Y". Dried grasses and small branches litter the floor by the entrance.

Unless otherwise stated, the mine corridors are 5' wide, with 8' high ceilings. The walls and ceilings are braced with stout wooden beams every 5'.

2. Right-hand Passage

This passage levels out slightly and runs for fifty more feet before dead-ending where the vein of slate played out. Two crab spiders lair here, behind a spur of stone that protrudes into the corridor. There's a **1-2 in 6** chance that **1d2** of the spiders will be out hunting, returning

1d4 hours after the adventurers enter the mine. If one or both are in their lair there's a **1-3 in 6** chance the spiders hear the adventurers if they take the left-hand passage first.

The bodies of two troglodytes are decomposing here, having stumbled across the mine and lost their lives in the process of exploring it. They have a total of 12 cp between the two of them.

Crab spiders (2). AC *7 [12],* **HD** *2* (6, 15 hp),* **Att** *1 x bite (1d8 + poison),* **THAC0** *18 [+1],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *7,* **AL** *Neutral,* **XP** *25,* **NA** *1d4 (1d4),* **TT** *U*

Crab spiders surprise on a roll of 1-4 in 6. Those bitten by a spider must Save v. Poison with a +2 bonus to the roll or die in 1d4 turns. There are 76 ancient gold coins scattered about the floor of the spiders' lair.

3. Left-hand Passage

This branch runs for 80' at the same angle of descent as the entry shaft (about 5 degrees). The passage here opens up to about 10' square. Twenty-two jekti (from *A Hamsterish Hoard of Monsters*, p. 38) line the walls and floor about halfway down the corridor.

After 80' the steepness of the shaft increases sharply to nearly 45 degrees.

Jekti (22). AC *5 [14],* **HD** *1-1 (4 hp),* **Att** *1 x spit (1d4, plus additional 1)* **THAC0** *19 [0]* **MV** *6' (2'),* **SV** *D14 W15 P16 B17 S18 (NM),* **ML** *12,* **AL** *Neutral,* **XP** *6,* **NA** *4d10 (4d10),* **TT** *Special*

Jekti resemble large bivalves about a foot in diameter. If disturbed they spit a stream of acid with a range of 10', inflicting 1d4 points of damage on a hit, and 1 additional point of damage in the next round. Goblins, ogres, and certain other humanoids consider jekti flesh a delicacy, although it is too astringent for most Men. Each creature as a 15% chance of containing a pearl worth 1d8×25 gp.

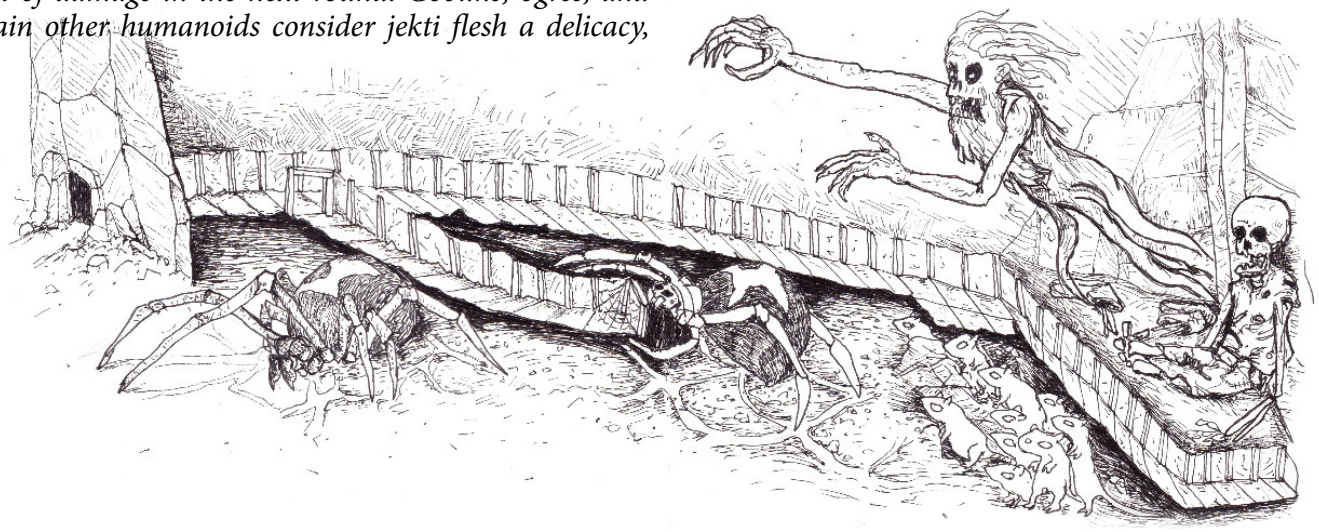
4. Drop-off and Death of Thieves

The shaft continues at a steep angle for nearly 100 feet before leveling out and dead-ending 20 feet later. At the bottom of the shaft are the skeletal remains of a human, one Masam Nan, who fell down the shaft over a century ago, broke both his legs, and starved to death in the dark. Nan now haunts this mine shaft as a ghost.

Nan was a fabled brigand chief in his day, feared far and wide for his cruelty. Years prior to his death, when he was still a young man, he hid an enormous fortune at the bottom of the shaft, a treasure that he had stolen from a powerful wizard. He had been afraid to keep the treasure, however, in case the wizard were capable of tracking him down. After a number of years, the wizard died of natural causes and Nan, now powerful in his own right, returned to the mine to claim the treasure, but he slipped, fell, and met his doom.

His spirit did not pass on to the afterlife, however, so consumed by greed and hate was he, and it has since roamed the mines, growing more and more insane with each passing year. The ghost of Masam Nan cannot move more than 100 feet beyond its old body, and it can travel through stone no thicker than 10'. It could retreat within the walls of the passage if desired, and travel back and forth, but not through the intervening stone to the right-hand corridor, even though it lies within 100 feet at some points.

Buried underneath a slab of slate is the treasure of Masam Nan, as follows: a silver brooch worth 400 gp, a gold amulet worth 500 gp, a gold arm-ring worth 1400 gp, and a chest containing 2000 platinum coins. Additionally, Nan had stolen a *ring of spell storing* and a *wand of magic missiles* with 14 charges remaining. These two items are also in the treasure hoard.



Ghost of Masam Nan. AC *-2 [21],* **HD** *10*** *(43 hp),* **Att** *1 x magic jar or 1 x touch,* **THAC0** *11 [+8],* **MV** *90' (30') cannot move more than 100' from his body,* **SV** *D6 W7 P8 B8 S10 (F10),* **ML** *10,* **AL** *Chaotic,* **XP** *3,000,* **NA** *1(1),* **TT** *E, N, 0*

- The mere sight of a ghost causes all who fail a Save v. Spells to age ten years and flee in panic for 2d6 turns. Clerics are immune to this effect, and creatures with 9 or more Hit Dice gain a +2 bonus to the roll.
- The touch of a ghost ages the target by 1d4 × 10 years, and those slain in this way cannot be reincarnated, raised, or resurrected.
- Once per round ghosts can either attempt to possess a living, sentient creature within 60' and line of sight (as per the *magic jar* spell) or to strike with an incorporeal hand. Ghosts only take damage from magical means or silvered weapons, which inflict half damage.

0307. Manticore.

A solitary manticore dwells here. It was driven from further within the Basilisk Hills by a competitor, and lairs within a shallow cave set into the southern slope of a hill. The manticore, named Imphasfur, broods in its lair upon a pile of gold coins, the hoard belonging to the previous inhabitant of the cave, a hill giant whose bones are now scattered amongst the coins.

The slope up to Imphasfur's cave is steep and treacherous, requiring a roll equal to or lower than each climber's Dexterity on **3d6** to avoid sliding back down, taking **1d6** points of damage on a failed roll. A failure alerts Imphasfur to intruders. It takes four rounds of scrambling to reach the cave; assume that if anyone slips they do so after the second round of climbing. Thieves can climb the slope automatically with no need to roll.

The valley below the cave is littered with bones from the manticore's meals, mostly those of herd animals such as deer or antelope. Imphasfur ranges up to two hexes away from its lair in search of food, avoiding the forests to the east as the trees limit flying maneuverability and visibility.

Imphasfur will be in its lair on a roll of **1-3 in 6**; otherwise it will be out hunting, returning in **1d4** hours.

Manticore (1). AC *4 [15],* **HD** *6+1 (32 hp),* **Att** *2 x claw (1d4), 1 x bite (2d4), or 6 x tail spike (1d6),* **THAC0** *13 [+6],* **MV** *120' (40')/ 180' (60') flying,* **SV** *D9 W10 P11 B11 S13,* **ML** *9,* **AL** *Chaotic,* **XP** *350,* **NA** *1d2 (1d4),* **TT** *D*

A manticore can fire tail spikes 6 at a time, to a range of 180 feet. Manticores have 24 spikes in all and regrow two per day.

0504. Troglodyte Village

Once an outpost of the Skeldrene Empire, now a ruined keep of crumbling sandstone and slate, this structure is inhabited by a small village of troglodytes.

The village comprises five camps of troglodytes. Each camp is led by a troglodyte *helod* (or champion) with 3 HD. The village itself is ruled by Shangkrulta, a warchief with 4 HD. The population of the village is as follows:

- Twenty-seven normal troglodytes, divided into five camps.
- Eight *helods*, each with 3 HD. Five are the champions of the individual camps, while three are Shangkrulta's lackeys and bodyguards.
- Shangkrulta, warchief, with 4 HD.

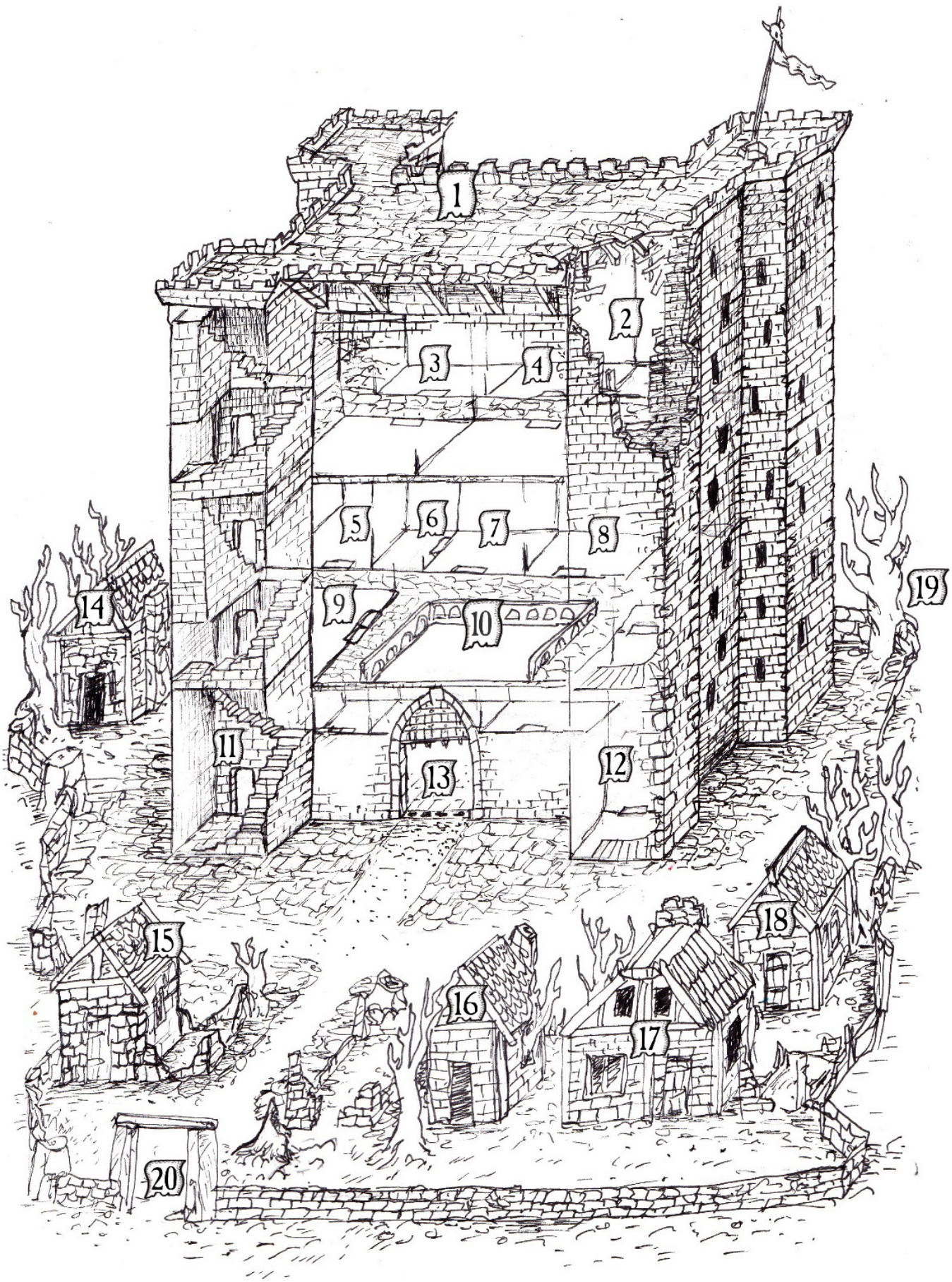
Troglodyte. AC *5 [14],* **HD** *2* (9 hp),* **Att** *2 x claw (1d4), 1 x bite (1d4), or 1 x weapon,* **THAC0** *18 [+1],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *9,* **AL** *Chaotic,* **XP** *25,* **NA** *1d8 (5d8),* **TT** *A*

- Troglodytes surprise on a roll of 1-4 in 6 due to their chameleon-like skin.
- In combat they can exude a foul-smelling musk that causes all within 5' to Save v. Poison or be nauseated, suffering a –2 penalty to all attack rolls.
- Each normal troglodyte carries a treasure equal to: (1-3) nothing, (4-5) 1d12 cp, or (6) 1d10 sp upon their person.

The warchief of the village is Shangkrulta, an especially cruel and vicious troglodyte who maintains rule over his subjects through fear and intimidation. Thus far the troglodytes have remained independent of the Gangrenous Orc tribe in Hex 13.21, due largely to the fact that the troglodytes view the orcs much the same way they view the Men dwelling in hex 14.23: as food stock and slaves.

The Keep of the Troglodytes is made of granite carved from the nearby hills and has withstood the years, although it is certainly falling into disrepair. The exterior walls are 5' thick and each story is about fifteen feet tall, with the open space inside being roughly 9-10 feet. The floors are all timber-framed with massive oak beams let into the walls and sheathed with oak slats.

The keep's doors are of planked oak with iron bands, and most of them stick in the frames. There's a 1 in 6 chance that a door, unless otherwise noted, will need to be forced open. The troglodytes obviously do not have this issue. Unless otherwise stated, doors do not possess locks and are not barred. Careful inspection reveals that


1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
20

each door's iron bands are stamped with the crest of the Skeldrene Dynasty, an eagle perched atop an anvil.

The inside of the keep is horrifyingly rank. Non-troglodytes entering the keep must Save v. Poison or be sickened as per the troglodyte description for 1 turn. During this time – and thereafter – they are, unfortunately, still vulnerable to the musk that individual troglodytes exude; the stench within the keep is treated as a separate effect.

The keep is roughly sixty feet high and sixty feet wide and deep. The interior walls are wood and not especially well-suited for dampening noise; fights have a 1-3 in 6 chance of attracting the attention of the rest of the troglodytes on the same floor, and a 1-2 in 6 chance of alerting troglodytes on the floors above and below.

Being creatures of Chaos, troglodytes are neither diurnal nor nocturnal, but instead keep to an erratic schedule. There's a 1-4 in 6 chance per room that the inhabitants will be awake when the adventurers arrive. If they're asleep they will be found in their room. If awake, roll on the table below to determine where they are.

If the keep were to be reclaimed from the troglodytes it would be worth 75,000 gp, with the various outbuildings worth a total of 6,000 gp. However, it has been abandoned for quite some time, and inhabited by creatures of Chaos for much of that. The keep requires 50,000 gp worth of work simply to make it habitable by Man, before it can actually be used.

Interior rooms will be unlit. Rooms with exterior walls will have windows to the outside world.

Roll below to determine where troglodytes are when they are not occupying their own rooms. Camps that are out hunting will return in 1d12 hours. It is assumed that when multiple camps are out hunting they are doing so separately, although Shangkrulta and his three bodyguards will also be accompanied by one camp.

When otherwise undesignated rooms are occupied by troglodytes roll below to determine which camp they are drawn from.

1. Camp 1

2. Camp 2

3. Camp 3

4. Camp 4

5. Camp 5

6. Shangkrulta or bodyguard.

Table 1: Locations

Roll	Inside	Outside
1-2	Area 9	Area 15
3-4	Area 10	Area 16
5-6	Area 11	Area 17
7-8	Area 12	Area 18
9-10	Area 13	Area 20
11		Area 14
12		Area 19

1. The Roof

The roof of the keep is flat, paved with stone, and sealed with pitch. It has been many decades since it was last maintained and is as leaky as a sieve, and about as structurally sound. One corner has collapsed, allowing access to the interior of the keep.

The troglodytes do not venture onto the roof. Clever adventurers could use it as a means of entrance, bypassing the bulk of the village, but it is inherently unstable. There's a **1-2 in 6** chance that an individual walking on the roof will cause a small collapse and will fall through, taking 1d6 points of damage from the fall and another 1d4 from falling stones. Halflings or similarly sized creatures do

Table 2: Troglodyte Location Table (roll 1d6 per row)

Troglodyte	1	2	3	4	5	6
Shangkrulta	In quarters		In Keep	Outside Keep	Hunting	
Harglagaap	With Shangkrulta		In Room 5	Hunting		
Moduruk	With Shangkrulta		In Room 5		Hunting	
Arggasasga	With Shangkrulta			In Room 5		Hunting
Camp 1	In Room 7			Inside Keep	Outside Keep	Hunting
Camp 2	In Room 8			Inside Keep	Outside Keep	Hunting
Camp 3	In Room 6			Inside Keep	Outside Keep	Hunting
Camp 4	In Room 13		Inside Keep		Outside Keep	Hunting
Camp 5	In Room 13		Inside Keep		Outside Keep	Hunting

not have this chance, and elves or other slight-of-build characters have only a 1 in 6 chance.

If an adventurer falls through the roof into an unoccupied room there's a 1-2 in 6 chance the noise is enough to attract the attention of 1d4 troglodytes.

2. Collapsed Staircase

This staircase was once the only means of accessing the roof. The ceiling has since collapsed, leaving it open to the elements. The staircase does not descend below the fourth story of the keep, and the door that allows access is swollen from moisture. It requires a roll of 6 on 1d6 to open; anyone trying can add their Strength modifier to the roll. Failure to open the door immediately has a 1-4 in 6 chance of attracting attention from the troglodytes in Room 3.

3. Shangkrulta's Chamber

The chief of the troglodytes dwells primarily in this room. It is dark and damp; the leaky roof ensures there is a near constant drip of water into the room, but the troglodytes thrive on dampness.

Shangkrulta will be found in his quarters on a roll of 1-2 in 6. If he is in his quarters there's a 1-4 in 6 chance he is accompanied by one of his bodyguards, a 1-3 in 6 chance his mate will be present, and a 1-2 in 6 chance there will be another 1d4 normal troglodytes present as well. If he is not in the room there's a 1-2 in 6 chance his mate and 1d3–1 normal troglodytes will be there.

Shangkrulta (troglodyte chief). AC *4 [15],* **HD** *4 (23 hp),* **Att** *2 x claw (1d2), 1 x bite (1d2), or 1 x weapon (1d8+2),* **THAC0** *16 [+3],* **MV** *120' (40'),* **SV** *D10 W11 P12 B13 S14 (F4),* **ML** *9,* **AL** *Chaotic,* **XP** *125,* **NA** *unique,* **TT** *See below*

An older troglodyte, Shangkrulta rose to power a decade ago and has been able to maintain it thus far through a mixture of violence, treachery, and intimidation. He is aware that his strength is not what it used to be and is preparing for the inevitable challenge to his authority. He mistakenly believes the challenge will come from Harglagaap, rather than Moduruk.

Shangkrulta wields a club of oak, embedded with stone teeth. He carries upon his person 25 sp, 20 gp and 10 pp. If using the Alternate Rules from the Appendix, Shangkrulta possesses the *Malodorous* Knack.

The following treasure can be found in Shangkrulta's chambers, scattered throughout the room. It takes two full turns to find all of the treasure. There is a total of 3,842 cp, 2,211 sp, 512 gp, and a quartz worth 50 gp.

4. Junk Closet

The room off Shangkrulta's quarters, and adjacent to the stairs leading to the roof, is filled with junk and detritus. Kluthloth, the chief before Shangkrulta, fancied himself a collector of oddities and ephemera, and stashed some of his favorite pieces in here. Since Shangkrulta strangled his predecessor and assumed control of the tribe this room has stood unused.

The door to this chamber (from Room #3) is also swollen with moisture and can only be forced on a roll of 4-6 on 1d6. Characters can apply their Strength modifier to the roll.

The interior of the room is dank and crowded, with virtually all surfaces covered in a thick, yellowish mold that is actually harmless. Most everything in this room – once fine but now rotten furniture, moldy carpets and tapestries, bespoke fur robes, etc. – is rotten and worthless, with the following exceptions:

- A platinum circlet, once worn by a princess of the Skeldrene Dynasty, worth 3,200 gp.
- A potion of levitation. The bottle is green glass, and contains a swirling, pinkish vapor that is inhaled rather than drunk.
- A fine dueling sword, forged in the mage-factories of the Umber Principality. It has a +1 enchantment, and once per day will grant its wielder a +2 bonus to AC for 1d4 rounds.

There's a 1 in 6 chance per person per turn spent searching that one of the above items is discovered. No more than three individuals can search the room at a time.

5. Bodyguard Quarters

Shangkrulta's three bodyguards rest here, under their chief's quarters. In order to access the stairs up to the next floor one must pass through these rooms.

Arggasasga. Shangkrulta's son also serves as one of his bodyguards. Arggasasga is fiercely loyal, but dim for a troglodyte, and can be manipulated easily. Moduruk (see below) has already begun whispering poisonous words into the young troglodyte's ear in an attempt to turn him against his father.

If using the Alternate Rules at the end of this Hex he has the *Toughness* Knack. He has 12 platinum coins through which he has drilled holes and wears around his neck on a bit of sinew (they are only worth 75% of their base value now), and upon one finger he sports a gold ring set with rubies, a *ring of fire resistance*.

Arggasasga (bodyguard). AC *5 [14],* **HD** *3* (15 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+1 hand, 1d6+1 missile),* **THAC0** *17 [+2],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *10,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

Harglagaap. One of the *helods* that serve as Shangkrulta's personal bodyguard, Harglagaap is tasked with patrolling the hex. She is small, vicious, and cunning. Harglagaap gains a +1 bonus to her personal initiative rolls and a –1 to her Armor Class, both due to high Dexterity.

If using the Alternate Rules presented in the Appendix Harglagaap possesses the *Sneak* Knack. She throws stone-tipped javelins and inflicts an extra +1 point of damage with simple thrown weapons. Harglagaap carries 12 gp and 3 pp in a belt pouch. She is rather intelligent for a troglodyte and speaks both Bestial and Common (the only one in the village to do so) in addition to Swampspeak.

Harglagaap (bodyguard). AC *4 [15],* **HD** *3* (14 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+1 hand, 1d6+1 missile),* **THAC0** *17 [+2],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *9,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

Moduruk. Shangkrulta's third bodyguard, Moduruk schemes to replace his chieftain as ruler of the troglodyte village. He is loyal, to a point, but if given the opportunity (say, in the form of a party of adventurers) he will take the chance to betray the chief. Of course, he will just as quickly turn on those who helped him if the coup proves successful.

If the Alternate Rules presented in the Appendix are used Moduruk possesses the *Toughness* Knack. He delights in wading into combat swinging a gnarled club of ironwood, inflicting an extra two points of damage (+1 from level, +1 from Strength). Moduruk possesses a tiger-eye worth 10 gp that he took from an orc he slew. He believes the tiger-eye whispers secrets to him, urging him to challenge Shangkrulta for leadership of the village.

Moduruk (bodyguard). AC *5 [14],* **HD** *3* (21 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+2 hand, 1d6+2 thrown),* **THAC0** *16 [+3],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *8,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

6. Sleeping Quarters

The third camp of troglodytes lairs in this chamber. It consists of five normal troglodytes and Dublasa, the champion of the camp. Dublasa has been convinced by Moduruk that it is time for a change in leadership, but she is somewhat cowardly and will not act until it is clear that Moduruk will be victorious.

Dublasa (champion). AC *5 [14],* **HD** *3* (19 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2) or 1 x weapon (1d8+1 hand, 1d6+1 missile),* **THAC0** *17 [+2],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *9,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

Dublasa has a belt pouch with 6 gp. If using the Alternate Rules she has the *Toughness* Knack.

7. Sleeping Quarters

The first camp of troglodytes lairs in this chamber. It consists of four normal troglodytes and Rakas, the champion of the camp. Rakas is loyal to Shangkrulta.

Rakas (champion). AC *5 [14],* **HD** *3* (19 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d8+1 hand, 1d6+1 missile),* **THAC0** *17 [+2],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *9,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

Rakas has 7 gp that he keeps tucked under his sleeping skins. If using the Alternate Rules he has the *Toughness* Knack.

8. Sleeping Quarters

The second camp of troglodytes lairs in this chamber. There are a total of 6 normal troglodytes that dwell here, along with their champion, Toemoran. Toemoran is an older troglodyte who has managed to maintain her position as camp leader despite her advancing age.

Toemoran (champion). AC *5 [14],* **HD** *3* (9 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d4+2 hand, 1d6+1 missile),* **THAC0** *16 [+3]/17 [+2],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *9,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

Toemoran wears a gold earring worth 54 gp. She fights with a dagger +1. If using the Alternate Rules she has the *Sneak Attack* Knack.

9. Empty Room

Adjacent to the balcony is a largish open area that at one time was used as an auxiliary common room for the troops stationed here. Now it is mostly empty, detritus and filth on the floor.

There's a 1-2 in 6 chance that at any one time there will be 1d4 troglodytes lounging in this room. Any troglodytes up here have a 1-5 in 6 chance of noticing a disturbance in the hall below.

10. Balcony

The balcony overlooks the floor below, with a three-foot tall wooden railing circling it. It is rotting and relatively unsafe. There's a 1-3 in 6 chance that 1d8 troglodytes will be lounging here, whiling away the hours in various depraved activities.

11. Stairwell

This is the only way to access the various levels of the keep. It is rarely guarded, but there's always a 1 in 6 chance that 1d4 troglodytes will be using the stairs when the adventurers do.

12. Slave Pens

There are always **1d4–1** prisoners kept in this chamber, destined to be eaten alive by the troglodytes at the next meal. Roll below to determine the race of the captives.

1. Orc (from the village in Hex 13.21)
2. Human (F1, from the village of the Basilisk Knights in Hex 14.23)
3. Human (adventurer, determine class and level randomly)
4. Orc (from village in Hex 16.23)
5. *Strigi* (from Hex 17.24)
6. Ogre

The prisoners are beaten and starved, at 1 hp, but are not bound. The door is barred, however, and there's a 1-5 in 6 chance that 1d2 troglodytes stand guard over the door, taunting the prisoners and salivating over the prospect of eating them.

13. Entrance

The entrance to the keep is normally left open and unguarded. There's a 1-2 in 6 chance that 1d4 troglodytes will be lounging around the entrance.

At one point in time there was a portcullis that could be dropped in front of the gate, but no more.

The entrance opens up into a large open room at ground level, which previously was used as a combination throne room/dining hall/kitchen/meeting chamber. The central part of the ceiling in here is open to the floor above and ringed with a railing.

The fourth and fifth camps live in this room, sharing the large space.

The fourth camp consists of 7 troglodytes led by a champion named Grefur; the fifth camp consists of 5 troglodytes led by a champion named Negrag. The two camps rarely interact; there's only a 1 in 6 chance that both camps will be present in the room at the same time.

In addition to the treasure the individual inhabitants have, two gems worth 45 gp apiece can be found after a careful search, having rolled under some broken furniture.

A large, ornate chandelier worked in copper hangs from the ceiling of the second floor, supported by a rope that leads to a hook in Room #9. The troglodytes don't understand that the chandelier can be lowered, and so it remains, the rope slowly rotting. If a fight breaks out in the room below there's a 1 in 6 chance it falls during the altercation onto the combatants. The chandelier has a 10' diameter, and all those within range must Save v. Wands or take 2d6 points of damage.

If the chandelier were to be lowered safely it would be worth 150 gp.

Grefur (champion of the fourth camp). AC *5 [14],* **HD** *3* (21 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d4+2 hand, 1d6+1 missile),* **THAC0** *16 [+3]/17 [+2],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *9,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

Grefur carries a single gold coin tucked into a fold of his skin. If using the Alternate Rules he has the *Toughness* Knack.

Negrag (champion of the fifth camp). AC *5 [14],* **HD** *3* (15 hp),* **Att** *2 x claw (1d2/1d2), 1 x bite (1d2), or 1 x weapon (1d4+2 hand, 1d6+1 missile),* **THAC0** *16 [+3]/17 [+2],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *9,* **AL** *Chaotic,* **XP** *50,* **NA** *unique,* **TT** *Unique*

Negrag has a treasure equal to 21 sp. If using the Alternate Rules she possesses the *Potent Musk* Knack.

14. Slime Pit

The troglodytes have been digging out the floor of this building and have excavated a pit some twenty feet deep and twenty feet wide in here, consuming most of the floor space. They have caught three grey oozes and are keeping them here as totemic creatures, feeding them the occasional slave as sacrifice.

1d6 months after the adventurers first enter this hex, assuming they do not eliminate the troglodytes during that time, one of the normal troglodytes will discover their calling and the nascent godhood within these oozes. The troglodyte will become a 1st-level shaman and the oozes will use the second stat block, below.

Grey Ooze (3). AC *8 [11],* **HD** *3* (6, 12, 16 hp),* **Att** *1 x touch (2d8),* **THAC0** *17 [+2],* **MV** *10' (3'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *12,* **AL** *Neutral,* **XP** *50,* **NA** *1 (1),* **TT** *None*

Grey Ooze, nascent gods (3). AC *7 [12],* **HD** *4** (23, 23, 25 hp),* **Att** *1 x touch (2d10),* **THAC0** *18 [+3],* **MV** *10' (3'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *12,* **AL** *Chaotic,* **XP** *50,* **NA** *1 (1),* **TT** *None*

- The oozes regenerate 1 hp per turn, even if reduced to 0 hp, unless a bless spell is cast or holy water is sprinkled upon the remains.
- Once per week the oozes can cast *suggestion*, targeting a single individual within 30'. On a failed save the ooze will telepathically command the target to step forward into the pit.

15. Springhouse

A bubbling spring burbles up from the ground here, and the knights of old put walls and a roof around it to keep it sheltered.

It is currently being used by the troglodytes as a source of both drinking and bathing water, and is amazingly fouled. The surface of the pool is thick with an iridescent slime, and the interior reeks of troglodyte musk.

Any non-troglodytes that drink from the water must Save v. Poison with a –2 penalty. Those that fail become violently ill, unable to take actions other than moving, for a period of 2d12 hours (as per giant centipede poison). Those that succeed are still nauseated, suffering a –2 to all rolls for a period of 1d12 hours.

It will literally take months, and will likely require the demolition of the springhouse, in order to remove the stench and make the water palatable to non-troglodytes.

16. Smokehouse

This building was once used as a smokehouse, but now it is used primarily as a curing shed for the troglodytes. They will occasionally, after a successful hunt, hang slabs of butchered meat in here to cure before devouring. There's a 1-2 in 6 chance that 1d4 hunks of meat hang here from rusted hooks set into the ceiling. If the adventurers look too closely there's a chance they find that some of the hanks have disturbingly human characteristics, and must Save v. Poison or be nauseated for 1d4 turns, suffering the same effects as from troglodyte musk. A careful search of the building, taking two turns, uncovers a gold ring, still on a skeletal human finger, that has rolled into a crack at the perimeter of the building. The ring is worth 75 gp, and bears the crest of the Basilisk Knights, who will pay a handsome reward for its return.

17. Stables

This used to be the stables for the Men that dwelled here in ages past, and is now in terrible shape. The troglodytes avoid entering it for the most part, as even they know that it is in danger of collapsing. That being said, some of the weaker and smaller troglodytes come here to escape the bullying of those larger than them.

For every turn spent searching the stables there's a 1 in 6 chance the building will collapse. Those within must Save v. Wands. Those who fail take 1d8 points of damage and are pinned, unable to escape without aid. Those that save take 1d4 points of damage and are not pinned.

For every turn spent searching there's a 1 in 6 chance the adventurers find the treasure hidden within, an enchanted saddle. It is still in good shape, made of reddish, supple leather, and bearing the crest of the Skeldrenes. The saddle is sized for a riding horse; if equipped, both rider and mount can travel for twice the normal distance without risking exhaustion.

It will take 6 turns to explore the entire stables.

18. Forge

Once used as the forge and smithy by the residents of the keep, this structure is nearly in as bad a condition as the stables. There's a 1 in 8 chance per turn spent investigating that it will collapse.

Nothing of interest will be found in the forge, and it will take 4 turns to explore the entire place. There are a few tools and scraps of iron left – most everything was either taken when the original inhabitants left or stolen over the years – blistered with rust and useless.

19. The Tree of Sorrow

Years ago, when the keep was occupied by Men, this tree was the residence of a dryad named Viusxa, the grandmother of Elsael in Hex 14.23. Viusxa died at the beginning of the previous Cycle, decades after the keep was abandoned and after years of gradual mental decline.

Although she is gone, some residual magic still remains in the tree which, despite being dead for many years, is still sound and free of rot. 1d12 × 1000 gp worth of material suitable for use as a magical principal (see Hex 17.23) can be harvested from the tree. It is worth 150% if used to create items dealing with fae or Faery.

Additionally, some connection still exists to Faery through the tree. If using the rules for Ritual Magic

presented in Hex 14.21 a passage to the Faery realm of Summer's End can be opened at this location.

20. The Gate

The entrance to the keep is guarded only sporadically, due to the troglodytes' Chaotic impulses. Every time the keep is approached there's a 1-3 in 6 chance that 1d4 normal troglodytes will be standing guard, and a further 1-2 in 6 chance they are accompanied by their camp champion.

Treasure

When encountered, each normal troglodyte will be carrying wealth equivalent to 1d4–1 copper coins. They do not value coins the way that other races do, and any wealth will often be in the form of knick-knacks or gewgaws: smooth rocks, polished bits of glass, or beads.

Each *helod*, when encountered, will be carrying wealth equal to **2d4** sp. About half the wealth will be in coin form (usually copper coins) while the rest will be in various small items with some intrinsic value (animal teeth, small semi-precious stones, etc.).

The bulk of the troglodyte communal treasure is stored in Shangkrulta's chambers, under a large flat stone draped in filthy furs and hides the chieftain uses as a sleeping mat. It consists of:

- 2,248 silver coins
- 7,389 gold coins

0607. Mountain Lions

A family of mountain lions (mother and three young) dwell in this hex, lairing in the shelter of an overhanging rock. The young are all part of the same litter and are approximately a year old – two females and a male – and will be leaving their mother to strike out on their own 1d12 months after the adventurers first enter this hex. The great cats hunt mostly in the hill hexes to the south. Thus far they have avoided any encounters with Imphasfur or the troglodytes. A paltry 32 copper coins are scattered about the dry dirt floor of their lair.

Mountain Lion (1). AC *6 [13],* **HD** *3+2 (20 hp),* **Att** *2 x claw (1d3), 1 x bite (1d6)* **THAC0** *16 [+3],* **MV** *150' (50'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *8,* **AL** *Neutral,* **XP** *50,* **NA** *1d4 (1d4),* **TT** *U*

Mountain Lion (cubs, 3). AC *7 [12],* **HD** *2 (9, 11, 12 hp),* **Att** *2 x claw (1d2), 1 x bite (1d4),* **THAC0** *18 [+1],* **MV** *150' (50'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *7,* **AL** *Neutral,* **XP** *35,* **NA** *1d4 (1d4),* **TT** *U*

Random Encounter Tables

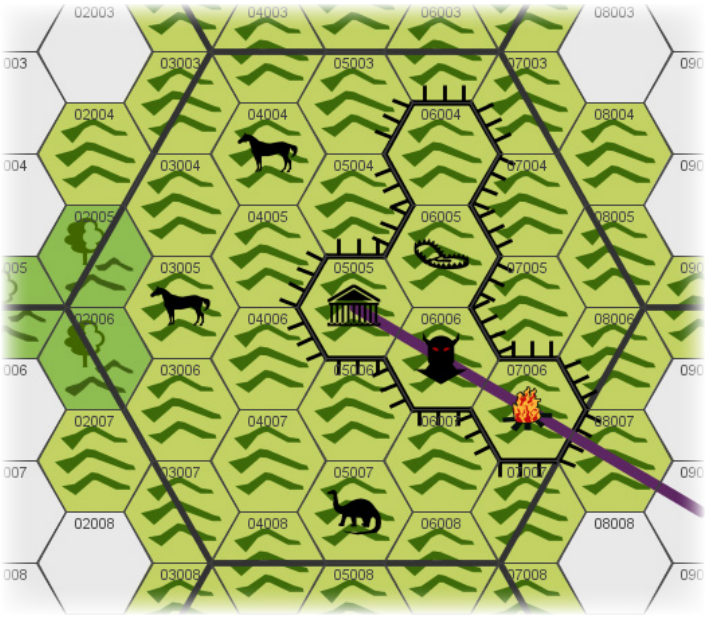
Hills

1. Manticore
2. Mountain Lion
3. Troglodytes (hunting party led by Harglagaap): 1d6 troglodytes, plus Harglagaap
4. Troglodytes (hunting party led by Shangkrulta): 1d6+3 troglodytes, plus 1d3 *helods*, plus Shangkrulta
5. Orcs (from Hex 13.21): 2d4 1-HD orcs led by one 3-HD orc
6. Basilisks (1d2) wandering from another hex
7. Basilisk Knight patrol (from Hex 14.23): 6 1st-level fighters led by a 3rd-level fighter, all mounted on warhorses
8. Triceratops (1) from Hex 13.22

Forested Hills

1. Troglodytes (hunting party led by Harglagaap): 1d6 troglodytes, plus Harglagaap
2. Troglodytes (hunting party let by Shangkrulta): 1d6+3 troglodytes, plus 1d3 *helods*, plus Shangkrulta
3. Mountain Lion
4. Orcs (1d6+2 plus one 3-HD orc), hunting party from Hex 13.21
5. *Strigi* (1d4+4) from Hex 17.24
6. Basilisk (1d2) wandering in from another hex
7. Zarglas, solitary troll, from Hex 16.21
8. Autrak (dragon), from Hex 16.22

Hex 13.22 — The Plateau of Sighs



Resources: Vegetable (Industrial, 1); Animal (Game, 3)

Several years past, a three-horned dinosaur – a relic of a forgotten time – wandered into this region and established a nest in the shadow of a natural promontory roughly in the center of the hex. Besides hosting the range of an ancient triceratops, the western portion of the hex is also home to several herds of wild antelope.

Much of the eastern part of the hex is taken up by a plateau of nearly 6 square miles, rising a good two hundred feet above the surrounding hill country.

The plateau (and, in particular, subhex 0505) is the terminus for a ley line that runs to the southeast. At one time a second ley line intersected with it, forming a nexus in subhex 0505, and it was from this nexus that ancient druids drew the power to open a gate to the Elemental Plane and the realm of an earth elemental whom the cult worshiped.

This undertaking would ultimately prove to be the sect's undoing. A gate to an elemental realm so saturated in earth magic exposed the plateau to petrifying energies. All it took was a minor Chaos storm towards the end of the Fourteenth Cycle to cause a spike in this energy, instantly petrifying all living creatures atop the plateau.

Over the course of the last two Cycles the second ley line has shifted to the north and west, reducing the amount of magical energy available, making the gate unreliable and moderating the effects of the petrifying curse.

Ley lines are described in the Appendix.

0305. Antelope

A herd of antelope grazes in this subhex, numbering 24 total. If encountered in the spring or summer there will be an additional 12 young. If encountered in the late summer to early fall the males will have begun to rut and will be aggressive. Apply a –1 penalty to reaction rolls if encountered during this time, and adult males (1/4 of the overall population) will inflict an extra point of damage when attacking due to their more aggressive nature. These are small, wiry antelope, three to four feet tall at the shoulder.

Antelope (24). ***AC*** *7 [12],* ***HD*** *1 (4 hp),* ***Att*** *1 x butt (1d4),* ***THAC0*** *19 [0],* ***MV*** *240' (80'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *5,* ***AL*** *Neutral,* ***XP*** *10,* ***NA*** *0 (3d10),* ***TT*** *None*

If killed, each of these antelope will provide 1d20+20 pounds of meat; young will provide 1d10+15 pounds.

0404. Antelope

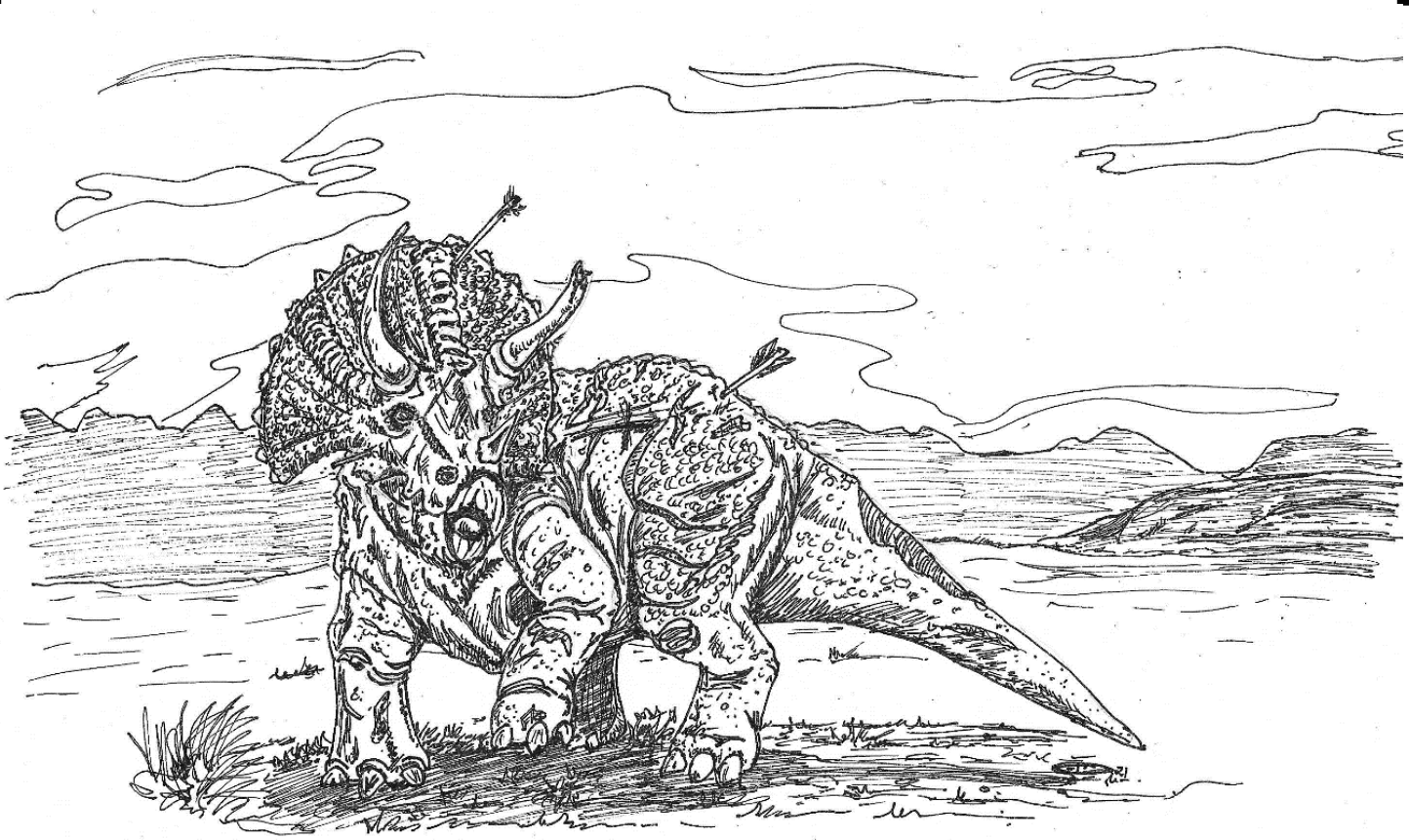
As subhex 0305, except there are only 11 antelope, with an additional 5 young if encountered in the spring or summer.

Antelope (11). ***AC*** *7 [12],* ***HD*** *1 (4 hp),* ***Att*** *1 x butt (1d4),* ***THAC0*** *19 [0],* ***MV*** *240' (80'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *5,* ***AL*** *Neutral,* ***XP*** *10,* ***NA*** *0 (3d10),* ***TT*** *None*

0507. Thusdisderri's Range

An old female triceratops, her birthing years long behind her, moved northwards to this hex several years ago. With her hide scarred from battles long past she roams the nearby lands, safe from most predators. Thusdisderri – as the orcs in Hex 13.23 call her – has established her nest in a hollow in this subhex. There's a 1-2 in 6 chance every time the adventurers enter this subhex that Thusdisderri will be in her nest. If not, she will be encountered somewhere else in the western portion of this hex, returning to her nest in 3d10 hours. Those skilled in woodcraft will notice almost instantly that a large herbivorous beast makes this subhex its home.

Triceratops (1). ***AC*** *2 [17],* ***HD*** *11 (44 hp),* ***Att*** *1 x gore (3d6) or 1 x trample (3d6),* ***THAC0*** *11 [+8],* ***MV*** *90' (30'),* ***SV*** *D9 W10 P11 B11 S13 (F6),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *1,100,* ***NA*** *0 (1d4),* ***TT*** *None*



- Thusdisderri is aggressive, applying a –2 penalty to reaction rolls when encountered.
- If allowed to charge in a straight line for at least one round, Thusdisderri may make a charge attack as follows: all creatures within her path that are ogre-size or smaller are affected by her trample attack (see below; roll to hit each target). If she ends her charge adjacent to a target she can make a gore attack against that target, inflicting double damage on a successful hit.
- In melee there's a 1-3 in 4 chance per round Thusdisderri will trample an adjacent opponent rather than gore. She gains a +4 bonus to hit human-sized or smaller targets when trampling.

Thusdisderri's hide is too scarred and battered to be useful as a magical principal, but it can be harvested for special components or tanned to make masterwork leather armor. In either case the materials are equal to her XP value in gold.

The Plateau of Sighs (Subhexes 0505, 0604, 0605, 0606, 0706)

For several Cycles a sect of druids maintained a shrine atop the plateau, dedicated to the earth elemental Lhusanar, until a miscast spell exposed the shrine, the druids within and, finally, the entirety of the plateau to petrifying energy emanating from the Elemental Plane.

It is now a cursed place, even though the gate has lain dormant for decades. Living creatures that make their way to the top of the plateau find themselves slowly petrifying; what was once a rapid process has been slowed down considerably since the second ley line no longer provides energy to the gate.

There is no easy means of ascending the plateau. A wooden staircase built into the steep southern face once provided the only easy access, but it has long since rotted. It takes one hour to ascend with ropes and climbing gear, provided at least one party member can make the ascent without (such as a thief, or someone capable of flight). Short of magic, there is no way for normal mounts to ascend.

For every 12 consecutive hours spent on top of the plateau all living creatures make a Save v. Petrification. Failure indicates that they have slowly begun to petrify, their flesh, sinews, and bone turning to stone. Living creatures that are slain or die upon the plateau turn to stone in 1d4 days. Each time this saving throw is failed the character loses 1d4 points of Dexterity. Other effects are as follows:

- **First failed saving throw.** Dexterity loss. Victim's natural AC improves by 1.
- **Second failed saving throw.** Dexterity loss. Character's base movement is reduced by 50%, and natural AC improves by an additional 1.
- **Third failed saving throw.** Dexterity loss. Movement is reduced to 10'. Victim's natural AC is improved by an additional 1.

Characters reduced to 0 Dexterity by this process are completely petrified. Note that it is possible for victims to be turned to stone after only two – or potentially even one – failed saving throws, depending on their Dexterity scores.

It is recommended the Referee request that each PC make the appropriate saving throw at the end of each twelve-hour period but not inform the player what the saving throw is for, and apply any penalties behind the screen.

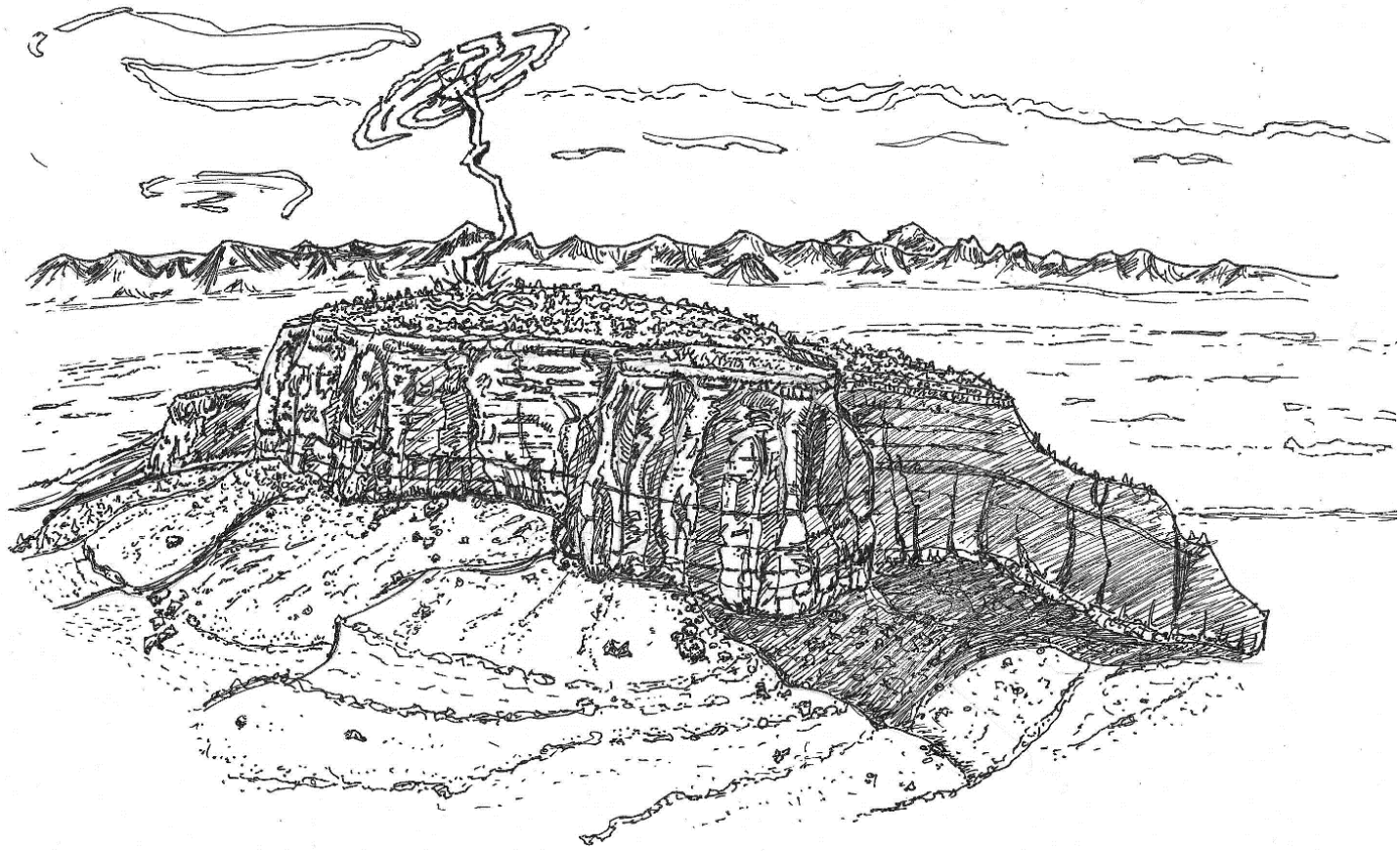
Creatures with ties to the Elemental Plane of Earth – or non-living creatures – are unaffected by this petrification curse. The effects of the curse can be removed by a *remove curse* spell cast by a cleric of 11th level or higher, unless the victim has been entirely turned to stone, in which case they must be un-stoned (via *stone to flesh* or other means) first.

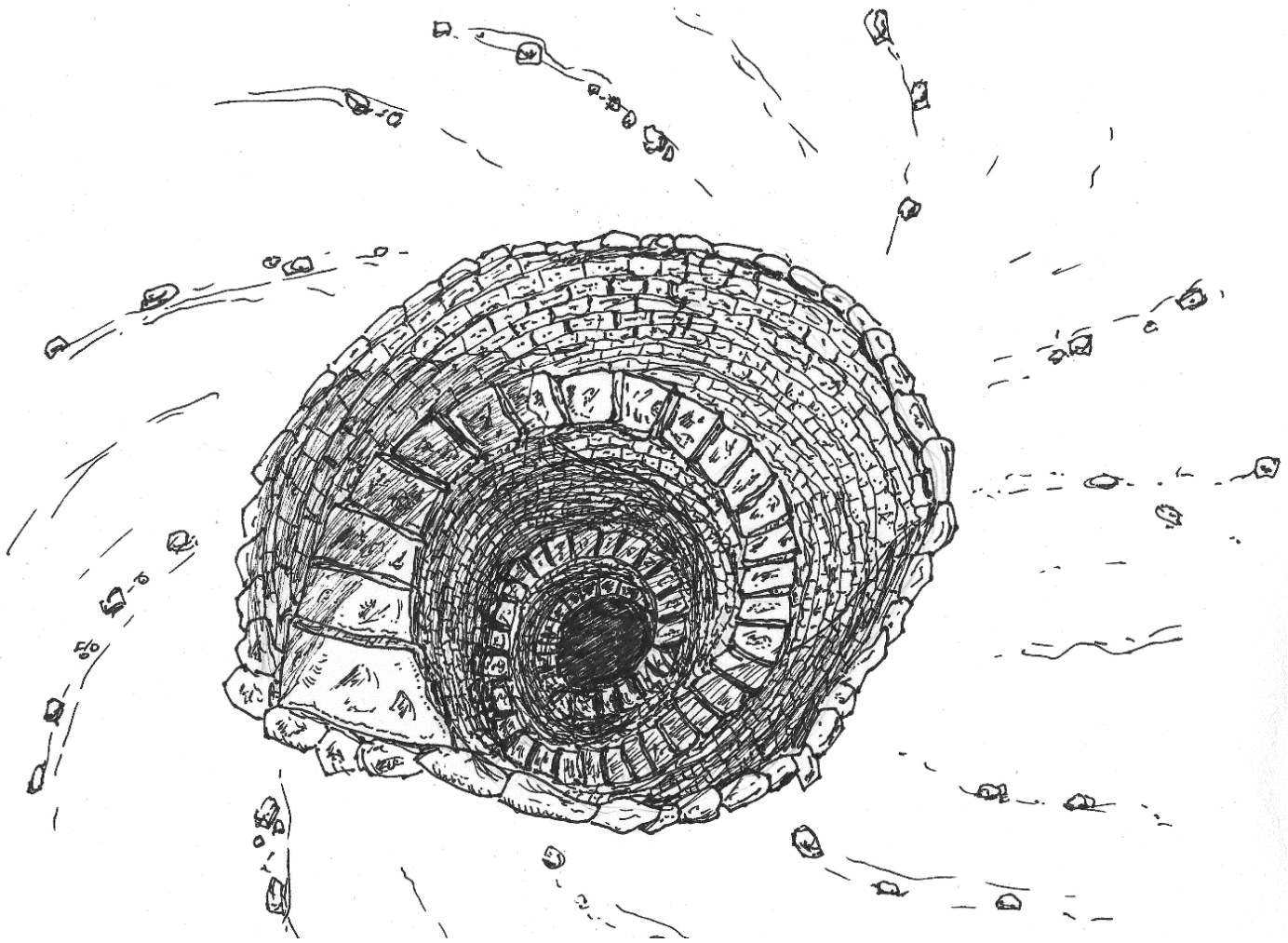
The top of the plateau is relatively flat, with knee-high grass and the occasional copse of trees. At a closer look, however, all the foliage has been petrified. Here and there can be seen a glimpse of green, as seeds dropped by birds or blown by the wind find purchase, but they, too, are slowly turned to stone as the effects of the curse take hold.

Animals, frozen in time by the petrifying curse, dot the landscape, turned into perfect statues without realizing what was happening to them. It is eerily quite on top of the plateau, the only sound the gentle sighing of wind blowing through the stone grass and branches.

0505. The Temple of Lhusanar

The ancient druidic sect built an enormous well-shaft, lined with tens of thousands of carefully laid adobe bricks. Stone stairs, spiraling around the interior of the shaft, descend some one hundred feet. The bottom is well-drained, with little water collecting from rainfall. The entrance to the temple complex is found there, leading deep into the earth under the plateau.





The Temple of Lhusanar

Access to the temple is described above; down a steep shaft that leads straight into the heart of the bedrock, lined by spiraling stone stairs carved from the living rock itself.

The temple is a ley engine (see Appendix), designed and built by the ancient druids with a singular purpose: to facilitate the opening of a gate to the realm of Lhusanar, a powerful earth elemental that they worshiped as a god.

1. The Entrance to the Temple

Roughly one hundred feet down into the earth, the bedrock floor of the shaft is inscribed with a series of bewildering lines, arcs, and sacred geomantic shapes. On the northeastern wall is an arched opening leading further under the plateau. It is obviously worked, though it exhibits no tool marks, having been excavated by magical means. A close examination reveals the carvings on the floor are directed towards the tunnel entrance to the southeast. A *detect magic* spell reveals the presence of faint magical energy flowing towards the tunnel. This is the ley line that terminates in Area 5.**2. Stone Guardians.** The statues of two robed humans stand in the courtyard, facing the open well-shaft. Their features have been all but erased due to exposure to the elements. The two individuals were once novices of the druidic order who were not present at the ceremony and were caught outside when the petrification aura was released. Should they be subjected to a *stone to flesh* spell they will be dead and have no treasure.

3. Spider statue

The tunnel runs into the darkness. The carvings on the floor continue into the interior. Sixty feet down the corridor the statue of a giant black widow spider can be found; this massive arachnid attempted to lair in the tunnel several years ago and ended up falling victim of the petrification magic. It has no treasure; should anyone cast *stone to flesh* upon it they would be rewarded with the corpse of a dead black widow spider.

After the spider statue the corridor continues for another 30'.

4. Antechamber

A cavern 30' wide, 30' deep, and 30' tall. The entirety of the floor in here is covered with geomantic carvings, swooping and spiraling towards an enormous pair of stone doors set into the wall opposite the tunnel exit.

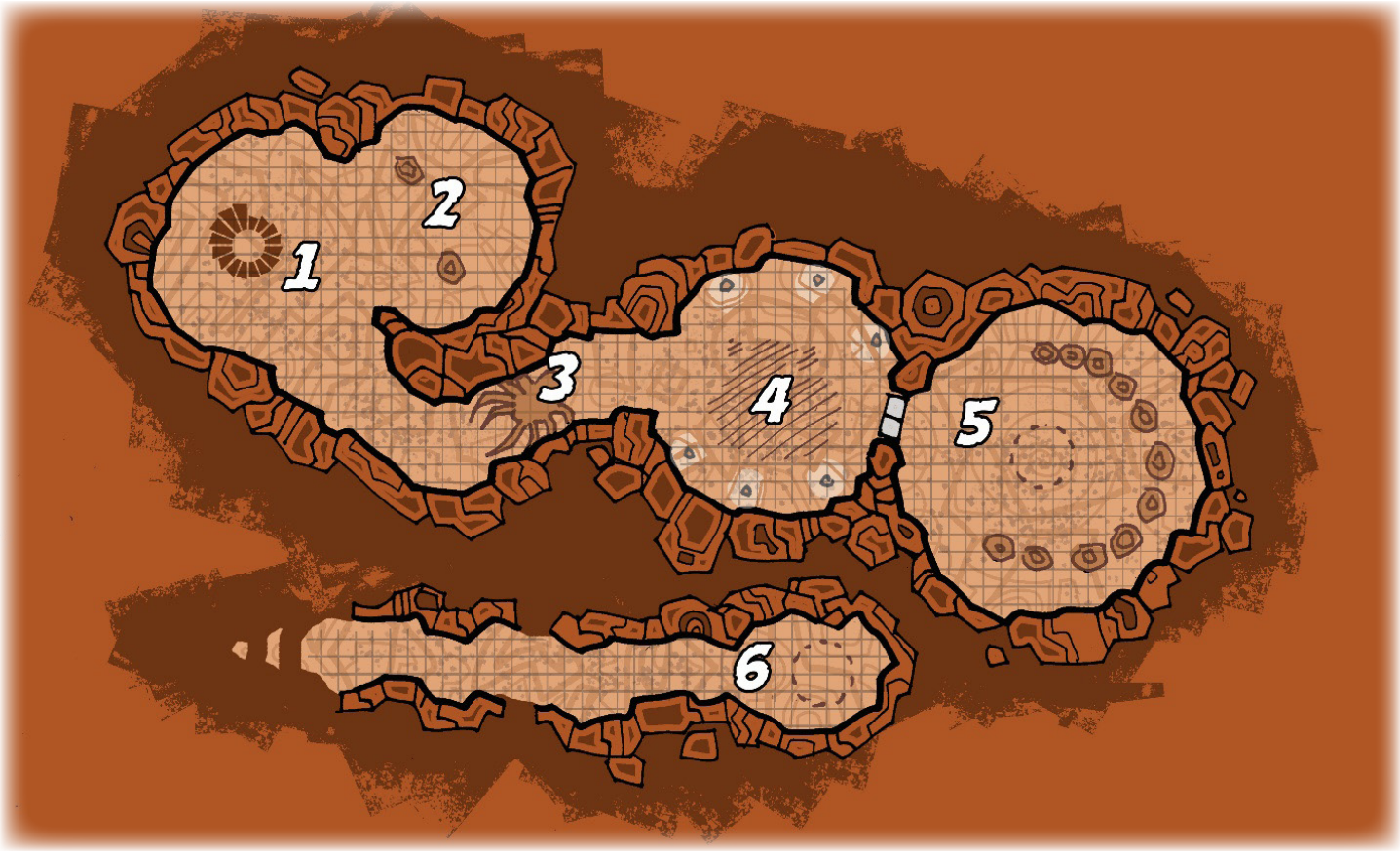
Six torch brackets are set into the walls at equal intervals; the walls and ceiling in here are covered with carvings similar to those on the floor. This was the antechamber to the temple proper, where adepts gathered before entering.

A portion of the stone floor here has been weakened where a rock worm (p. 131, Blood & Treasure 2e *Monsters II*) that entered the material plane has been tunneling. The weak area is roughly in the center of the room, and anyone walking over it has a 1 in 6 chance of breaking through the thin crust of stone, taking 1d6 points of falling damage as they plummet 10', and an additional 1d6 points of damage from the rocks that accompany the fall. Falling through exposes a labyrinthine network of 4' diameter tunnels carved by the rock worm's passage.

There is a 1 in 6 chance the rock worm will be nearby and come to investigate when the adventurers first enter the room. If anyone falls through the floor, there is an additional 1-2 in 6 chance the rock worm arrives in 1d4+1 rounds to investigate the ruckus.

Rock Worm (1). ***AC*** *1 [18],* ***HD*** *6 (26 hp),* ***Att*** *1 x bite (special),* ***THAC0*** *14 [+5],* ***MV*** *120' (40') / 120' (40') burrowing,* ***SV*** *D9 W10 P11 B11 S13 (F6),* ***ML*** *11,* ***AL*** *Neutral,* ***XP*** *275,* ***NA*** *1d4 (1d4),* ***TT*** *special*

- 20' long and 2' in diameter, the worms are composed of semi-molten rock.
- They dislike metal but have a voracious appetite for gemstones. They can smell which characters are laden with one or the other.
- Each touch inflicts 1d6 points of damage as the target is slowly calcified. When reduced to half hp a target has their speed and Dex reduced by half; at 0 hp the target is turned to stone. If a target is not turned to stone all penalties wear off in 1d4 hours.
- Rock worms, if slain, shatter into stone fragments, revealing a geode-like interior. (1d20–1) × 100 gp worth of gemstones can be harvested from each creature. These stones can be used as special components for magical items and have their effective value trebled when used to create items related to elemental earth or petrification (such as a *wand of metal detection* or *eyes of petrification*, from *Advanced Fantasy: Treasures*).



The stone doors are not locked but require a combined Strength of 40 to open. Druids can open the doors with little more than a touch.

4. The Chamber of Convocation

Eleven stone statues of men and women clad in robes are arranged in a semi-circle here. An inspection reveals they appear to be in the process of casting a spell, and several have been caught in a moment of surprise.

The same geomantic reliefs continue in here, swirling towards the opposite wall where they spin and writhe up, framing a set of double doors within a perfectly circular portal 10' in diameter. This leads to the chamber housing the gate to the Elemental Plane of Earth.

Three of the druids caught in the wave of petrification have been turned into earth wraiths (B&T 2e *Monsters II*, p. 161). They hunger for human flesh, having been alone in this chamber for centuries. When anyone living moves towards the elemental gate, the wraiths will emerge from the statues to which they are bound – ghostly, twisted reflections of the druids they used to be, reeking of sulfur – and attack. They have a base 1-3 in 6 chance of surprise when emerging from their statues. The wraiths will typically wait until the entire party is within the room before emerging.

The statues within this room were all druids, and should they be targeted by a *stone to flesh* spell the following treasure will be found (the druids are all long deceased): the head druid, Ithas, carries on her person an *onyx wolf* (p. 96, *Advanced Labyrinth Lord*) named Gagar, and a polished tiger's-eye stone suspended on a leather strap that provides the effects of a *ring of protection +2* and can be used to *speak with animals* (as per the spell) once per day. Her second-in-command, Ton-gifu, carries a *stone of commanding earth elementals*, and one of the acolytes wears a silver ring that allows her to turn into a badger once per week for seven hours.

***Earth Wraith (3). AC** 5 [14], **HD** 5 (15, 24, 25 hp), **Att** 1 x touch (1d4 + CON drain), **THAC0** 15 [+4], **MV** 180' (60') flying, **SV** D10 W11 P12 B13 S14 (F5), **ML** 12, **AL** Chaotic, **XP** 175, **NA** 1d4 (1d4), **TT** None*

- Earth wraiths can only be damaged by magical weapons or attacks.
- Living creatures within 20' of a wraith must succeed on a saving throw versus poison or be *sickened*, suffering a –2 to all saves and attacks until they leave the area of affect.
- Each hit from an earth wraith drains 1d6 points of CON, which can only be restored by high-level clerical magic.
- Those drained to 0 CON become earth wraiths themselves, under the control of the one who slew them.
- Earth wraiths cannot stand the touch of sunlight and will flee whenever exposed to it.

5. Entrance to the Plane of Elemental Earth

Opening the double doors leads to a circular room. In the center of the floor is a large, 10' diameter circular disc of swirling tan and grey energy, surrounded by a semi-circle of enormous, faintly glowing quartz crystals. This room is a ley line nexus (see Appendix), the geomantic reliefs and carvings designed to focus and control the magical energy. The nebulous disc is the gate to Lhusanar's realm; the crystals are a ley battery providing the power to keep the gate open. See the Appendix for specific details about these batteries.

The gate leads to the dwelling of the godling Lhusanar, a 20-HD earth elemental. It has been many years since anyone has ventured through the gate to offer praise to it, and the elemental has frankly forgotten that it once was worshiped as a deity.

Closing the Gate

The petrification effect is not a natural feature of this gate, nor of the Elemental Plane of Earth; it is rather the side effect of the miscast spell which opened the gate. Unfortunately, in order to remove the petrification effect the gate must be closed. It is possible for the gate to be reopened later without triggering the effect, assuming the ritual is completed successfully.

- A *wish* or *miracle* could be used to either close the gate (thereby canceling the petrification curse) or to leave the gate open but remove the effect.
- A *dispel magic* can potentially close the gate. For purposes of dispelling, treat the gate as if it were a spell cast by a 20th-level caster.
- Physically destroying the geomantic carvings that channel the ley energy will close the gate, thereby ending the effect. It takes 200 points of damage from blunt weapons (attacks against AC 2) to do this. The gate will close in 1d4 hours after the carvings have been destroyed. *Stone shape* can also be used to erase the carvings. Physically damaging the carvings causes one random encounter roll every thirty minutes, as the damage causes psychic vibrations to echo throughout the Plane of Earth.

The ritual may be ended. In order to do this a description of the ritual must be found (a tome describing the ritual may be found in Hex 13.25, outside the scope of this book) and enough able participants who can perform the ritual spell must be located.

6. Lhusanar's Realm

There is a moment of disorientation as one steps or lowers oneself into the gate; gravity within the Plane of Earth is at a 90-degree angle to the mortal world, and those entering for the first time must roll their Dexterity or less on 5d6 or find themselves sprawled on the floor of a new tunnel, the same swirling disc of energy now filling the space behind them.

The gate to Lhusanar's lair opens onto a tunnel that winds and twists through the rock of the elemental plane for a quarter mile. Its domain is constantly, but slowly, shifting due to the enormous geologic pressures of the plane. Roll 1d20 every time the adventurers traverse the tunnel (max of once per day) to determine whether anything of interest surfaces. Note that they will not automatically *find* the result, just that the shifting of the plane has exposed some new potential treasure or hazard. Dwarves have a 1-2 in 6 chance of noticing these anomalies; everyone else has a 1 in 6 chance.

Table 3: Tennel Events

d20	Result
1	**Lava spurt.** A jet of pressurized lava shoots from the rocky crust of the tunnel. 1d6–1 adventurers must save versus breath. Those failing take 6d6 points of damage.
2-3	**Crevasse.** A crevasse has opened up in the floor, impeding passage. It is (1-3) 1d100 feet deep, (4-5) 10d100 feet deep, or (6) has no bottom. It will be (1-3) 2d6 feet wide, (4-5) 3d8 feet wide, or (6) 4d10 feet wide.
4-5	**Rock Fall.** Rocks fall from the ceiling as the PCs pass under. 1d8–1 party members must make a saving throw versus death or suffer (1-3) 1d6, (4-5) 2d6, or (6) 3d6 points of damage.
6-8	**Nothing Happens.**
9-10	**New Passage.** A side tunnel branches off, running (1-3) 10d100 yards, (4-5) 1d4 miles, or (6) connecting to a vast network of tunnels.
11-12	**Encounter.** Roll on the table below.
13-15	**Nothing Happens.**
16-17	**Vein of ore.** Worth 1d10 × 1000 gp.
18-19	**Vein of rare ore.** Mithral, adamantium, or magical ore, worth 1d100 × 5000 gp.
20	**Ioun stone.** (see p. 25 of *Advanced Fantasy: Treasures*), embedded in the tunnel walls.

It takes one turn per 100 gp in value to mine any materials. Roll for random encounters every hour spent mining; on a roll of 1-2 in 6 an encounter occurs (see encounter table at the end of this section). Residents of the Elemental Plane of Earth do not take kindly to mortals harvesting minerals without permission. Note that any resources not mined within the span of one day have a 1-2 in 6 chance of disappearing back into the rock the following day.

The tunnel eventually opens into an enormously large cavern, the ceiling arcing nearly one hundred feet above the ground, and it measures roughly two hundred feet wide by four hundred feet long. It appears to be a natural cavern, such as what might be found in the mortal world, of limestone, although there is no moisture present, nor are there any features that would have been formed by water. This was the audience chamber where the druids paid homage to Lhusanar. It is rarely used now.

There are no other exits from this cavern, as the residents of the Plane of Earth can easily pass through stone.

Roll on the tunnel events table (above) once per day whenever this chamber is entered. Due to the size it takes a full 24 adventurer-hours to explore the entire cavern.

Encounters are rolled for every hour the adventurers spend in the cavern; if they are actively mining, encounters occur on a roll of 1-2 in 6; if they are not mining, an encounter occurs on a roll of 1 in 8.

Roll 1d12 below to determine the creatures encountered within the Plane of Earth. In either the cavern or the tunnel, if the adventurers are encountered mining ore without permission apply a –2 penalty to all reaction rolls with encountered denizens. Stats for the various unique creatures follow the table.

Table 4: Plane of Earth Encounters

d12	Result
1-3	1d4 Earth Elementals (8 HD each).
4-6	On a result of 1-4 there will be 1d6 Earth Elementals (8 HD each); on a result of 5-6 there will be 1d2 12-HD Earth Elementals.
7-8	1d6 Crysmals (Blood & Treasure 2nd edition *Monsters*, p. 34). These creatures are just passing through, and not subjects of Lhusanar.
9-10	1d6 Xorn (OSE Advanced Fantasy: Monsters, p. 47). These creatures are subjects of Lhusanar.

Table 4: Plane of Earth Encounters

d12	Result
11	Genie, shaitani (Blood & Treasure 2nd edition *Monsters*, p. 76). Unique creature. Lhusanar's vizier is a shaitan genie called Cthonoxu. There's a 1-3 in 6 chance Cthonoxu is attended by 1d4 8-HD earth elementals when encountered.
12	Lhusanar. The elemental Baron occasionally passes through this chamber. There's a 1-3 in 6 chance it will be accompanied by 1d4 8-HD earth elementals. On a 4 it will be accompanied by a single 12-HD earth elemental, on a 5 by Cthonoxu, and on a 6 it will be by itself.

8-HD earth elemental. ***AC*** *2 [17],* ***HD*** *8 (36 hp),* ***Att*** *1 x blow (1d8),* ***THAC0*** *12 [+7],* ***MV*** *60' (20'),* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *1,200,* ***NA*** *1 (1),* ***TT*** *None*

12-HD earth elemental. ***AC*** *0 [19],* ***HD*** *12 (54 hp),* ***Att*** *1 x blow (2d8),* ***THAC0*** *10 [+9],* ***MV*** *60' (20'),* ***SV*** *D5 W6 P7 B6 S9 (F12),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *1,900,* ***NA*** *1 (1),* ***TT*** *None*

- Elementals are either 8' (8 HD) or 12' (12 HD) tall.
- Cannot cross water.
- Immune to non-magical attacks.
- When attacking creatures touching the ground they do an extra 1d8 damage per hit.

8-HD elementals have an Intelligence of 6; they're not especially bright and are the common subjects of Lhusanar's domain. 12-HD elementals have an Intelligence of 12 and serve Lhusanar directly as lieutenants and enforcers.

Crysmal. ***AC*** *0 [19],* ***HD*** *6 (21 hp),* ***Att*** *1 x sting (1d3),* ***THAC0*** *13 [+6],* ***MV*** *90' (30') / 60' (20') burrowing,* ***SV*** *D10 W11 P12 B13 S14 (F6),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *275,* ***NA*** *1d6 (1d6),* ***TT*** *None*

- Amalgamations of stone and crystal, crysmals resemble wolf-sized, vaguely insectile creatures. They possess little intelligence and are primarily concerned with reproduction.
- Immune to cold and fire and suffer half damage from electricity and non-bludgeoning weapons.
- When first illuminated by light the crystals embedded in their hides refract it in a chaotic fashion, forcing those within 60' to Save v. Paralysis or be subjected to *confusion* (as per the spell) for 2d4 rounds.
- Can understand Primal, the tongue of the elemental planes, but cannot speak.

Xorn. ***AC*** *-2 [21],* ***HD*** *7 (31 hp),* ***Att*** *1 x bite (6d4), 3 x claw (1d3),* ***THAC0*** *13 [+6],* ***MV*** *90' (30'),* ***SV*** *D8 W9 P10 B10 S12 (F7),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *450,* ***NA*** *1d4 (0),* ***TT*** *J, L x 5*

- Xorns surprise on a roll of 1-5 in 6 when emerging from stone.
- Can move through stone at their full movement rate.
- Can smell metals up to 20' away.
- Will leave adventurers alone if fed 1d10 × 100 gp worth of precious metals. Otherwise, 90% likely to attack.
- Unharmed by cold and fire. Take half damage from electrical attacks.
- *Move earth* pushes a xorn 30' and stuns it for 1 round, *stone to flesh* or *transmute rock* reduces AC to 9 [10] for 1 round, *pass-wall* inflicts 1d10+10 damage.

Cthonoxu (genie, shaitani). ***AC*** *1 [18],* ***HD*** *9** (37 hp),* ***Att*** *1 x slam (1d10 x 2) or 1 x scimitar (3d6+2),* ***THAC0*** *12 [+7],* ***MV*** *60' (20') / 180' (60') burrowing,* ***SV*** *D7 W8 P9 B9 S11 (F9),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *2,300,* ***NA*** *unique,* ***TT*** *None*

Cthonoxu stands 11' tall and has skin of beaten copper and silver, studded with gems. Once per day it may turn up to 10 pounds of metal into any other metal. In combat, if it bull-rushes an opponent into a stone wall or barrier and beats the to-hit number by 5 or more the target must Save v. Paralysis or be shunted into the stone as per *meld with stone*; the target is allowed a saving throw versus spells once per hour in order to escape. Cthonoxu is immune to electricity and can cast the following spells as a 9th-level caster:

- *Change self, detect good, gaseous form, invisibility, passwall, stone shape, stone tell (LL AEC)*, wall of stone* (each once per day).
- *Meld into stone (LL AEC)*, move earth, transmute rock to mud* (each thrice per day).
- When bound to the service of a mortal, Cthonoxu can grant a *limited wish* once per day. Note that in order for it to do this it must leave the service of Lhusanar.

Cthonoxu is conniving and lazy, always looking for a way to enrich itself, but will not do anything that might harm Lhusanar directly, as the genie is bound to the

service of the great elemental. It cannot willingly lie to Lhusanar but will cheerfully spout falsehoods to any and all others, including the other subjects of the domain.

The genie carries a massive *scimitar +2*, too heavy to be wielded by anyone smaller than an ogre. Several of the gems encrusting its body are, in fact, *ioun stones**:

1. Pearly white spindle. Bearer regenerates 1 hp per round, up to a maximum of 100 hp per day.
2. Puce Cube. Can use ESP as per the spell for 1d4 rounds, scanning the surface thoughts of one person within 20' per round. Can be used once per day.
3. Black Rhomboid. Once per day the bearer may ignore damage (and any auxiliary effects, such as energy drain) from a single physical attack.
4. Emerald Green Rod. Once per week the bearer may force a target within 30' to be silent, unable to speak, for 1d3 rounds. A save v. wands at a -2 penalty will avoid the effect.

*Stones taken from *Quann'Ra-tioll Moorchlyne's Most Excellent Compilation of all the Realms Known Ioun Stones*, compiled by Matthew Hargenrader.

Lhusanar, elemental baron. ***AC*** *-4 [23],* ***HD*** *20** *(108 hp),* ***Att*** *1 x slam (4d10) or 1 x spell-like ability,* ***THAC0*** *6 [+13],* ***MV*** *90' (30') / 60' (20') burrowing,* ***SV*** *D2 W2 P2 B2 S2 (F20),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *4,300,* ***NA*** *unique,* ***TT*** *None*

Lhusanar, a baron of elemental earth, appears on its home plane as a 30' tall column, a constantly shifting and erupting avalanche of earth and stone. The ancient druids would interpret the thunderous crashing and grinding of its body to make their oracular pronouncements and prophecies.

Lhusanar takes double damage from magical fire-based attacks, but minimal damage from air-based attacks. Its slam inflicts an extra 1d8 points of damage if the target is in contact with the ground. Lhusanar can only be affected by spells of 2nd level or greater, and magical items and weapons.

The very ground shakes and quakes in its presence. All creatures not native to the Plane of Earth must roll their Dexterity or lower on 3d6 every round they're within 30' of Lhusanar. Those failing are knocked prone. This is a constant effect and occurs even if the baron has merged with its surroundings. When within its domain it regenerates 3 hp per round and may also perform the following abilities at 15th level of ability.

- Like all elementals, Lhusanar can automatically merge with and travel though its own element. This may be done as part of its move during a round.
- Lhusanar can choose to automatically succeed on two saving throws per day. It can also automatically choose to be unaffected by spells that would ordinarily affect earth or stone (such as *transmute rock to mud*).
- It can cast *stone shape* and *passwall* at will.
- Once per day it may create an *earthquake*, as per the clerical spell.
- When it rolls a natural 20 on an attack the target must make a Save v. Petrification or be turned to stone. This power is effective against natives of the Plane of Earth, as well.
- Thrice per day it can create a *wall of stone*.
- At will it may animate a mass of stone and earth that functions as a lesser earth elemental. It may animate one per round, but can have no more than four such servitors at one time.

Lhusanar carries no treasure, but were it to be destroyed one would find 3d4×10 randomly determined gems within the remains of its body.

0605. The Blades that Cut

The petrified grass in this hex is especially sharp. Those passing through it wearing non-metallic armor must make a saving throw versus wands or suffer 1d6 points of slashing damage from the sharp stone grass for each hour spent within the hex.

0606. Lair of the Crystal Spiders

A group of seven adamarach (see *A Hamsterish Hoard of Monsters*, p. 4) that venture down off the plateau to hunt. Mostly they attack the antelope herds but will also hunt and bring down any humanoids passing through the hex.

The adamarach are dog-sized spiders composed of crystal, with dark eyes the color of obsidian.

Adamarach (8). ***AC*** *2 [17],* ***HD*** *1 (4 hp),* ***Att*** *1 x bite (1d3 + poison),* ***THAC0*** *19 [0],* ***MV*** *120' (40') / 120' (40') climb,* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *15,* ***NA*** *0 (3d10),* ***TT*** *None*

- Those bitten must Save versus Poison. Living creatures that fail are paralyzed for 1d4 rounds.
- Adamarachs look like transluncent, glittering

crystalline statues with dark, obsidian eyes. They make a disturbing clattering sound as they rush towards their prey.

The adamarach can, automatically hit a paralyzed target the following round, inflicting 1d2 damage and implanting a crystalline egg. Removal requires either the intervention of a 9th-level or higher cleric casting *Cure Disease* or surgery. Surgery requires the subject to Save versus Death. If the person performing the procedure has the First Aid or Medicine skill (see *Hex 17.23*) and succeeds on a skill check the saving throw is made with Advantage.

A host with an implanted egg suffers a –2 penalty to their Constitution score but gain a 3-point bonus to their natural armor class. The adamarach's egg hatches in 1d2 weeks if left within the host, dealing 2d6 points of damage in the process. As long as the egg remains implanted within the host, the host registers as Chaotic to alignment-detecting spells and abilities.

0706. The Frozen Campsite

Two Cycles ago a band of adventurers ascended the plateau to explore but fell victim to the petrifying curse. The party of five can be found in this subhex, frozen in the positions in which they turned to stone: three seated around a fire-circle, warming their hands by a now long-gone flame, a fourth relieving himself in the bushes, and the fifth standing guard, looking to the west with a hand shading her eyes.

One of the long-petrified adventurers – a woman, seated by the fire, in robes that were once velvet – was a powerful magic-user, Ul'so, who at the last moment recognized her doom and cast *magic jar*. Her soul is now trapped within a diamond worth 2000 gp contained within her petrified coin purse. Getting to the diamond requires casting *stone to flesh* upon Ul'so. *Detect magic* reveals a very faint magical aura in the region of her belt, which can only be seen during a careful examination.

Ul'so was a Neutral magic-user, but the decades of imprisonment within the magic jar have driven her insane. She longs for release and will attempt to possess the first potential target that comes within range. Her spellbook is trapped within the statue that once was her body. If successful in taking over the body of a curious adventurer she will seek to leave the plateau as quickly as possible.



The five adventurers were:

- Ul'so, human 9th-level magic-user.
- Cuthsa Cone, human 10th-level fighter.
- Ferdcon the Flatulent, human 5th-level fighter, Cuthsa's squire and the one relieving himself in the bushes.
- Sylka Jorol, human 10th-evel thief, the standing statue looking to the west.
- Masron Nas, human 7th-level cleric.

Ul'so, 9th-level magic-user. *Int 15, Wis 8, Cha 12. Spells still memorized:* charm person *x2,* protection from evil, arcane lock, ESP, invisibility, lightning bolt *x2,* confusion, dimension door.

If the statues were to be de-petrified, the following treasure would be found. All of the potions and scrolls are labeled as to their use, but they may not be entirely accurate. Items marked with an asterisk are from the OSE *Advanced Fantasy: Treasures* book.

Ul'so has a *potion of speed*, a *potion of growth*, a *gem of brightness**, and a wand of stout hickory that, once per day, when used as a focus to cast a spell, allows her to reroll one variable effect (damage, duration, number of targets affected, etc.) and take the better of the two results. Her traveling spellbook contains the spells she has memorized plus 1d4 spells per level she can cast of the Referee's choosing.

Cuthsa bears a *potion of invisibility*, a *potion of heroism*, and a third potion labeled "fire resistance" that has spoiled over the centuries and now functions as a *potion of poison*. He wears *plate armor +1*, wields a *sword +2*, and wears a *phylactery of longevity*.

Ferdcon is clad in non-magical plate armor and wields a pair of handaxes, one of which is enchanted with a +1 dweomer.

Sylka has a *potion of delusion* labeled "control dragon", wears *leather armor +3*, carries a *short sword +1*, and tucked in her belt pouch is a packet containing a single dose of *dust of disappearance**.

Masron wears non-magical plate armor and wields a masterwork warhammer (non-magical +1 bonus to damage, see Appendix). He wears a *ring of protection +2* and carries in his backpack a scroll with the clerical spell *raise dead* inscribed upon it.

All of the statues are weathered by age and exposure to the elements, their features softened and smoothed by time. Were they to be turned back to flesh and then revived, none of them – save for Ul'so – has any idea of the time that has passed. The party hails from a petty kingdom to the north that fell at the beginning of the previous Cycle.

Getting them off the plateau in statue form will prove to be a difficult task; each weighs over 1,000 pounds (10,000 cn), and were they to be dropped or roughly handled there is a chance of limbs snapping off.

Random Encounter Table

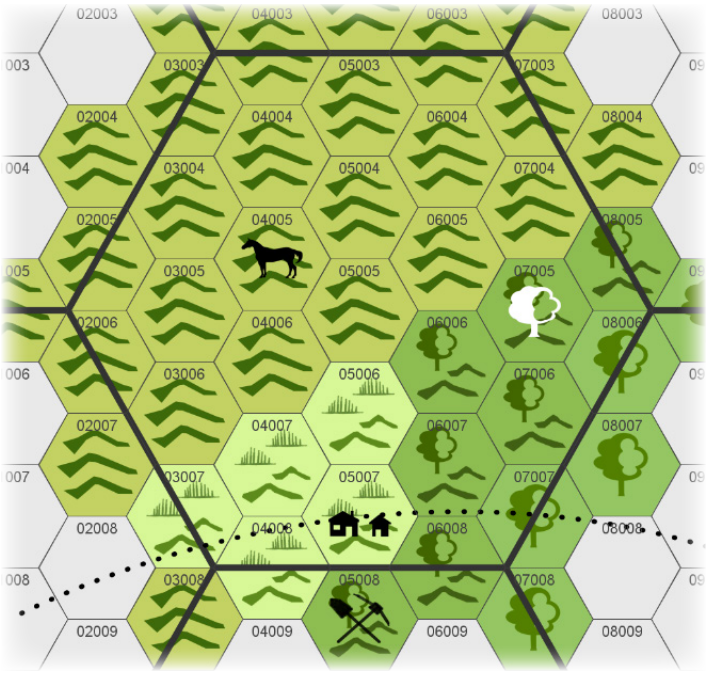
The Plateau of Sighs

The only creatures that can be encountered atop the plateau are the adamarach from subhex 0606. There is a 1 in 8 chance per day spent atop the plateau that 1d6 adamarachs are encountered.

The Lowlands

1. Thusdisderri.
2. Thusdisderri.
3. Adamarach (1d4+1).
4. Antelope herd (determine which subhex they're from).
5. Antelope herd (determine which subhex they're from).
6. Men. Patrol of knights from Hex 14.23 (1d4+4 1st-level fighters, mounted, led by a 4th-level fighter).
7. Basilisk (1d2), wandering in from surrounding hills.
8. Orc patrol from Hex 13.21 (1d6+3 orcs, plus one Reaver).

Hex 14.23 – The Basilisk Knights



Resources: Animal, livestock (2), Mineral, mined (4), Vegetable, industrial (2)

This hex is dominated by one of the few human settlements to be found in the Basilisk Hills. In the southeast section of the hex the hills are lightly wooded with oaks, chestnuts, and maples, transitioning towards the flatter forests of the east. The rest of the hex comprises the same rolling, fertile hills that make up the rest of this cluster.

The remnants of the old road run through the southern section of this hex, east to west. Like the portion that passes near the Lake of Abominations, it is old and in disrepair. However, the presence of the village of Liwil, home to the Basilisk Knights, and the sparse but steady traffic to the settlement of Dry Gulch, to the west, has kept the road in better condition than it otherwise would be. West of Liwil the road is still navigable by wagons, although it does not give a bonus to movement rates.

Although the order is much diminished, the Basilisk Knights regularly patrols these hills and the surrounding lands, keeping them relatively safe from beastmen incursions. The discovery of gold south of Liwil has drawn prospectors from Dry Gulch and beyond in the past several years, and the dwindling population of Liwil has begun to grow.

0405. Wild Horses

A herd of 70 hill ponies (see the write-up in area 2 of Liwil, below) graze here. In the spring and summer their numbers swell by **1d4×10%** as foals are born. The Basilisk Knights draw their mounts from this herd and several others in the area. About once a year the Knights will drive excesses horses south to Dry Gulch to sell at market.

0507. Liwil

Population: 405 individuals (67 families)
Ruler: Baldcar Ma, Senior Knight of the Order
Market Class: 3
Trade Modifiers: Metals, precious (gold, –2), Animals (warhorses, –1), Tea or coffee (+2), Dye and pigments (+2), Weapons/tools (+2)

The land flattens out somewhat around Liwil for about seven square miles; still hilly but greener and more lush than the rest of the Basilisk Hills. Located atop a gentle rise is a small human settlement, called Liwil, ringed by an old wall of sunbaked bricks.

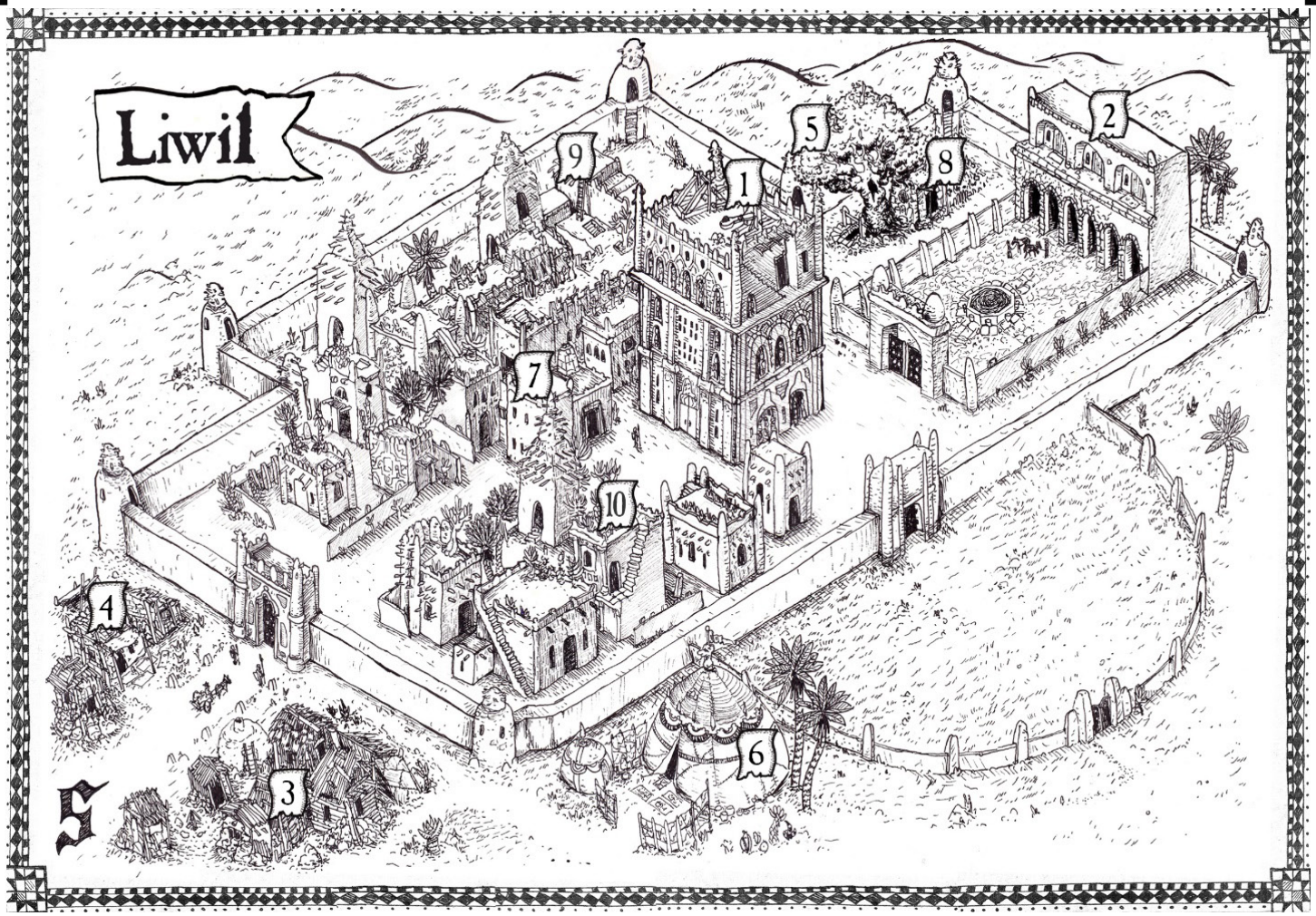
There are two gates in the wall; one in the southern section that leads to the old road, and one in the western wall that opens into a large, enclosed pasture. The pasture is surrounded by another brick wall ten feet in height and five thick; it has a diameter of around one thousand feet and is enclosed grazing land for the village's sheep and goats.

About half the land within the village is open garden space; the rest is taken up with dusty brick buildings, flat-roofed and topped with gardens.

The non-cultivated land within the village walls is a dusty maze of narrow alleys between these ancient dwellings. Roughly four hundred individuals live in Liwil, seventy-five of whom are knights, squires, or militia. In the center of the village is a three-story keep some sixty feet tall, home to the Order of the Basilisk Knights. Two catapults sit atop the crenellated roof of the keep.

Liwil was originally just the keep, home to the Order of the Basilisk Knights. The decline of the Skeldrene Dynasty that once ruled this part of the world led those dwelling in this part of the Basilisk Hills to seek the protection of the Knights, and before long a small village sprang up surrounding the keep.

The population of Liwil has dwindled in recent years, although the discovery of gold immediately to the south has led to an influx of population. Traders now visit Liwil about once a month. Most of the traders come from the west and southwest – from the prospecting town of Dry



Gulch and beyond, on the other side of the Basilisk Hills – but a few caravans have navigated the trails to the north and east that lead to the ore-hungry princedoms of the Variegated Kingdom.

Caravans consist of **1d4** wagons, each with **1d4+3** guards mounted on mules and armed with crossbows, plus an additional **2d4** guards on foot. They bring finished goods – cloth and tools, glasswares, weapons, and sundries – from the markets to the south, and return with gold and iron ore, and pottery thrown by the villagers. If a caravan takes more than two months to arrive, supplies begin to run low and the prices of all equipment and finished goods in Liwil are increased by **1d6×10%** until the caravan arrives.

1. The Keep

Home to the Order of the Basilisk Knights, the exterior is decorated with the statues of those who have been petrified by basilisks while keeping order in these lands. The statues stand in niches carved into the exterior wall. The legends say that if the Order is ever threatened by external attack the statues of the former knights will animate and defend the keep.

The keep has the following population (named NPCs are statted below):

- 12 Knights
  - Baldcar Ma, Senior Knight. Level 9 knight (see Appendix for the knight class).
  - His daughter, Anven, Knight Captain. Level 6 grove guardian (see Appendix for the grove guardian class).
  - Linstan, Lettsil, and Fortin, Elder Knights. Level 4 knights.
  - Three level 3 knights.
  - Four level 2 knights.
- 15 squires
  - All level 1 knights.
- 20 men-at-arms. Use stats for mounted bowmen mercenaries.

- 19 servants
  - Daald, seneschal, Normal Man.
  - Assorted cooks, grooms, maids, etc.
  - Wilton Brol, armorer.
- Priests of the Cult of the Basilisk
  - Nihes Mes, High Priest. Cleric 6.
  - Liard the Bold. Cleric 1.
  - 4 acolytes (0-level).
- Hewtim Frid, Advisor to the Senior Knight. 5th-level magic-user.
  - Sanmas the Salubrious. Apprentice. 1st-level magic-user.

Un-named knight NPCs use the following statistics. Unless otherwise stated, 1st-level knights do not gain Knacks. An optional knight class can be found in the back of this supplement; if not using that, substitute fighters.

Squires (K1). *AC 2 [17], HD 1 (5 hp), Att 1 x blade (1d8) or crossbow (1d6), THAC0 19 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F1), ML 10, AL Lawful, XP 10, NA 0 (1d8), TT 1d100 sp apiece*

Level 2 knights (K2). *AC 2 [17], HD 2 (10 hp), Att 1 x blade (1d8) or crossbow (1d6), THAC0 19 [+0], MV 60' (20'), SV D12 W13 P14 B15 S16 (F2), ML 10, AL Lawful, XP 20, NA 0 (1d4), TT 1d6 gp apiece*

Level 3 knights (K3). *AC 2 [17], HD 3 (15 hp), Att 1 x blade (1d8) or crossbow (1d6), THAC0 18 [+1], MV 60' (20'), SV D11 W12 P13 B14 S15 (F3), ML 10, AL Lawful, XP 35, NA 0 (1d3), TT 3d6 gp apiece*

The walls of the keep are of sandstone quarried from the nearby hills and are five feet thick. The roofs are slate. Atop the keep are two heavy catapults, each with a range of 250/325/400 yards. They each require a crew of 8 to fire and are mounted on swivels so they may be directed at a specific target outside the walls. If under siege, the catapults are usually loaded with burning pitch, rather than stones, to dissuade foot soldiers.

Heavy Catapult

Weight 15,000 cn (catapult plus 20 rounds of shot)
Cost 200 gp
Range 250/325/400 yards (min 175 yards)
Attack Rate 1 every 6 rounds with a crew of 8.
Damage 3d8

The three Elder Knights rotate patrols of Hex 14.23, with each taking the route once every three days. A patrol usually consists of an Elder Knight, one level 3 and one level 2 knight, three to five squires, and five mounted men-at-arms.

When the adventurers arrive at the keep roll to determine which Knight is out on patrol:

1-2 Fortin
3-4 Linstan
5-6 Lettsil

Patrols leave in the morning at daybreak and return at dusk. They remain within the boundaries of Hex 14.23 and will not pursue enemies beyond unless an immediate and clear danger exists.

The Temple of the Basilisk Knights is located in the Keep, as are the quarters of the order's magic-user. Named NPCs are described at the end of this chapter.

2. The Stables

The Knights use small but sure-footed horses found wild in the hills, capturing them as foals and training them to accept saddle and rider, and to bear the sounds and smell of war. As the number of knights has declined there are now more horses than knights and the Order has taken to selling the surplus in the markets to the south. Knight-trained mounts fetch large sums; if purchased outside of Liwil increase the price by **2d4×10%**.

The stablemaster is a woman named Jengifu San. She looks after the Knights' mounts, numbering roughly forty or so horses, and has an additional ten that she keeps as spares. She's willing to part with these at the standard cost for warhorses, although she can be persuaded to go lower on a successful reaction roll.

The horses are bred for war and combat but are smaller and more sure-of-foot than standard warhorses, less likely to break a leg on uneven ground or in a groundhog hole. The warhorses all have the following stats:

Basilisk Hill Pony. *AC 7 [12], HD 2+2 (11 hp), Att 2 x hoof (1d4), THAC0 17 [+2], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 0 (0), TT None*

The warhorses raised by the Basilisk Knights can carry 300 pounds at their normal movement and double that at half their move rate. When ridden by Knights on patrol they are equipped with all leather barding that grants an AC of 6 (instead of the 5 from standard barding), weighing 40 pounds. They are also hardy, requiring 75% of the normal feed required by a warhorse.

There's a 1 in 20 chance that a warhorse purchased from San will be exceptional, with (roll 1d6) 1 1d10 hit points per HD, 2 the ability to carry 350 pounds at normal speed and 700 at half speed, 3 a morale of 10, 4 a Move of 180' (60'), 5 the ability to inflict 1d4+1/1d4+1 points of extra damage with their hooves, or 6 roll twice. Exceptional horses cost an additional 2d4×5% per trait.

3. The Mining Camp

With the discovery of gold in the hills to the south a small mining community has sprung up outside the southern gate. It's a collection of two dozen ramshackle huts, tents, and lean-tos, where the miners dwell for some measure of safety. Peopled by the desperate, by opportunists and grifters, it's almost as dangerous as the Hills themselves.

There are currently twenty-four adults and ten children in the mining camp. The children are divided among three couples; the rest of the adults are single men or women gambling on striking it rich. The children are unruly but are often put to work mining.

Each miner is the camp has **2d4–2** nuggets of gold, each worth **3d6** gp.

Switha the Swift (NM) is a 14-year-old girl and the de facto ruler of the children in the mining camp. She knows everyone in the camp and is on the payroll of Saramond Gri.

Nea Wald (F2) was one of the first miners to arrive, a grizzled veteran who spent two decades on a claim north of Dry Gulch before winding up in Liwil. He would be wealthy but for a habit of making poor decisions. Wald is a rich source of information about virtually any broad topic and has a **1-2 in 6** chance of actually being correct. Details and finer points escape him, though.

Nea Wald (F2). *AC 9 [10], HD 2 (10 hp), Att 1 x pickaxe (1d4), THAC0 19 [+0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 8, AL Neutral, XP 10, NA unique, TT chance of gold (see above)*

Cloe Lange (C1) worships Turthaza, a local hill spirit. While not able to cast spells, she is the camp's resident healer, skilled in herb-use. She maintains a shrine to Turthaza in the hills just south of Liwil.

Cloe Lange (C1). *AC 9 [10], HD 1 (3 hp), Att 1 x staff (1d4–1), THAC0 19 [+0], MV 120' (40'), SV D11 W12 P14 B16 S15 (C1), ML 8, AL Neutral, XP 10, NA unique, TT chance of gold (see above)*

Dod (A3). A large, apparently genial though slow-witted giant of a man, Dod is a cunning murderer. He arrived at the camp several months prior and has been laying low to not attract attention to himself. The urge to kill has been rising recently, and he will only be able to suppress the desire for another **1d6** days after the adventurers arrive in Liwil, picking a target at random and braining them with a rock. He strikes again every **1d4** nights after the first attack, and there's a **1 in 6** chance his target survives. Whether or not they are able to identify their attacker is another matter!

Dod (A3). *AC 9 [10], HD 3 (10 hp due to Con bonus), Att 1 x strangle (1d2+3) or rock (1d4+3), THAC0 16 [+3], MV 120' (30'), SV D13 W14 P13 B16 S15 (A1), ML 9, AL Chaotic, XP 50, NA unique, TT chance of gold, as above, plus 1d4 personal mementos taken from victims*

Dod uses the assassin class from OSE Advanced Genre Rules. *If the Referee does not have this book, substitute with thief. Dod gains the following applicable abilities:*

- *Backstab as thief. If the attack succeeds, target Saves v. Death. On a failed save the target is killed. Otherwise the target takes normal backstab damage.*
- *Hear Noise 1-2 in 6, Climb Walls 89%, Hide in Shadows 20%, Move Silently 30%*

4. Drinking Shack

Located within the mining camp, the drinking shack serves cheap alcohol and victuals to the miners. The shack is owned by Cen Saard (NM 0), a one-eyed, one-legged scoundrel with a heart of gold. It's one of the more permanent buildings in the camp, with walls of wood and wattle and a roof that's been sealed with pitch.

The shack is divided into two rooms. Saard sleeps in the back with the booze and supplies, and the larger front section has a rudimentary counter, an ancient and decrepit cookstove, and several rickety tables and chairs.

In addition to alcohol and food, Saard sells basic supplies to the miners – lamp oil, shovels, picks, and so forth; nothing over 10gp in value. The prices are **10-30%** higher than what is available at the Smithy and Sundries in Liwil, but Saard is willing to extend credit to miners down on their luck.

Saard's son Con (F1) works with him, acting as security and a short order cook when needed.

Con Saard (F1). *AC 8 [11], HD 1 (5 hp), Att 1 x club (1d4+1), THAC0 18 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 9, AL Neutral, XP 10, NA unique, TT 34 sp, gold nugget worth 11 gp*

Con wears a leather apron that grants him an AC of 8, and there's always a stout ironwood club handy that he uses if he needs to "persuade" a drunk and rowdy miner.

5. Anven's Tree

The Captain of the Knights is half-dryad, and her tree, an oak with spreading branches, is within the village walls. The tree is well cared for by the Knights and even in the heat of summer offers a cool and shady retreat.

Anven, her father Baldcar, the mage Hewtim Frid and his apprentice Sanmas are the only residents who know that much of Anven's strength is rooted in her tree, and that killing it would weaken her. A rumor has spread over the years that the tree brings Liwil luck. If Sanmas enters the service of Saramond Gris it would only be a matter of time before the wily thief learned this secret.

The child of a dryad and a knight, Anven has chosen the martial life of her father. Under Baldcar's tutelage she has excelled as a warrior and risen to the position of second in command of the Basilisk Knights. Anven is unhappy about the presence of the mining camp and is likely to seize upon any opportunity to close it down.

Conversely, she is pushing her father to accept the alliance offered by Wen-fan (see The Ambassador, below) against the nearby beast-men enclaves, but her father is reluctant to commit, seeing the Faery as dangerous as, if not more so than, orcs and troglodytes.

Anven rides a warhorse, but unlike her fellow knights wears leathers rather than plate or chain. She favors the short bow, fired while mounted, and has trained several knights to do the same. Anven belongs to the grove guardian half-dryad class found in the Appendix of this supplement.

Anven (GG6). *AC 5 [14], HD 7 (30 hp), Att 1 x sword (1d8+1)/short bow (1d6+1), THAC0 15 [+4], MV 90' (30'), SV D8 W9 P9 B10 S10 (E6 plus ring of protection), ML 10, AL Lawful, XP 500, NA unique, TT see below*

She has a ring of protection +1, *a suit of* leather armor +2 *fashioned from the hide of the first basilisk she slew, a* potion of heroism *and a* potion of invulnerability. *All her personal wealth is donated to the Order, and she is able to draw from their treasuries as needed.*

Anven casts druid spells and usually has the following spells memorized: entangle, faerie fire, obscuring mist. *She has the following Knacks: Concentration, Fighting Style (ranged).*

6. The Ambassador's Manse

The dryad Elsael (see subhex 0705) is a member of the Summer's End domain in Faery, and its leader, Countess Lorrandir of the Waning Days, has sent an ambassador to Liwil to establish diplomatic relations and strike an alliance between the two domains. The ambassador's manse is located just outside the city walls, in a large, ornate yurt stitched from albino deer hides.

The ambassador is a rotund satyr named Wen-fan, attended by four pixies. Wen-fan deals mostly with Anven, and respects the half-dryad, but is frustrated that he has yet been unable to seal an alliance between the Lorrandir and the Basilisk Knights. This impasse is due largely to Baldcar Ma's reluctance to get involved in the affairs of the fair folk; he loves and trusts Elsael, but that is as far as he is willing to go.

Wen-fan (satyr). *AC 5 [14], HD 5 (21 hp), Att 1 x short sword (1d6+2) or 1 x horn (2d4)), THAC0 15 [+4], MV 180' (60'), SV D10 W11 P11 B12 S12 (E5), ML 7, AL Neutral, XP 175, NA 2d4 (2d4), TT F, N*

Wen-fan bears a short blade of enchanted steel that has a +2 bonus to hit and damage and once per day may cast hold person *upon a target that it hits. He also possesses a set of panpipes that can affect those within 60' with* charm, sleep, *or* fear *as desired if saves are failed. He is only surprised on a roll of 1 in 6 and can become invisible outdoors of a roll of 1-9 in 10. Like all faery folk Wen-fan suffers maximum damage from bronze weapons.*

Pixies (4). *AC 3 [16], HD 1* (2, 2, 7, 7 hp), Att 1 x dagger (1d4), THAC0 19 [0], MV 90' (30')/ 180' (60') flying, SV D12 W13 P13 B15 S15 (E1), ML 7, AL Neutral, XP 13, NA 2d4 (1d4x10), TT R+S*

Like all faery folk the pixies suffer maximum damage from weapons made of bronze.

Wen-fan's yurt is sumptuously appointed, the ground covered in woven rugs, the walls hung in tapestries and finery. Most of his wealth is in decorations and art pieces. He is also a master chef, obsessed with the food of Mortal Man; set up outside his yurt is a massive and complicated wood-burning cookstove. The satyr can be found laboring at the stove in all kinds of weather, and welcomes guests, especially those who have the potential to be interesting. He does not view the majority of the inhabitants of Liwil as such.

The art and finery in Wen-fan's yurt is worth 9100 gp. In addition to his pipes and short blade he also possesses a beaten silver bowl that allows the satyr to contact the Waning Countess when the moon is waxing crescent.

7. Smithy and Sundries

The only smithy in Liwil is also one of the only places to buy supplies here. It is owned by the smith Dryctia Ba and his husband Chrising. Dryctia is dour and moody while Chrising is much more pleasant.

There's a **1-4 in 6** chance that Dryctia will be working the forges if the adventurers come in for supplies. If the

party interacts with Dryctia (either for smithing needs or goods) apply a –2 penalty to the reaction roll. If the reaction roll with Dryctia is Unfriendly he will raise prices of goods or services by **1d4×10%.** If it is Hostile he will refuse to sell to the PC.

The pair offer a much better selection for sale than what can be found in the miners' camp, but at Dryctia's insistence they will not extend credit to anyone. Dryctia is, however, a skilled smith, and can fabricate or repair most metal implements and equipment.

8. Alchemist

An owl-folk named Sylae Ras from the village in Hex 17.24 has established a small business in Liwil as an alchemist and herbalist. Ras has a decent quantity of herbs, tinctures and unguents in stock. Most of them are of little interest to adventurers, but she does have several items that may catch their attention.

1. **Anti-venom.** A foul-tasting tincture, if swallowed within two rounds of being poisoned the character may make a second Save versus Poison with a +2 bonus. 50 gp per dose. She has **1d4–1** doses in stock.
2. **Vigor.** The imbiber's hit point total is increased by 1d6. The bonus hit points disappear after one hour. Damage is subtracted from the character's natural total first, the bonus hp second, which means that a character could potentially die after an hour, if they've suffered enough damage to reduce their natural total to 0. The tonic fills the imbiber with a feeling of good health and exuberance. 250 gp per dose. She has **1d3–1** doses in stock.
3. **Wilskrag.** The imbiber is suffused with a sense of purpose and identity. They gain a +2 bonus to avoid *charm*, *fear*, and *sleep* effects. It lasts for one hour. After the tincture wears off the imbiber is somewhat dazed for an hour, suffering a –1 penalty to initiative rolls. 75 gp per dose. She has **1d3–1** doses in stock.
4. **Stenchstop.** Ras was commissioned by the Knights to devise a solution that would render the user immune to troglodyte musk. The salve of her devising is moderately, but not always, effective. It is a thick white paste smeared under one's nose. Its effects last for an hour, and during that time those exposed to troglodyte musk – or other olfactory attacks – can made two saving throws, taking the better of the two results. This salve is in short supply, and she only has **1d4–2** doses of it at any one time. Each dose is a single application for one individual and costs 75 gp.

Hex 17.24 – The Village of the Owl-folk, has rules on alchemical drugs and potions.

9. Dead-end Alley

One of the narrow, twisting streets ends in a dead-end. A secret door leads down into a cramped basement, wherein dwells a man named Saramond Gri. Saramond is a thief and a spy, erstwhile head of a nascent thieves' guild in Liwil.

Gri hails from a village to the east called Hob but fled his hometown six months ago after betraying the master of the local thieves' guild, of which he was a member. He fled west to Dry Gulch, then north to Liwil, arriving in the village five months ago. He very quickly discovered his lair: a cramped basement sub-level that might at one time have been used as a storeroom for the keep but is now abandoned and apparently forgotten, accessible via a sliding wall in a dead-end alley.

Since arriving in Liwil he has been steadily building a network of spies and contacts, both to keep a watch out for any pursuers and to establish an operation of his own.

So far he has hired Switha the Swift, a girl from the mining camps, to feed him information of interest from there, two informants in the keep working for the Knights (a stable boy and scullery maid), an acolyte serving the church, and a couple of young toughs who dislike work but love coin – his first two true guild members. Any criminality has been limited to petty burglary and the gathering of rumors, since he is unwilling to draw attention to himself – either from authorities or his pursuers.

Saramond Gris (T4). *AC 8 [11], HD 4 (8 hp), Att 1 x dagger (1d4), THAC0 18 [+1], MV 120' (40'), SV D13 W14 P12 B15 S14 (T), ML 7, AL Chaotic, XP 75, NA unique, TT see below*

Saramond has a chest, trapped with a poison needle, containing the wealth he has remaining from what he stole in Hob. It contains: 10 pp, 200 gp, 400 sp, 500 cp, and two agates, each worth 25 gp.

10. The Knight and Stone Tavern

The only commercial place for drinks and food in Liwil, it is a largish two-story brick building by the south gates. A kitchen and dining area dominate the first floor, capable of holding thirty or so guests. The owner, Ris Ibet, her husband, and their three children live upstairs, as does the cook and several servers/scullery maids. There are, additionally, three small rooms that Ibet often lets out to the infrequent traveler at the cost of 1 gold per night; this price includes dinner. 1d4–1 of the rooms will be available at any one time.

0705. Elsael's Tree

Atop a hill in this hex grows a magnificent oak. It is short but broad, with branches spreading out thirty or so feet from the trunk. The oak is home to a dryad, named Elsael. The tree and dryad both are nearing two hundred years of age, yet she looks no older than a maid of twenty-five.

Nearly fifty years ago a Basilisk Knight named Baldcar had a brief relationship with Elsael. Baldcar is now the Senior Knight, old and gray and past his prime, but he still returns to the oak monthly to sit in the shade and converse with the dryad. The two had a daughter, Anven, who is Captain of the Knights.

Since her romantic encounter with Baldcar Ma she has not taken another mate, remaining true to the knight.

Elsael is a resident of the Court of Summer's End, as one of the Free Folk, and her ties to the court have an effect on the weather within this subhex. Those entering the subhex notice an increase in temperature, the languid heat of an early September's day. Her tree remains with leaves – not the fresh growth of spring but the faded, sun-shrunk leaves of late summer – far into the winter, until the fall of the first snow. Even then snow rarely remains long within this subhex.

Elsael, dryad (1). *AC 5 [14], HD 4** (17 hp), Att 1 x magic (charm), THAC0 18 [+1], MV 120' (40'), SV D10 W11 P11 B13 S12 (E4), ML 7, AL Neutral, XP 275, NA unique, TT see below*

Elsael casts spells as a 2nd-level druid, typically being able to cast entangle, faerie fire, *and* heat metal. *See the Appendix for the write-up of Absalom Dryads. Once per week she may cast* dispel evil *as the spell.*

The following treasure can be found within a hollow of Elsael's tree: a necklace of pearls strung on a golden chain, worth 750 gp; three assorted rings, worth 45, 125, and 75 gp; and a gold armband worth 450 gp. All of these were gifts from Baldcar, given to Elsael over the years.

Important NPCs of Liwil

Baldcar Ma (K9). Son of the previous Senior Knight, Baldcar has witnessed the decline of his order, the inevitable encroachment of Chaos, and the shrinking of the Knights' domain. He views the new gold mines with some trepidation, but sees that they are bringing new people and trade to the region and thinks they could, if handled properly, lead to the regrowth of the Order.

His daughter Anven and former lover, the dryad Elsael, both counsel against allowing unregulated mining. Anven is in favor of striking an alliance with the Waning Countess but Elsael, knowing Faery-kind the way she does, is less sanguine about the prospect.

He is approaching 70 years old but still strong and spry. Baldcar's entire life has been dedicated to the Order of the Basilisk Knights and keeping the Hills free from danger, and the collapse of civilization has caused him great consternation. He would be a good sponsor and ally for a group of adventurers looking to clear the area of threats.

Baldcar Ma (K9). *AC 0 [19], HD 9 (60hp), Att 1 x sword +1 (1d8+2), or 1 x crossbow (1d6), THAC0 12 [+7]/13[+6], MV 60' (20'), SV D7 W8 P9 B9 S11 (F9), ML 10, AL Lawful, XP 900, NA unique, TT see below*
S 15, I 12, W 13, D 12, C 14, Ch 9

He has selected the sword and shield style of fighting (see Appendix). If using Knacks he has the following: Toughness, Force of Will, Improved Critical.

Baldcar wears unadorned chain +1 *and carries a* shield +2. *He wields Lightning, a* sword +1 *that can bestow* haste *upon its wielder once per day. Baldcar's mount is a large hill pony with maximum hit points.*

Ma has access to the Basilisk Knights' treasury, but takes from it only when absolutely needed. The treasury of the Basilisk Knights includes the following:

- 18,000 gp in mixed coinage
- 5160 gp in gems
- 3720 gp in jewelry, most of it formal court adornments from Liwil's heyday.
- 1920 gp in misc. treasure. Rugs, tapestries, silverware. Plus, there's a small library of mundane works (mostly journals and logbooks) kept by the Order for nearly three Cycles that would be worth several hundred gold to an historian.
- 1200 gp in trade goods. Largely the type of goods needed to maintain a fortress: food, lamp oil, spare weapons and tools, etc.

Fortin (K4). Fortin is Baldcar's younger brother and a seasoned and loyal knight in his own right. He is much younger – only now just approaching 50 – and serves as the Order's weapons master.

Fortin Ma (K4). *AC 3 [16], HD 4 (19 hp), Att 1 x 2-handed sword (1d10+3), or 1 x crossbow (1d6), THAC0 15 [+4]/17[+2], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Lawful, XP 75, NA unique, TT see below*
S 13, I 8, W 12, D 15, C 12, Ch 10

Fortin wears plate mail and wields Giantfang, a non-magical masterwork two-handed blade passed down through five generations of Knights. He carries a potion of healing *and a* potion of giant strength. *He has 2000 gp in mixed coins, 1500 gp in gems, and a platinum wedding ring worth 500 gp.*

He has selected the two-handed weapon Fighting Style, and if using the Alternate Rules has the following Knacks: Combat Prowess x 2 (see Hex 17.22*). He knows the following combat maneuvers: Disarm, Force Back, Grapple, Knock-out, Trip, Stun.*

Hewtim Frid (MU5). An elderly, bespectacled mage with a long beard and bald head, Hewtim came to Liwil in his youth for research purposes and ended up staying. He was shortly thereafter appointed advisor to the Knights and has been comfortable in this position ever since. He has recently taken on a young local apprentice, Sanmas. Though he is surprisingly strong for his age and profession, Hewtim is plagued by ill health and is often sick.

Hewtim Frid (M5). *AC 9 [10], HD 5 (6hp), Att 1 x staff (1d4+1) or spell, THAC0 17 [+2], MV 120' (40'), SV D13 W14 P13 B16 S15 (M5), ML 8, AL Neutral, XP 300, NA unique, TT see below*
S 13, I 14, W 10, D 10, C 5, Ch 13

If using the Alternate Rules, Hewtim has the Additional Spell Knack, which allows him to cast an extra 1st- or 2nd-level spell per day. The level of the extra spell can be changed at the beginning of each day. The Alternate magic-user class will be discussed in a later supplement.

Hewtim typically memorizes: comprehend languages, unseen servant, magic missile *(extra spell),* detect evil, locate object, lightning bolt

Hewtim has 1230 gp and 8950 sp squirreled away in a chest in his chambers. He has a smallish library consisting of ten books. Three are mundane texts dealing with the latter phases of the Skeldrene Dynasty and the rule of one Zaphisdreal the Magnificent, one of the last Kings of the Basilisk Hills. The other seven are as follows:

- His traveling spellbook, containing the following spells: *comprehend languages, detect magic, magic missile, light, darkness globe*, phantasmal force, lightning bolt.*
- *Chella's Codex,* a spellbook formerly belonging to Chella of Isor, containing: *allure*, jump*, ventriloquism, false trap*, phantasmal force, pyrotechnics*, suggestion^, gust of wind*.*
- *The Scrolls of Anann Fen*, containing: *detect magic, magic missile, detect evil, lightning bolt, hallucinatory terrain.*
- *A Treatise of Light and Shadow*, a short tome exploring the interplay of light and darkness, containing the following spells: *light, darkness globe*, continual light*. Consulting this text adds 2% to the research chance of spells or magical items that involve the creation or manipulation of light.
- Unknown spellbook, written in Fey, containing: *mending*, unseen servant*, summon lesser servitor*, dimension door*.
- *Melphogor's Journeys*. A somewhat dull travelogue of one Melphogor the Mighty during the Fourteenth Cycle. It contains, inexplicably, the spell *floating disc.*
- Unknown journal, recording the author's experiences in the Court of the Pallescent Duke. Contains the spells *enlarge*, read languages,* and *locate object.*

*Refer to the Appendix for spell description

^*Advanced Fantasy: Druid and Illusionist Spells*

Hewtim also has a wizard's laboratory worth 3,000 gp.

Lettsil (K4). The twin of Linstan, Lettsil is another Elder Knight. He is quite taken by the Faery-folk, and in love with the Waning Countess, though he has seen but a single painting of her shown to him by Wen-fan. He is trying – subtly – to convince Baldcar to accept the proposal of alliance with Summer's End.

Lettsil (K4). *AC 0 [19], HD 4 (22 hp), Att 1 x sword (1d8+1), or 1 x crossbow (1d6), THAC0 15 [+4]/17[+2], MV 60' (20'), SV D8 W9 P10 B11 S12 (F4), ML 9, AL Lawful, XP 75, NA unique, TT see below*
S 13, I 9, W 7, D 13, C 14, Ch 9

Lettsil has the single weapon Fighting Style and has the following Knacks: Toughness, Chosen Enemy (humanoids).

He has a potion of healing*, a* potion of levitation*, and a* ring of protection +2*. He has 3000 gold in mixed coinage, 1000 gold in gems, 1500 gold in jewelry, and a fine tapestry hanging in his quarters worth 500 gp.*

Liard the Bold (C1). An acolyte of the cult, Liard is notable for her quick wit and fearless attitude. She fears no one and nothing, and if offered the chance would gladly join an adventuring party.

Liard the Bold (C1). *AC 2 [17], HD 1 (3 hp), Att 1 x warhammer (1d6), THAC0 19 [0], MV 60' (20'), SV D11 W12 P14 B16 S15 (C1), ML 8, AL Lawful, XP 15, NA unique, TT see below*
S 12, I 17, W 12, D 10, C 11, Ch 15

Liard has little wealth of her own, and if she remains part of the church has access to weapons and armor.

If using the Alternate rules Liard has the Divine Grace Knack, which enables her to reroll a single roll once per day at 1st level, twice per day at 6th level, and three times per day at 12th level. The expanded cleric class will be explained at a later date.

Linstan (K4). Lettsil's twin, Linstan is forthright and loud while his brother is softer spoken and less assertive. They are identical, and often confused for each other. Linstan finds this hilarious, and often attempts to lighten the mood with twin-switching shenanigans.

Linstan (K4). *AC 1 [18], HD 4 (16 hp), Att 1 x sword (1d8+2), or 1 x crossbow (1d6), THAC0 15 [+4]/16[+3], MV 60' (20'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Lawful, XP 75, NA unique, TT see below*
S 13, I 9, W 7, D 13, C 14, Ch 9

Linstan gains a +1 bonus to attack while wielding a single weapon.

He has 2500 gp in mixed coins, 1000 gold in gems, and 1500 gold in art objects. He is a collector of interesting artifacts of olden times.

If using the Alternate Rules he has the single weapon Fighting Style.

Nihes Mes (C6). Nihes Mes is the head priest in the Cult of the Basilisk, the official church of the Basilisk Knights. It venerates those knights that have fallen to petrification while patrolling around Liwil. Rather than de-stone them, the knights are brought to the Keep and placed in niches carved into the walls.

She has served the Knights for twenty years, since being brought into the Order as a young woman. Mes is 38 years old, with brown hair and eyes that twinkle with mischief. She is attended by Liard the Bold, a 1st-level cleric, and four acolytes, normal men and women who tend to the basic needs of the Church.

She suspects that nefarious influences may have entered the town – and views the miners' camp as a source of trouble – but has yet to locate the source of her anxiety.

Nihes Mes (C6). *AC 0 [19], HD 6 (25 hp), Att 1 x sword (1d6–1), or 1 x crossbow (1d6), THAC0 18 [+1]/15[+4], MV 60' (20'), SV D9 W10 P12 B14 S12 (C6), ML 9, AL Lawful, XP 500, NA unique, TT see below*
S 8, I 9, W 12, D 15, C 15, Ch 12

Nihes usually prays for cure light wounds, detect evil, delay poison, hold person, cure disease, *and* neutralize poison.

If using the Alternate Rules she has the Lay on Hands Knack, that enables her to heal 12 hp a day by touching a target (the hp can be divided up amongst multiple targets, as desired), and Improved Turning, which lets her add +1 to the initial turning roll, and she can roll 2d6 twice, taking the best result, to determine the total HD of undead turned.

The Temple has the following treasure: 3,850 gp in coin (mixed denominations), 445 gp in gems, 412 gp in jewelry (for ceremonial purposes), and 793 gp in miscellaneous wealth: statuary, rare incense, vestments, etc. See the Appendix for more information on the Cult of the Basilisk.

The church also possesses the following magical items:

- Two potions of *extra-healing*.
- A scroll containing the following clerical spells: *protection from evil*, *spiritual weapon*.
- *Grimtooth*, a Lawful intelligent sword. It has an Intelligence of 8, an Ego of 11, and communicates via empathy. The blade vibrates when within 120' of a basilisk, and the bearer is immune to petrifying effects while wielding it. Its purpose is to slay basilisks, and the wielder gains +1d6 points of damage when striking creatures capable of petrification (basilisks, cockatrices, medusas, etc.). It is a sacred blade of the Church, inhabited by the spirit of the first Senior Knight. The blade is lent to the current Senior Knight during hunts.

Sanmas the Salubrious (MU1). Sanmas is Hewtim's apprentice, a young woman desperate to leave Liwil for the larger world. She sees learning magic as the quickest way to achieve her goal. Sanmas has been approached by Saramond Gris with an offer, asking only that she "keep an eye and an ear open and let me know if anything interesting happens". She is currently considering whether to agree to his request and will likely (**1-4 in 6**) agree to serve as his spy one week after the adventurers first reach Liwil, if only because the idea sounds exciting.

Sanmas the Salubrious (M1). *AC 9 [10], HD 1 (4 hp), Att 1 x dagger (1d4) or spell, THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (M1), ML 8, AL Neutral, XP 15, NA unique, TT see below*
S 10, I 13, W 11, D 14, C 11, Ch 14

If using the Alternate Rules, Sanmas has the Lucky Knack, allowing her to reroll one roll per day at 1st level, twice per day at level 7, and three times per day at level 14.

Sanmas has a spellbook with *comprehend languages* and *magic missile,* the two spells that Hewtim has allowed her to copy from his books. Sanmas has 200 sp and 5 gp tucked away under her mattress, and a pair of fancy hoop earrings worth 10 gp.

Random Encounter Tables

Random Encounters in Hex 14.23

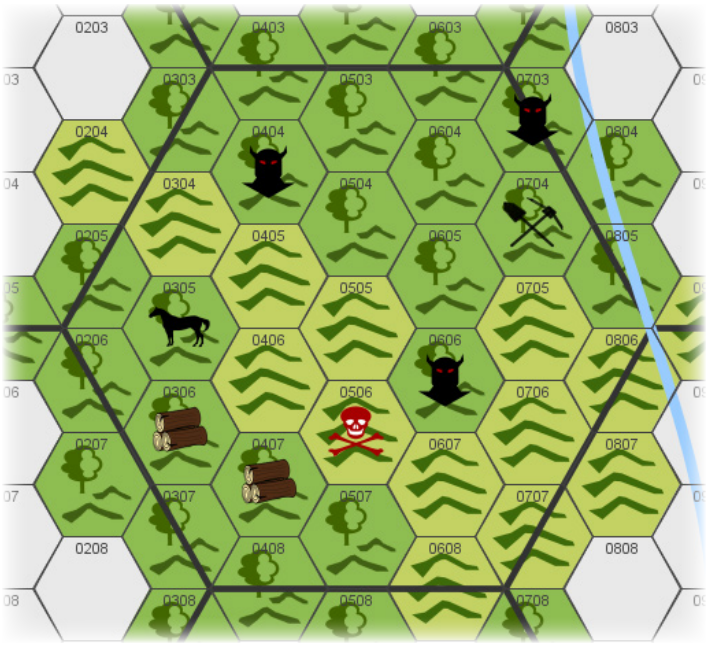
1. Basilisk (1-2), from Hex 15.22
2. Patrol (see text for composition)
3. Patrol (see text for composition)
4. Troglodyte raiding party from Hex 14.22
5. Orc raiding party from Hex 13.21
6. Wild horse herd (from subhex 0405)
7. Anven, solo patrol
8. Lettsil, solo patrol

Note that there's a 1-4 in 6 chance any random encounters are intercepted by the patrol of Knights.

Random Encounters in Liwil

1. City watch (1d3 guards, 0 level)
2. City watch (1d3 guards + 1st-level sergeant)
3. Elder knight on urgent errand
4. Saramond Gris, skulking about
5. Dod, wandering, searching for his first victim
6. Drunken villager accosts PCs

Hex 15.22 — The Toppled King



Resources: Vegetable, industrial (timber, 2) × 2; Animal, game (deer, 1); Mineral, mined (gold, 2)

A transitional hex between the grassy hills to the west and the light forest to the east, this hex features a nest of basilisks, a mysterious toppled statue concealing a nasty surprise, a pit of venomous centipedes, and a wealth of natural resources.

The river Kirkikit kisses the eastern boundaries of this hex, flowing south from its source in Hex 15.21.

0305. Deer

A herd of 23 deer graze in this subhex. In spring and summer their numbers swell by **1d4×10%**. The basilisks in subhex 0606 prey on these deer; **1d4+2** months after the adventurers first start exploring this region the herd will be eliminated, and the basilisks will start ranging further afield to find food.

These are whitetail deer. An adult female will yield about 40 pounds of meat; an adult male will yield about 65.

Deer (23). ***AC*** *7 [12],* ***HD*** *1+1 (5 hp),* ***Att*** *1 x butt (1d4),* ***THAC0*** *19 [0],* ***MV*** *240' (80'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *5,* ***AL*** *Neutral,* ***XP*** *15,* ***NA*** *0 (3d10),* ***TT*** *None*

- Herds of 20+ deer can stampede, trampling anyone in their path. On a failed morale check, randomly determine the direction in which the deer flee. Anyone in their path must make a Save versus Death. Those failing take 1d12 points of damage.
- In groups of 3 or more deer, 1 in 4 will be male, with 1d4 extra hp and doing an extra +1 damage with their attacks.

0306 and 0407

This lightly forested hill country contains several stands of fir trees suitable for construction; the wood is ideal for large structural beams and posts.

Subhex 0306 has a base price of 205 gp and a resource value of 3. Subhex 0407 has a base price of 173 gp and a resource value of 4.

0404. Bulette

When this subhex is first entered the adventurers will be attacked by a solitary bulette, migrating through this area in search of food and a mate. If the bulette is not slain, it will move north after **1d2** days. It travels through one 6-mile hex every **1d4+1** days.

Bulette (1). ***AC*** *0 [19],* ***HD*** *9* (52 hp),* ***Att*** *1 x bite (4d12), 2 x claw (3d6),* ***THAC0*** *12 [+7],* ***MV*** *150' (50') / 30' (10') burrowing,* ***SV*** *D7 W8 P9 B9 S11 (F9),* ***ML*** *11,* ***AL*** *Neutral,* ***XP*** *1600,* ***NA*** *0 (1d2),* ***TT*** *None*

- Attacks anything living.
- If cornered, a bulette can leap forward 20', attacking with all four claws.

The neck plates of a bulette are suitable for use as a principal in the creation of magical shields, worth twice



their base amount if used for this purpose. Additionally, a slain creature yields special components worth 1.5 × base value if used to create *potions of heroism* or *invulnerability* or any magical items related to digging, burrowing, or protection from physical damage.

0406. Zaphisdreal the Mighty has Fallen

In this subhex can be found the toppled remains of an enormous statue of a stern-looking man with a horned crown. It depicts Zaphisdreal the Magnificent, the last ruler of the Skeldrene Dynasty before it collapsed into Chaos and barbarism two Cycles previous.

The interior of the statue is hollow, and formerly served as a lookout post at the boundary of the once-mighty kingdom. When danger was spotted a signal fire would be set in the crown to alert nearby watchers. The statue is now inhabited by a bizarre entity that slumbers lightly, waking to feed only when its sleep is disturbed.

The interior is really just a hollow shaft pierced by a spiral staircase that ascends up to a platform in Zaphisdreal's head. Now that the statue has fallen the shaft is horizontal, the steps a pile of rotten wood, rusted metal, and shattered stone, spread along the length of the shaft like broken vertebrae.

The exit that was once the statue's head is now closed off by rubble where the head caved in upon impacting the ground; the entrance is an opening located at Zaphisdreal's feet.

The statue is inhabited by a livestone (*Tome of Horrors Complete*, p. 361) that resembles a fallen slab of stone in the center of the shaft. It mostly hibernates, but wakes when living creatures larger than a fox enter the statue.

At the far end of the statue's interior a skeletal hand juts out from under a fallen slab of stone. Clutched in the hand is a dagger of polished steel, untarnished by time. It is a *dagger +1*.

Livestone (1). ***AC*** *9 [10],* ***HD*** *5 (24 hp),* ***Att*** *1 x slam (1d8),* ***THAC0*** *15 [+4],* ***MV*** *90' (30'),* ***SV*** *D10 W11 P12 B12 S14 (F5),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *175,* ***NA*** *0 (1d2),* ***TT*** *V*

A strange, rock-like ooze.

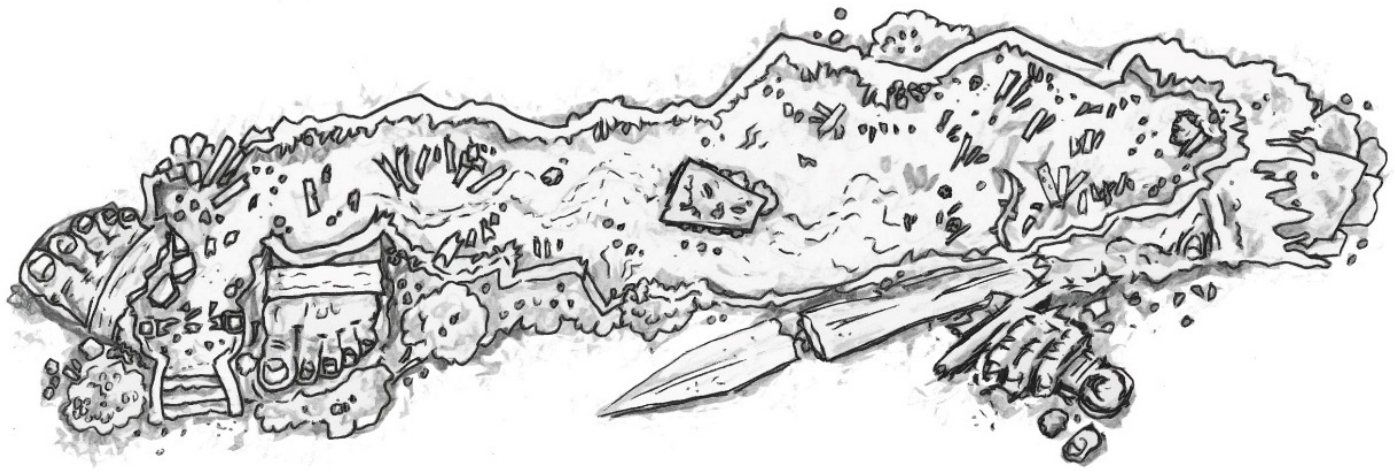
- Surprises on a roll of 1-4 in 6.
- Each time the livestone is hit with a physical attack, roll for damage twice, taking the lower result, as the creature has the ability to change its density at will and in response to attacks.
- It may chose to engulf a target rather than hit it with a pseudopod. The target must be within 5' and must make a saving throw versus death. If failed, the target is engulfed by the livestone. During this round the target creature takes normal damage from any other attacks. In subsequent rounds the victim takes 1 point of damage as it is slowly dissolved.
- If the livestone engulfs a victim, it may choose to instantly solidify, inflicting 8d6 points of damage upon the engulfed target. The livestone may not move or attack for 1d4 rounds after solidifying.
- Stone to flesh inflicts 1d6 points of damage per caster level upon the livestone and automatically ejects an engulfed victim.

48 gp can be found scattered about around the livestone.

0506. The Writhing Pit

A section of ground here is weak from erosion and conceals a hollow just below the surface, home to a nest of monstrous centipedes. If on foot, each character has a **1 in 10** chance of breaking through the thin crust of earth and falling into the pit; if mounted, a horse and its rider have a **1-2 in 6** chance of falling into the pit.

Within there are twenty large centipedes. These are smaller than typical giant centipedes, with only 1 hp



each. Despite their relatively small size, their venom is even more concentrated and deadly than that of their larger cousins.

Anyone falling in suffers **1d6** points of damage from the fall and a –2 penalty to surprise. They will be attacked immediately by **1d4+4** centipedes, and the rest will attack the following round.

Centipede, large (20). ***AC*** *9 [10],* ***HD*** *1* (1 hp each),* ***Att*** *1 x bite (poison),* ***THAC0*** *20 [-1],* ***MV*** *60' (20'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *6,* ***NA*** *3d6 (5d6),* ***TT*** *None*

- Anyone bitten by a large centipede must make a saving throw versus poison. Those failing suffer 1d4 points of damage and become ill for ten days, only able to move at half speed.
- Those succeeding on the saving throw become nauseated, suffering a –2 penalty to attack rolls and skill checks (if using skills) for 1d6 turns.

0606. Basilisk Lair

Four basilisks lair here in a shallow cave in the south side of a hill. The Knights in Hex 14.23 are not yet aware of their presence, as thus far they have ranged mostly within this hex (feasting on the deer in subhex 0305) and points south.

There are three human statues near the basilisks' lair. All three of them appear to be miners, dressed in rough clothing and carrying digging implements. The treasure of the basilisks is to be found amongst their petrified possessions, in the form of gold nuggets, as these three miners had just discovered the gold vein in subhex 0704 and were on their way to Liwil to retire as rich men. Sadly, they stumbled into the basilisk lair before they could do so. The statues must be de-petrified for the gold to be plundered. The gold is not visible from an inspection of the statues.

Basilisk (4). ***AC*** *4 [15],* ***HD*** ***6+****1**(22, 28, 28, 29 hp),* ***Att*** *1 x bite (1d10 + petrification), 1 x gaze (petrification),* ***THAC0*** *13 [+6],* ***MV*** *60' (20'),* ***SV*** *D10 W11 P12 B13 S14 (F6),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *950,* ***NA*** *1d6 (1d6),* ***TT*** *F*

- Characters surprised by a basilisk automatically meet its gaze.
- Anyone touched by a basilisk is turned to stone if they fail a Save versus Petrification.
- Anyone meeting a basilisk's gaze is turned to stone if they fail a Save versus Petrification. Unless



averting their eyes or using a mirror, characters in melee meet the basilisk's gaze each round.

- Averting one's eyes imposes a –4 penalty to attack rolls and the basilisk gains a +2 bonus to attack.
- Using a mirror in conjunction with melee attacks only applies a –1 penalty to attack rolls but prevents the use of a shield or two-handed weapons. Each melee round the basilisk has a 1-2 in 6 chance of seeing its reflection in the mirror; it must then make its own saving throw to avoid being turned to stone.

The three petrified miners carry gold nuggets worth 6,500 gp in total.

0703. Robber Flies

A swarm of giant robber flies nest here in the cover of three fallen trees. If the adventurers first enter this subhex during the day, give them a **1 in 6** chance to hear the drone of wings and automatically avoid surprise. Otherwise, there's the standard chance (see below).

The flies are territorial and will attack anyone entering this subhex. Their meager treasure is not centrally located; it will be found piecemeal in the period of time it takes to search the subhex, scattered under leaves and amongst the long-dead remains of the flies' former prey.

Fly, giant (6). ***AC*** *6 [13],* ***HD*** *2 (8, 9, 11, 12, 14, 14 hp),* ***Att*** *1 x bite (1d8),* ***THAC0*** *18 [+1],* ***MV*** *90' (30') / 180' (60') flying,* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *20,* ***NA*** *1d6 (2d6),* ***TT*** *U*

- Gain surprise on a roll of 1-4 in 6.
- Immune to the poison of killer bees.
- Can leap up to 30' and attack.

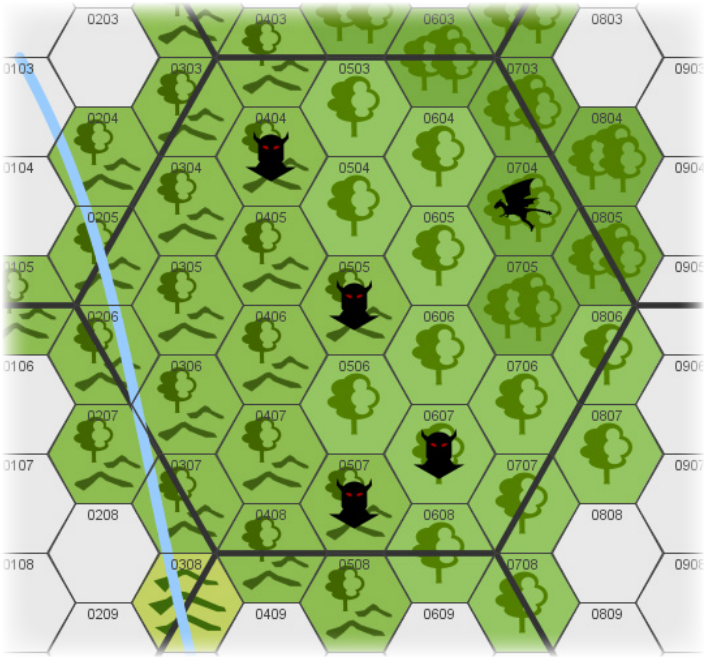
The paltry treasure to be found in this hex consists of exactly 100 copper coins. It will be found only if the adventurers search the entire subhex.

0704. Gold Vein

Five years ago a flash flood stripped the topsoil off a steep hillside, revealing a gold vein in a deposit of quartz. It was noticed two years ago by a trio of prospectors, who mined what they could and headed back to Liwil. Before they could reach the village, they stumbled upon the basilisks laired in subhex 0606 and were promptly petrified. No one in Liwil knows their fate, and in fact their very existence – and the fact that they were prospecting in this hex – has been largely forgotten.

The vein itself has a Resource Step of 3 and a base value of 1,014 gp.

Hex 16.22 – Autrak's Range



Resources: Vegetable, agricultural (berries, 2); Vegetable, industrial (timber, 2); Vegetable, industrial (timber, 4)

Another transitional hex, this one is bounded by the river Kirkikit to the west, and changes from wooded hills to lightly-forested level ground. In the northeast section of the hex the sparse forest thickens; oaks, poplars, walnut, and chestnut grow close together here.

The trees would be of great value to an enterprising adventurer, but a young dragon named Autrak has recently moved in and will not take kindly to such an intrusion.

The hex also contains a pack of wolves led by a grizzled dire wolf, a lair of giant ants, and two giant, ravenous ladybugs.

For those using the regional encounter map, this hex is adjacent to two other hexes in the Populated Hexes series that are part of a different cluster:

- Hex 16.23 – The Doom of Cthedrak
- Hex 17.22 – The Valley of the Sunken Sun

Adventuring in the thick woods of the northeast section (subhexes 0603, 0805, 0703, 0704, and 0705) of the hex applies the following modifiers:

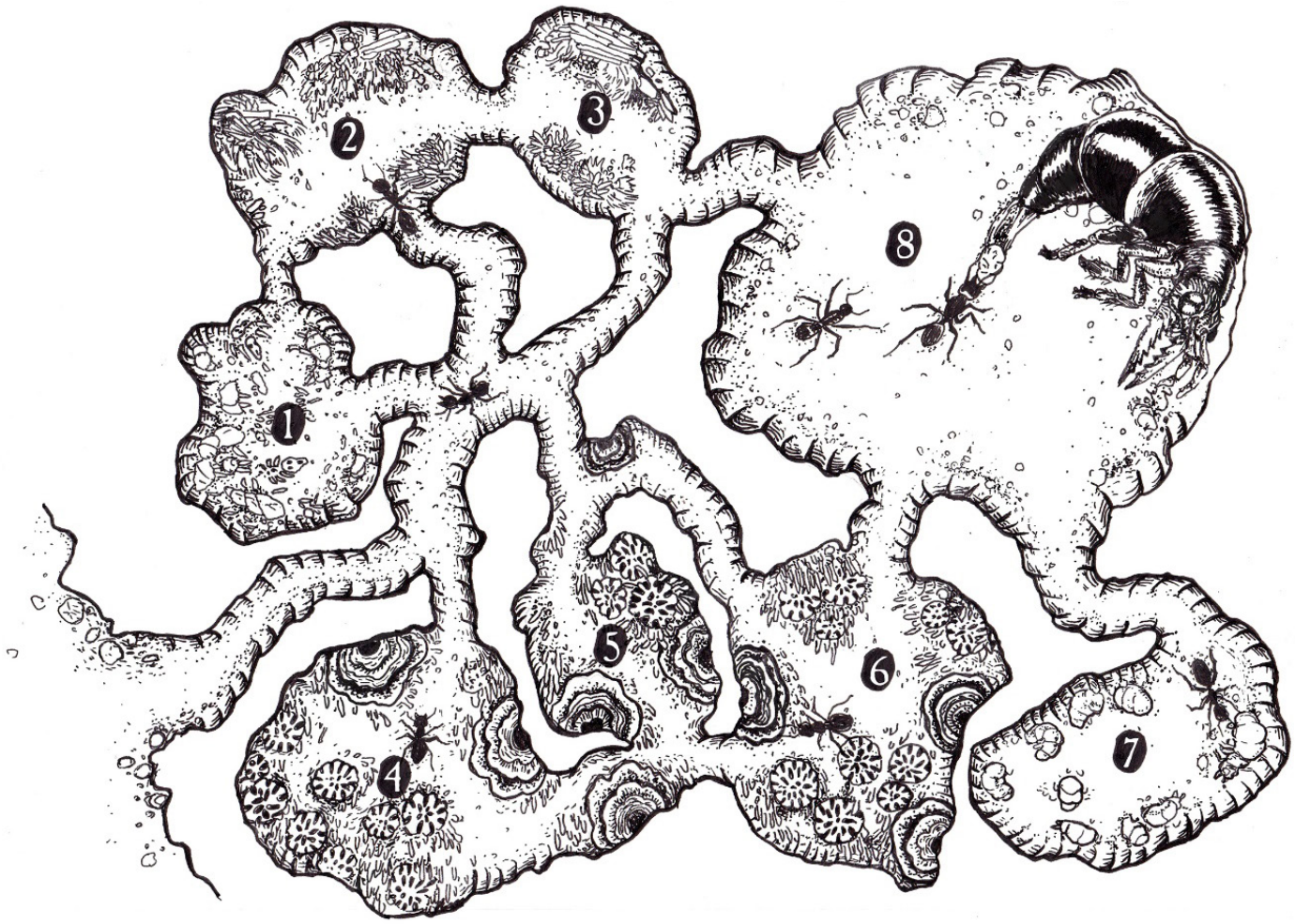
- Visibility is much reduced. Encounters occur at a distance of **2d6×5** yards, while maximum visibility is roughly 100 yards.
- Charging is not allowed, as there is typically not enough clear distance to charge in a straight line.
- Targets more than 20 yards away from a character have automatic partial cover, meaning a –2 penalty is applied to attack rolls against them.
- It is considered rough terrain, dropping movement by one category (from 90' to 60', for instance).
- There's a **1-2 in 6** chance that fire-related spells or attacks light the forest floor on fire. It is up to the Referee to adjudicate the exact results of this, and those should be affected by recent rains or lack thereof, winds, etc.

0404. Anthill

Amidst the trees is a mound of raw dirt some thirty feet high and nearly seventy in diameter, the colony of 14 driver ants and their queen. The ants are relatively peaceful but do tend to range some distance away from their colony in search of food. They are omnivores.

Near the anthill is a patch of blueberries, flourishing in the presence of the giant ant colony and the activity (and waste) of the ants. The patch has a Resource Step of 2 and a base value of 73 gp.

The ant queen is enormous, thrice as long as a man is tall and nearly twice the height of one. Luckily, she is confined to the center chamber of the colony. Unfortunately, that is where the treasure the ant colony has collected can be found: 9000 gp worth of gold nuggets that were uncovered in the excavation of their lair.



When the colony is discovered **1d6** of the ants will be away from the lair, each returning in 1d12 turns. There will always be **1d3** ants within 90' of the colony entrance; these ants are keeping guard, repairing damage to the hill, etc. Use the following table to determine where all of the ants are located; the entries are arranged in order of importance. Once the whereabouts of 14 ants have been accounted for there is no need to continue rolling; all other locations are empty. If this location is entered on multiple occasions, roll each time to determine the locations of its residents.

The third column is for the Referee to record the numbers of giant ants in each location.

The colony consists of a number of tunnels, each about 5' in diameter, and eight rooms, each with ceilings about 7' in height and of various sizes. In the tunnels human-sized characters must crouch, reducing their movement by half and imposing a –2 penalty on all attack rolls. Due to the low ceilings and relatively small size of the nest no missile weapons (excluding crossbows and small thrown weapons) can be used.

Table 5: Driver Ant Location Table

Area	Roll	Number Present
8	2	
Hunting	1d6	
Entrance	1d3	
7	1d3-1	
4	1d2-1	
5	1d2-1	
6	1d2-1	
2	1d2-1	
3	1d2-1	
1	1d2-1	

1. Waste chamber

The lowest of the chambers, egg-casings, ant droppings, bones from meals, and other debris are dragged in here. A search of this chamber uncovers 93 gold coins amidst the waste.

2-3. Larders

Stocked mostly with food brought in from outside the colony, these two chambers contain various plant and animal parts. A search of chamber #2 uncovers a small brass vial that belonged to a hapless victim of the ants' hunger. It contains a *potion of giant strength*. There is nothing of interest in chamber #3. There will be **1d2–1** ants in any given larder.

4-6. Fungus chambers

The ants cultivate a variety of large mushrooms and strange slime molds in these chambers. Each fungus chamber contains **1d2–1** ants tending their crops.

7. Nursery

Fertilized eggs are stored in this chamber. There will be **1d3–1** ants in here, tending to the eggs. When first encountered there will be 5d4 eggs in this chamber; **1d2** ants will hatch every week, starting when the adventurers first enter this hex.

8. Queen's chambers

The enormous queen occupies this room, laying **1d2–1** eggs per week, which are then taken to the nursery by the normal ants. There will always be two normal ants with the queen.

Ants, driver(14). ***AC*** *3 [16],* ***HD*** *4* (18 hp),* ***Att*** *1 x bite (2d6),* ***THAC0*** *16 [+3],* ***MV*** *180' (60'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *7 (12 in melee),* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *2d4 (4d6),* ***TT*** *U (see below)*

- Once driver ants enter melee their morale is treated as 12, even pursuing foes through flame.
- 1-2 in 6 chance of 1d10 × 1,000 gp worth of gold nuggets in their lair.

Driver ant queen (1). ***AC*** *3 [16],* ***HD*** *8+2* (46 hp),* ***Att*** *1 x bite (3d6),* ***THAC0*** *12 [+7],* ***MV*** *90' (30'),* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *7 (12 in melee),* ***AL*** *Neutral,* ***XP*** *1200,* ***NA*** *1 (1),* ***TT*** *U (see below)*

- Morale of 12 in the nest.
- When under attack the queen can send out a pheremonal signal that summons 1d6 driver ants (assuming any still live) within 360 feet. Summoned ants arrive in 1d4 rounds.

0505. The Dire Wolf and her Pack

In the side of a steep slope can be found a deep cave consisting of a single cavern. Access is limited to a passage only four feet in height and twenty feet long; once inside it opens into a large chamber some fifty feet across and twenty high.

Twelve normal wolves, led by a grizzled dire wolf, lair within this cave. Under the dire wolf's leadership the pack has prospered, hunting the deer in hex 15.22 and other small game.

In the spring and summer, the wolf pack will grow by 2d4 pups.

Wolves, normal (12). ***AC*** *7 [12],* ***HD*** *2+2 (11 hp),* ***Att*** *1 x bite (1d6),* ***THAC0*** *17 [+2],* ***MV*** *180' (60'),* ***SV*** *D12 W13 P14 B15 S16 (1),* ***ML*** *6 (see below),* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *2d6 (3d6),* ***TT*** *None*

- Captured cubs may be trained like dogs. If using the skill system presented in Hex 17.23 apply a –5 penalty to the Animal Handling check.
- Packs of 4 or more wolves have a morale of 8 instead of 6. If this number is reduced by half or more the bonus is lost.

Wolf, dire (1). ***AC*** *6 [13],* ***HD*** *4+1 (19 hp),* ***Att*** *1 x bite (2d4),* ***THAC0*** *15 [+4],* ***MV*** *150' (50'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *1d4 (2d4),* ***TT*** *None*



0507. Ladybug, Ladybug

Two giant empressbugs reside in this subhex. Always hungry, and eating anything that moves, the pair have hunted and eaten everything nearby that they've been able to catch. At some point (1d6 days after the adventurers first enter the hex) they will move on in a random direction. Empressbug stats are taken from p. 29 of *A Hamsterish Hoard of Monsters*.

***Empressbug (2). AC** 4 [15], **HD** 3* (10, 13 hp), **Att** 1 x bite (1d10 + special), **THAC0** 17 [+2], **MV** 120' (40') / 150' (50') flying, **SV** D12 W13 P14 B15 S16 (F2), **ML** 10, **AL** Neutral, **XP** 50, **NA** 1 (1d2), **TT** None*

- If a bite inflicts 5+ points of damage the target is held in the creature's mandibles, taking an automatic 1d10 damage in subsequent rounds.
- Held targets must roll equal to or under their Strength on 4d6 in order to escape.

0607. Snakes!

A nest of seven pit vipers can be found in this hex, under a large, flat rock heated by the sun through the thin tree cover. They are non-aggressive unless attacked.

***Pit viper (7). AC** 6 [13], **HD** 2* (5, 8, 11, 13, 14, 15, 16 hp), **Att** 1 x bite (1d4 + poison), **THAC0** 18 [+1], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 7, **AL** Neutral, **XP** 25, **NA** 1d8 (1d8), **TT** None*

- Infravision to 60'.
- Always goes first in initiative order.
- On a failed saving throw, poison causes death in 1d4 turns.

0704. Autrak's Lair

A young green dragon, only about 75 years of age, Autrak arrived in these parts just over a year ago and has set about making the forest his lair. The trees in this hex are thick, but there's little undergrowth due to the canopy of leaves that mostly blocks out the sun.

Autrak lairs in a burrow he dug at the base of a hill in the center of this subhex. There are two other exits, cunningly covered with branches and leaves to disguise them. Unfortunately, that also means that any intruders in the hex have a chance of stumbling over them and discovering his boltholes.

When this subhex is being explored there's a **1-2 in 6** chance that an adventurer "discovers" each disguised bolthole. If the adventurers accidentally stumble upon a bolthole instead, there's a **1 in 6** chance per individual that the thin layer of leaves and branches will give way, dropping the unfortunate soul into the tunnel, where they suffer **1d6** points of falling damage.

The exits are large enough for horses to fall into as well, so mounted individuals may find themselves *and* their mounts falling into the hole. There's a **1-2 in 6** chance that Autrak hears the disturbance if the individual is on foot, or **1-4 in 6** if a large animal, such as a horse, falls in.

The burrows of Autrak's lair are carved through earth and stone and are just large enough for the dragon to pass through, perhaps no more than six feet in diameter, for the dragon is serpentine in appearance and flexible, able to squeeze through small openings. The main tunnel runs for sixty feet down into the earth, twisting and turning, before opening into the dragon's main chamber, a circular room some forty feet in diameter with twenty-foot ceilings.

Leading out of the central chamber are two other tunnels – leading to the dragon's two boltholes – one of which runs for a quarter-mile before turning sharply upward, the other for a half-mile before doing the same. The two lead to different portions of this subhex; the first exits in the southern side, and the second to the northwest.

Autrak has encouraged creatures to dwell in these tunnels to provide a barrier between himself and potential intruders.

Area 1. Main Entrance

The main entrance to Autrak's lair is a 10'-diameter cave opening in the side of the hill. The tunnel beyond quickly narrows and runs in twists and turns for some two hundred feet. For most of its length it is only five feet in diameter, narrow enough that a party of adventurers must go single file, and human-sized adventurers have to crouch.

There's a base **1 in 6** chance that the adventurers encounter Autrak in these tunnels as he is leaving his lair to hunt.

Area 2. Main Chamber

The tunnel opens up into a large earthen room, perhaps forty feet in diameter, with an arching ceiling that peaks twenty feet above the center. If Autrak is awake he will typically be in here.

***Autrak, young dragon. AC** 2 [17], **HD** 5** (27 hp), **Att** 2 x claw (1d4), 1 x bite (2d6+1d4); or breath, **THAC0** 15 [+4], **MV** 120' (40') / 30' (10') burrowing, **SV** D8 W9 P10 B10 S12 (F8), **ML** 9, **AL** Chaotic, **XP** 1,750, **NA** 1d4 (1d4), **TT** H*

- Does not possess wings but has a burrow speed of 30' (10').
- Capable of speech; knows Draconic and Bestial.
- There's a 30% chance Autrak will be found asleep.
- Breath weapon is a cloud of chlorine gas, 25' long, 20' wide, 10' high. All caught in the area suffer 5d4 damage (Save versus Breath for half).

- Can cast *entangle* twice per day. There are enough roots protruding through the walls and ceiling of this chamber for the spell to work underground.
- Can automatically succeed on a saving throw once per day.

Much more serpent than dragon, Autrak does have wings that are normally folded back against his body. He rules this section of the woods like a petty king, ever eager to expand his domain. The Gangrenous Orcs in Hex 13.21 have sent several emissaries to try to woo the dragon over to their side, but rather than listening he has just eaten the messengers.

Lair Action. When encountered within Area 2 or 3 he may, once every three rounds, trigger a small earthquake that dislodges rocks and debris from the ceiling. Two creatures within 10' of each other take **1d6** damage and must roll equal to or under their Dexterity on **4d6**. Those that do so take half damage and retain their footing. Those that fail take full damage and are knocked prone.

Area 3. Treasure Hoard

Autrak sleeps in this smaller chamber, atop the small hoard he has accumulated up until this point.

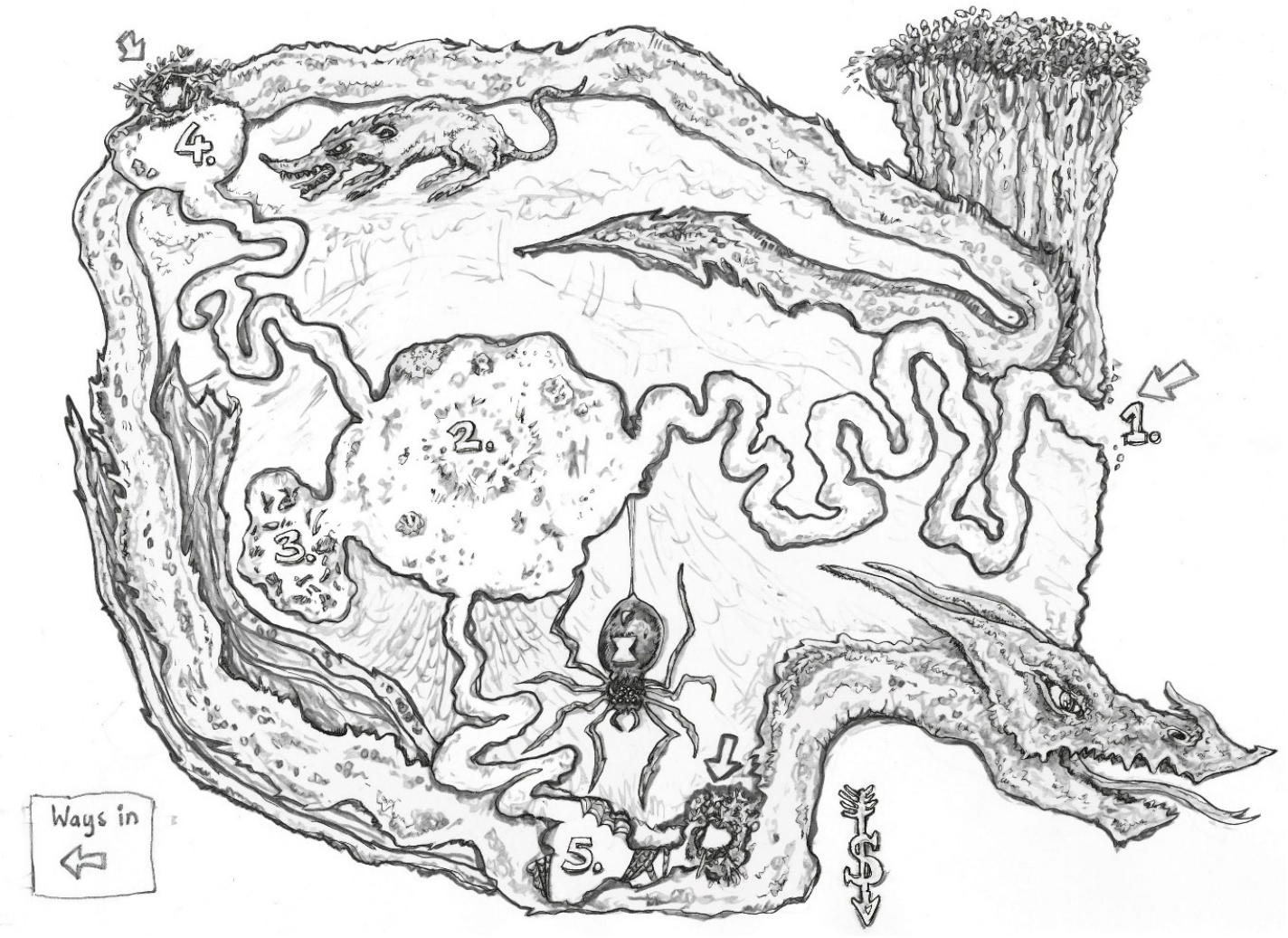
The treasure totals 20,000 cp, 96,000 sp, and 26 gems worth a total of 5,385 gp, including two matched diamonds worth 1,000 gp each.

Area 4

A family of giant shrews lair here, near the entrance to one of Autrak's secret boltholes.

Shrew, giant (3). ***AC*** *4 [15],* ***HD*** *1 (2, 6, 7 hp),* ***Att*** *2 x bite (1d6),* ***THAC0*** *19 [0],* ***MV*** *180' (60'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *10,* ***NA*** *1d4 (1d8),* ***TT*** *None*

- Always win initiative during the first round they are able to act, gain +1 bonus during the second round.
- Targets with 3 or fewer HD must Save versus Death or flee in fear when attacked by a giant shrew.



- Skilled climbers, they can jump up to 5'.
- Perceive their surroundings with echolocation within 60'. Unaffected by lack of light; if unable to hear (via *silence 15' radius*, for instance), AC is reduced to 8 [11] and the giant shrew suffers a –4 penalty to attack rolls.

Area 5

A lone black widow spider lurks just inside the entrance to one of Autrak's boltholes.

***Spider, giant black widow (1). AC** 6 [13], **HD** 3* (13 hp), **Att** 1 x bite (2d6 + poison), **THAC0** 17 [+2], **MV** 60' (20') / 120' (40') in webs, **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Neutral, **XP** 50, **NA** 1d3 (1d3), **TT** U*

- Poison causes death in 1 turn on a failed save.
- Creatures caught in their web become entangled and must break free, dependent on the victim's Strength score: 2d4 turns for Strength <18, 18+ takes 4 rounds, and 2 rounds for giants. The webs can be burned in two rounds, doing 1d6 points of damage per round to all within the webbing.

0704 and 0705. Old-Growth Oak

These hexes are filled with old-growth white oak trees that have grown in the shade, with no lower limbs and fine, straight grain, making them suitable to be harvested for high-quality furniture.

Subhex 0704 has a Resource Step of 3 and a base value of 219 gp. Subhex 0705 has a Resource Step of 3 and a base value of 598 gp. There's a **1 in 20** chance per 1000 gp harvested that a tree yields lumber of a high enough quality to be used as special components in magical items (worth **1d6 × 250** gp) and a further **1 in 20** chance per 2000 gp harvested that it is of such quality that it can be used as a magical principal with a value of **3d6 × 500** gp.

Example: Gawl the Greedy clear-cuts both subhexes. Subhex 0704 has a 1 in 20 chance of yielding a principal and two 1 in 20 chances of a special component. Subhex 0705 has two 1 in 20 chances of a principal and five 1 in 20 chances of a special component.

Rolling 10 times he gets: 3, 19, 19, 13, 8, 17, 10, 13, 2, 1. The final roll yields wood worthy of being used as a special component worth (rolling 1d6 x 250) 250 gp.

Random Encounter Tables

Hex 15.22

Hill Subhexes

1. Basilisk (1d4)
2. Bulette (replace with Basilisk Knight Patrol from Hex 14.23 1d4 weeks after the bulette leaves)
3. Flies, giant carnivorous (1d6), from subhex 0703
4. Deer (1d20) from subhex 0305
5. Prospectors (1d6) from Hex 14.23
6. Troglodyte hunting party (1d6 plus *despoiler*) from Hex 14.22
7. Ants, giant (1d3) from Hex 16.22
8. Wolves (1d6) from Hex 16.22

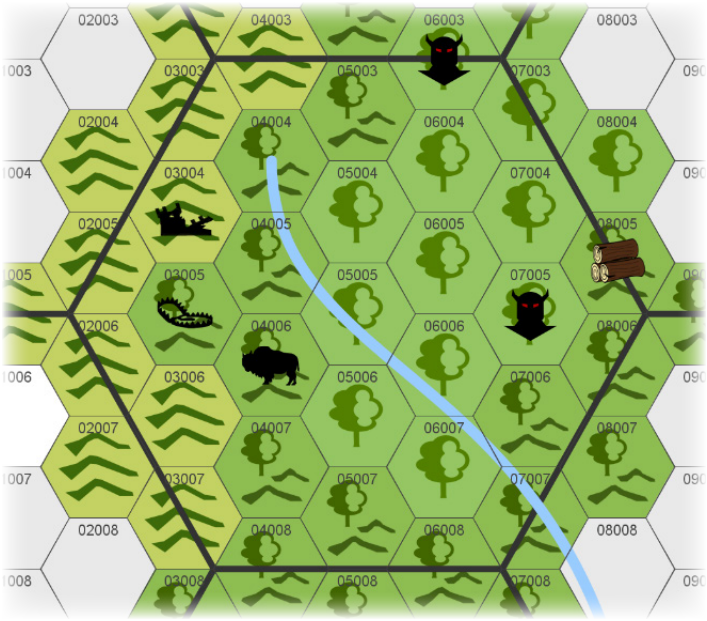
Forested Subhexes

1. Bulette from subhex 0404
2. Flies, giant carnivorous (1d6) from subhex 0703
3. Orc Hunting party (1d6 + reaver) from hex 16.23
4. Basilisk (1d4) from subhex 0606
5. 1d4+2 Owlfolk from Hex 17.24
6. 6Deer (1d20) from subhex 0305
7. Autrak, dragon, from Hex 16.22
8. Wolves (1d8) from Hex 16.22

Hex 15.223

1. Wolves (2d4)
2. Wolves (1d8 + dire wolf)
3. Autrak
4. Autrak
5. Empressbug (1d2)
6. Ant, giant (1d4)
7. Ant, giant (1d3)
8. Orc hunting party (2d4 + reaver) from Hex 16.23

Hex 15.21 – River's Source



Resources: Animal, game (deer, 2); Vegetable, industrial (timber, 2)

The deer in this hex are not to be found in any single subhex; the herd moves around (avoiding subhexes 0406 and 0705). There is no set number for the herd; if hunted they will yield 240 gp worth of meat and hides.

0304. Crumbling Hunting Lodge.

Left over from the days of Zaphisdreal the Magnificent, this once palatial hunting lodge has largely collapsed. A laid stone foundation wall, ten feet tall, thirty wide, and nearly eighty feet long is all that remains, the wooden roof having long since collapsed inward.

Facing south is the doorway set into the foundation. With the door long rotted away it opens up into the interior of the place, a crazed jumble of fallen timbers, slate shingles, and sapling trees growing through the debris.

Rising above the north wall is a still impressive stone chimney, fifteen feet wide, ten feet deep, and rising thirty-five feet into the air.

The lodge is abandoned and not inhabited by any creatures save birds, squirrels, and the occasional (normal) snake. It would take roughly 200 man-hours to clear the debris from the interior. If this were to be done the foundation and chimney would be found to be in decent condition, given the age of the structure, and would be worth 3,000 gp toward a structure.

0305. Timber!

The first time the adventurers enter this subhex an old, rotten tree falls as they pass underneath. It will potentially hit **1d4–1** members of the party, determined randomly. Those individuals must Save v. Death to avoid being struck by the falling tree. Failure indicates that they take **4d6** points of damage. If the characters are mounted an individual and their mount count as one "target"; the save is made by the rider, but on a failed saving throw both rider and mount take the damage.

0404. The Source of the Kirkikit

The river Kirkikit that flows south through several of the mapped hexes is born here, from a spring-fed pool in the hills. The pool is some thirty feet in diameter and about five feet deep in the center. It's shaded by trees and the surface is dotted with water lilies. Small fish dart through its waters, which are cold and crisp.

The spring is inhabited by an elder guileu (see Appendix) named, appropriately enough, Kirkikit. The guileu is bound to the spring in much the same manner as a dryad is bound to a tree; as such he is more powerful than the stats given in the Appendix.

Kirkikit is as old as the spring itself and remembers the existence of the Skeldrene Dynasty and the passing of the rule of Men in these lands. He speaks Fey, Swampspeak, and an archaic form of Common.

Once per week Kirkikit can answer questions as per the *legend lore* spell, except that it has a "casting time" of ten minutes and a range limited to objects, individuals, or events that have occurred, existed, or currently exist within twelve miles (roughly two 6-mile hexes) on either side of the flow of the Kirkikit. He does not perform this for free, though, requesting offerings of rare items or, perhaps, deeds. Kirkikit is aware that the orcs in hex 16.23 have polluted that section of his river and would trade at least one casting of *legend lore* were they to be eliminated.

Due to his age and connection to the spring Kirkikit has some extra abilities, detailed here. Like all guileu Kirkikit regenerates 3 hp per round while in water; if slain while in the spring Kirkikit will reform with 1 hp one week later. He cannot be permanently slain unless killed outside of the pool or if the spring were significantly polluted and fouled.

He may spit a concentrated gob of poison twice per day

instead of once per day. Kirkikit can cast *obscuring mist*, *protection from fire*, and *speak with animals* three times per day each. Once per day he can summon a water elemental as per the druid spell *conjure earth elemental*, except that it has 8 HD instead of 16.

***Kirkikit (1)**, **AC** 6 [13], **HD** 6+3** (hp 26), **Att** 1 x spit (1d6 + poison), **THAC0** 13 [+6], **MV** 90' (30') / 120' (40') swim, **SV** D11 W11 P11 B14 S12 (M6), **ML** 9, **AL** Neutral, **XP** 980, **NA** unique, **TT** L*

0406. Boars. A sounder of six boars lives in this hex. They are extremely ill-tempered; apply a –2 penalty to any reaction rolls.

***Boars (6)**, **AC** 7 [12], **HD** 3 (6, 8, 8, 10, 10, 14 hp), **Att** 1 x tusk (2d4), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 9, **AL** Neutral, **XP** 50, **NA** 1d6 (1d6), **TT** Nil*

0603. Lizard Lounge.

Six draco lizards lair here. They take full advantage of the trees, lurking in wait on branches for prey to pass underneath. When encountered in this lair, assuming that none have been killed in a prior random encounter, **1d4+1** of the lizards will be hiding in trees and will swoop down upon the party, gaining surprise on a roll of **1-4 in 6** and gaining a +2 bonus to the first round of attacks (whether or not they gain surprise).

The lizards dwell in a small hollow; meals are usually dragged back to their lair to be devoured. Four onyxes, each worth 50 gp, can be found in a small rotting sack under a jumble of human remains.

***Lizard, draco (6)**, **AC** 5 [14], **HD** 4+2 (10, 19, 20, 22, 24, 26 hp), **Att** 1 x bite (1d10), **THAC0** 15 [+4], **MV** 120' (40') / 210' (70') flying, **SV** D12 W13 P14 B15 S16 (F3), **ML** 7, **AL** Neutral, **XP** 215, **NA** 1d4 (1d8), **TT** U*

0705. Spiders!

Two giant tarantula spiders dwell in this hex, in a copse of trees surrounded by the bones of their victims.

***Tarantula (2)**, **AC** 5 [14], **HD** 4 (17, 26 hp), **Att** 1 x bite (1d8 + poison), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Neutral, **XP** 135, **NA** 1d3 (1d3), **TT** U*

0805. Old Growth Oak.

These hexes are filled with old growth white oak trees that have grown up in the shade, with no lower limbs and fine, straight grain, making them suitable to be harvested for fine furniture.

Subhex 0805 contains 2,590 gp worth of lumber that can be harvested. There's a **1 in 20** chance per 1000 gp harvested that a tree yields lumber of a high enough quality to be used as special components in magical items (worth **1d6 x 250** gp) and a further **1 in 20** chance per 2000 gp harvested that a tree's wood is of such quality that it can be used as a magical principle with a value of **3d6 x 500** gp.



Hex 16.21 – Forest's Blessing

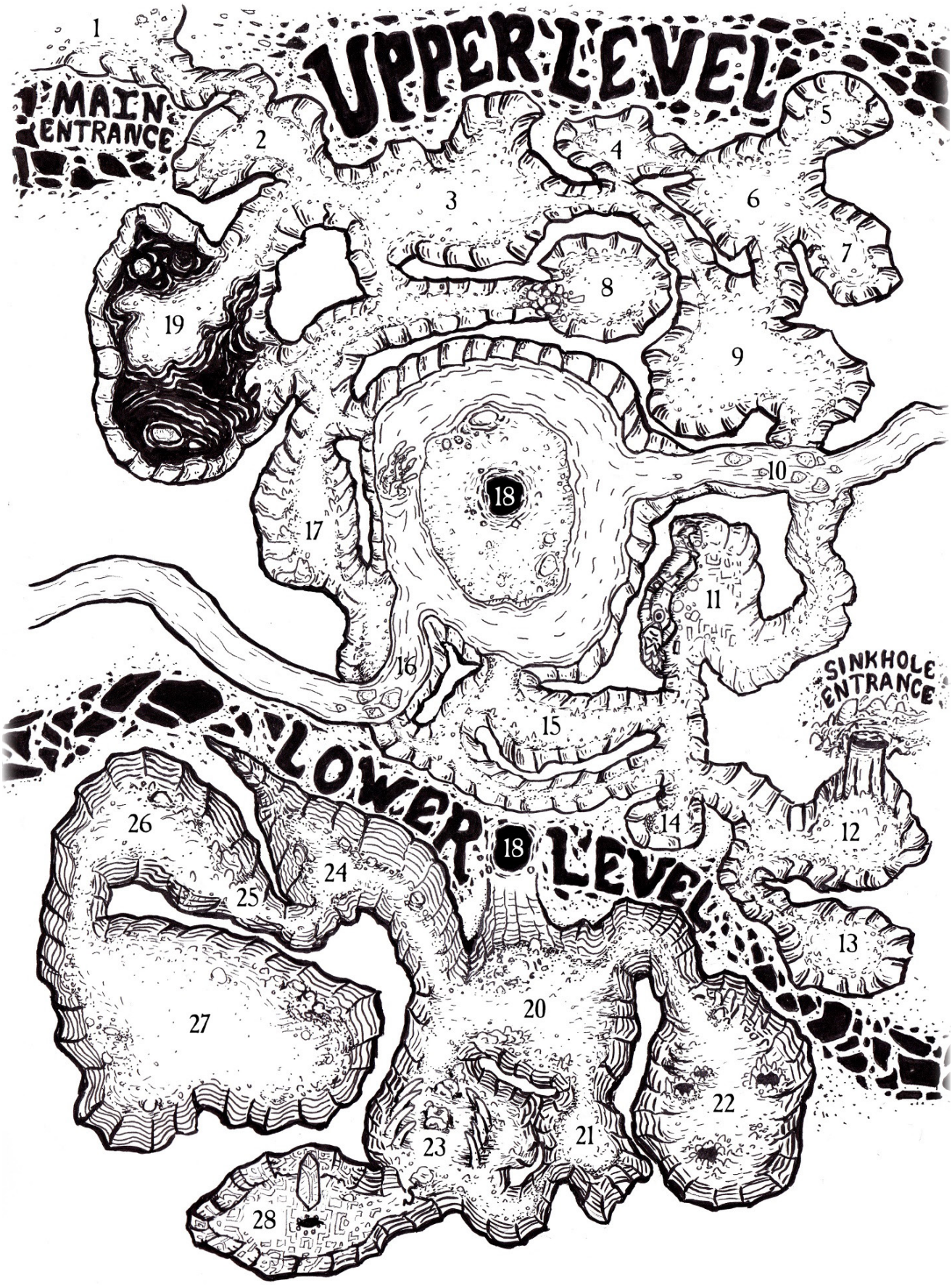
Resources: Animals, game (small game, 4); Vegetable, industrial (rare woods, 3)

To the northeast of the central cluster, this hex is lightly wooded and resource rich. Small game animals can be found in abundance here: the animal resource listed above is spread throughout the hex and consists of small woodland creatures — squirrels, racoons, badgers, etc. — that are hunted for their hides as much as for meat. A total of 1,140 gp worth of these animals is spread throughout the hex.

In the southwest corner, where the land is still transitioning from hill country to flatlands, a largish cave system can be found, inhabited by some dangerous creatures and hazards. There are only two proper lairs in this hex, but a number of areas of interest.

0304. Unicorns.

A blessing of seven unicorns dwells in this subhex. They


UPPER LEVEL
MAIN ENTRANCE
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16
17
18
19
SINKHOLE ENTRANCE
LOWER LEVEL
18
20
21
22
23
24
25
26
27
28

are the self-appointed guardians of this section of forest, mostly maintaining their watch over a range from this subhex to several hexes north. The growth of sand dunes in subhexes 0503 and 0502 worries the majestic creatures, but they have as yet been unable to determine what is causing it.

The blessing is led by an old mare called Sun-Through-Leaves, a unicorn wise in her years but hesitant to take risks. She has two partners, both of whom are more headstrong and daring, and the rest of the blessing is made up of her children.

The unicorns have affected this subhex as per the description in the Appendix.

***Unicorns (6)**, **AC** 2 [17], **HD** 4 (15, 19, 19, 21, 21, 21 hp), **Att** 2 x hooves, plus 1 x horn (1d8/1d8/1d8), **THAC0** 16 [+3], **MV** 240' (80'), **SV** D8 W9 P8 B9 S12 (F8), **ML** 7, **AL** Lawful, **XP** 135, **NA** 1d6 (1d8), **TT** Nil*

***Sun-Through-Leaves (1)**, **AC** 2 [17], **HD** 6 (hp 25), **Att** 2 x hooves, plus 1 x horn (1d8/1d8/1d8), **THAC0** 14 [+5], **MV** 240' (80'), **SV** D6 W7 P8 B7 S10 (F12), **ML** 8, **AL** Lawful, **XP** 570, **NA** Unique, **TT** Nil*

0306. Cave System.

A small cave system can be found in this hex, through which an underground river courses. This river burbles to the surface in the hex to the immediate southeast. The caverns are accessed via two entrances: one is a cleft in a hillside partially obscured by brush and undergrowth, the other a sinkhole that has opened up in the ground, allowing one to climb down to the caverns some sixty feet below.

This is a wet, living cave, carved by water through limestone. Most surfaces, including the floor, will be slick with moisture. The following characteristics are true of this cave system:

- Running or attempting acrobatic maneuvers requires the character to roll at or below their Dexterity on 3d6 to avoid slipping and falling, taking 1d3–1 points of damage.
- The ceiling height varies from 8-12', unless otherwise stated.
- Walls, floor, and ceiling are natural and uneven and a dark gray in color.
- There is no light unless otherwise stated.
- The scale of the map can be left up to the Referee. As drawn, though, the ratio of rooms to corridors is distorted to fit on the page. The chambers range in size from twenty feet in diameter (rooms 4, 7, 14) to about 300 feet in diameter (rooms 18, 19, and 27). It is recommended that clusters of rooms (4-7) be joined by corridors averaging 10-20 feet in length while individual caverns be separated by corridors 60-120 feet in length.

1. The cleft opens up into a largish room, partially lit by sunlight streaming through the opening. A grumpy grizzly bear can be found here, fiercely protecting its lair. The bear will be found within on a roll of **1-2 in 6**. If not there when the adventurers enter it will return in **1d20** turns. Apply a –2 penalty to a reaction roll if the bear is encountered in its lair.

***Bear, grizzly (1)**, **AC** 6 [13], **HD** 5 (18 hp), **Att** 2 x claws, plus 1 x bite (1d3/1d3/1d6), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Neutral, **XP** 200, **NA** 1 (1d4), **TT** U*

2. This chamber has exits at the far end and a low ceiling, only five feet high or so. The grizzly avoids coming back this far. In a niche in the southwest corner can be found a human skeleton clad in ring mail, partially encased in limestone. The ring mail is magical and possesses a +2 enchantment. It takes four turns with a hammer and iron spike to remove the armor from its stone cocoon. Each turn spent hammering triggers a wandering monster check.

3. This chamber is mostly empty except for exactly 467 ball bearings spread across the floor. The ball bearings are steel, and quite rusty, but they are still slippery. Everyone crossing the room must roll at or below their Dexterity on 3d6 or fall prone, suffering **1d4** points of damage. The ball bearings can only be spotted if the floor is examined for traps before entering the room.

Rooms 4-7. Several months ago a band of orcs broke ranks with the Gangrenous orcs in Hex 13.21 and fled east, seeking sanctuary. They discovered this cave and entered when the bear was out hunting. Since then the orcs have staked claim to a small corner of the cave but live largely in fear of their neighbors. Their numbers are slowly being whittled away as the orcs are forced to leave their lair for food and water.

4. The orcs maintain a small watch here, with a low, smoky fire made from dried bear scat they've managed to scavenge from cavern #1 when the grizzly is not present. Three orcs can be found here at all times, maintaining a nervous watch to the south. The two normal orcs are armed with short stabbing spears and the reaver wields a large club studded with nails.

***Orcs, normal (2)**, **AC** 6 [13], **HD** 1 (2, 8 hp), **Att** 1 x spear (1d6), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 2d4 (1d6x10), **TT** P. They have a half dozen bent coppers between the two of them.*

***Orc reaver (1)**, **AC** 6 [13], **HD** 1 (8 hp), **Att** 1 x club (1d6+1), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 17. The reaver has 3 gp tucked into his knobbly boot.*

5. This chamber has been claimed by the orc chieftain, Gribuz, as her own. She can usually be found here, with her five bodyguards, trying to plot a way out of their current predicament. An oil lantern provides light for the orcs here; they have but five flasks of oil remaining, and when those are gone will have to resort to burning bearshit.

Beneath a pile of filthy and matted furs can be found the reason the orcs are in hiding; when they fled the Gangrenous orcs they stole a relic of the tribe, the flagon of Rohurglug. Only Gribuz, her chief bodyguard Gorlag (the one with 20 hp), and the witch doctor Blorgdish know that they have the relic.

The *flagon* is full, and if attacked Gribuz's first action will be to snatch it from its hiding place and quaff it.

***Orc reaver bodyguards (5)**, **AC** 6 [13], **HD** 2 (10, 10, 13, 13, 20 hp), **Att** 1 x club (1d6+1), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 9, **AL** Chaotic, **XP** 20. Each bodyguard has 1d4 gp.*

***Gribuz, chieftain (1)**, **AC** 3 (16), **HD** 4 (27 hp), **Att** 1 x sword (1d8+4), **THAC0** 15 [+4], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (F4), **ML** 9, **AL** Chaotic, **XP** 80.*

In addition to the flagon, described below, Gribuz has the following treasure: she carries a sword +1 and a shield +1 (both of which are reflected in her stats), and 3 rather flawed rubies, each worth 100 gp. In another corner, away from the flagon, is a damaged chest of oak that contains the rest of the clan's treasure: 254 gp, 978 sp, and 2,213 cp.

***Flagon of Rohurglug**. This beaten copper flagon is dented and well-used, with a stopper of bone. If a creature bleeds into it (4 hp worth of blood in a single day), stoppers it, and leaves it for 24 hours the blood is turned into a liquid that acts as a potion of giant strength and potion of invulnerability. The benefits can only be gained by the individual whose blood was poured into the flask, and the effects last for one hour. Because of the nature of the magic, the hit point loss cannot be regained — whether through magic or rest — until the user has consumed the potion; the wound that was made to fill the flagon remains open, weeping small amounts of blood. The flagon can only be used once per day.*

There is a 1% non-cumulative chance per use that the alignment of the user changes to Chaotic. This change can only be undone by a wish or similar magic.

6. The bulk of the clan stays in this chamber, lit faintly by a smoky fire of bear chips. An enormous crab claw turns on a spit above the embers; a recent hunting party was successful, but at the cost of two orcs. The crab was not slain, but they did take a claw. Three more orcs keep an eye on the passage south, while the rest of them while away the hours dicing for coppers, binding their wounds, or dreaming of a better life.

This cave contains fourteen orcs in total, three of which are 1st-level reavers.

***Orcs, normal (11)**, **AC** 6 [13], **HD** 1 (1, 1, 2, 3, 5, 5, 7, 7, 7, 8, 8 hp), **Att** 1 x spear (1d6), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 2d4 (1d6x10), **TT** P. They have 32 cp and 10 sp between the them.*

***Orc reaver (3)**, **AC** 6 [13], **HD** 1 (8, 8, 8 hp), **Att** 1 x club (1d6+1), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 17. The trio carry a total of 12 gp.*

7. Tucked away in a small side cave is the residence of Blorgdish, the clan's ancient and half-blind sorcerer. Two badly injured orcs have been place in her care; Blorgdish is doing the best she can to heal them, which isn't that much. The two injured orcs are non-combatants and have 1 hp each.

***Blorgdish, sorcerer (1)**, **AC** 8 [11], **HD** 1 (3 hp), **Att** spell (as per spell), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D13 W14 P13 B16 S15 (MU1), **ML** 8, **AL** Chaotic, **XP** 15, **NA** 2d4 (1d6x10), **TT** P.*

Blorgdish knows the spells Burning Hands, Enlarge, and Jump. Blorgdish has a raven familiar named Duzbei, which allows her to function in the sunlight without issue. Her only treasure is a small, crude figure made of sticks and twine, described below.

***Twig Homunculus.** Once per day an arcane spellcaster can breath life into this little figure of branch and yarn by pricking a finger and dabbing 1 hp worth of blood on its tiny acorn head. The homunculus remains animate for one hour, after which point it collapses, the magic animating it spent. It has a speed of 10' per*

round, an AC of 9 [10] and 2 hp. The spellcaster can command and control its movements silently but with gestures, as though it were a marionette on very long strings. It is but six inches tall, can collapse and rearrange itself at will, and can be set to perform extremely simple tasks. Most importantly, the magic-user can cast a single 1st-level level spell through it, as though the spell was emanating from the figure. Doing so ends the magic animating the figure, though.

8. This chamber dead-ends at the end of a passageway. The single entrance to it is choked by fallen rock and rubble, allowing only one person at a time to enter. Every time a person scrambles over it there's a **1 in 6** chance the rocks shift, causing **1d4** points of damage unless the character rolls at or below their Dex on 3d6. The rocks will only shift twice before stabilizing. It would take two man-hours to clear the rocks away.

The chamber is totally empty.

9. The chamber is empty save for small amounts of debris and rocks on the ground. The ground is slick with moisture, and a river flows through the southern end. The river is approximately fifteen feet wide, about ten deep, and fast moving. The water is cold. A number of columns barely protrude from the river, forming a path of stepping-stones that can be used to cross.

A successful search check while exploring the room reveals fragments of crabshells and blood, indicating that a fight with the giant crab in Area 10 took place here recently.

10. A giant crab dwells among the columns, missing a claw, which was recently taken by the orcs in Area 6. It will rise from the depths and attack anyone crossing the river. The stepping-stones are slippery enough that anyone making an attack, getting hit by the crab, or moving faster than a walking speed must roll at or below their Dex on 3d6 or fall into the water. Characters who fall must roll at or below their Strength on 3d6 or be swept downstream at a speed of 20' per round, toward the lake (Area 18) and the monster that dwells within it. Those with metal armor, of course, also run the risk of drowning.

If the adventurers did not discover the broken crabshells they suffer a –2 penalty to surprise rolls.

***Crab, giant (1)**, **AC** 2 [17], **HD** 3 (20 hp), **Att** 1 x pincer (2d6), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 7, **AL** Neutral, **XP** 50*

11. Two orc corpses are sprawled on the ground here, roughly in the center of the room. An examination reveals they have no visible wounds and seemingly died without a struggle. In fact, they died from oxygen deprivation, as this room is filled with an inert colorless and odorless gas.

This room dips down lower than some of the other nearby rooms, which is unfortunate, because a small cleft in the ground slowly releases a heavier-than-air gas that is clear and odorless. Anyone spending more than one minute in this room must make a Save v. Poison or fall asleep from oxygen deprivation. Those falling asleep in the room will die five minutes later unless removed from the room.

The orcs have no treasure of which to speak, and the room is otherwise empty.

12. The second entrance to the cave system is via this sinkhole, an opening 10' in diameter at the surface, descending 60 feet down through a twisting shaft. A colony of bats lives in this cave. There are 85 bats, and for every adventurer that descends via the shaft there's a **1 in 6** chance the colony is disturbed; if this occurs the bats will ascend through the shaft, targeting any within as per their *confusion* ability. On a result of "no action" the adventurer will fall, suffering the appropriate damage.

The bats divide into four swarms, each with approximately 20 members. The swarms rise through the shaft one at a time, 1d2 rounds separating each. If not destroyed the bats will return to roost in the cave after 1d4 turns.

***Bat, regular (85)**, **AC** 6 [13], **HD** 1 hp each, **Att** confusion, **THAC0** 19 [+1], **MV** 120' (40') flying, **SV** D14 W15 P16 B17 S18 (NM), **ML** 6, **AL** Neutral, **XP** 6*

13. This cavern is empty.

14. This small cavern is empty save for a curiously shaped stalagmite near the southern end of the cave. A close inspection reveals that the stalagmite was once a crude statue representing what appears to be a sort of octopoid, multi-armed creature, now limed over by layers of stone.

In Cycles past, this cave system was inhabited by a race of primitive, degenerate Men who worshiped the ancestors of the monster that dwells in the lake in room 18. The morlocks have since retreated further into the cave system.

15. This long chamber is empty and devoid of anything of note, save that the ceiling is lower than most anywhere else, only about 8' tall in the center.

16. More columns rise out of the water here, providing a rudimentary path of stepping-stones across the swiftly

moving river. Each time an adventurer crosses there's a **1 in 6** chance one of the columns breaks off, forcing the character to roll at or below their Dexterity on 3d6 or fall into the water, suffering the effects as detailed in Area 10. The river leads further underground, to an area for the Referee to detail.

17. Another orc corpse is found here. Unlike the ones in Area 11, this one obviously suffered a violent death. It is missing one arm and covered in vicious lacerations. The orc ran afoul of the monster in Area 18 and staggered this far before collapsing and dying. A search reveals a quartz worth 10 gp tucked into the orc's belt.

18. An enormous cave with a high, vaulted ceiling, the river branches in two here, forming an island in the center of the room. A sinkhole in the island leads down to the second level of this dungeon, but to cross the river the adventurers will need to deal with the monster that lurks in the shallows.

The river widens in this cavern, to about twenty feet in width, and averages five or so feet in depth, except for the deep spot indicated by the creature's waving tentacles on the map, where the seven-tentacled monster slumbers in the darkness.

The monster resembles an octopus, with a five-foot long body and seven tentacles reaching nearly fifteen feet in length. The tentacles are barbed and cruelly rip the flesh from those they hit.

The creature is ancient and possesses a strange, alien intellect. Its ancestors came to this plane from another world through a crack in reality and took up residence here, where they were worshiped by the degenerate Men that once dwelled here.

Those sad humanoids have since retreated down to the second level of the dungeon, through the sinkhole in the island, and have long since forgotten that they once dwelled closer to the surface and worshiped an alien monstrosity.

The creature in the lake calls itself Xuog. Normally asleep for long periods of time, the orcs' arrival has woken it up; Xuog has not feasted so well in decades and it drowses fitfully now, waiting for more prey to enter and be dragged under the currents.

***Xuog, tentacle monster of the dark (1)**, **AC** 4 [15], **HD** 9 (46 hp), **Att** 7 x tentacles (2d4 damage + bleed), **THAC0** 11 [+8], **MV** 10' (3') on land or 60' (20') swimming, **SV** D8 W9 P10 B10 S12 (F9), **ML** 8, **AL** Chaotic, **XP** 1700*

Xuog attacks with its tentacles, which can lash out of the water and have a reach of fifteen feet. It can attack multiple opponents at once. On a successful hit the target must Save v. Death or continue to bleed at a rate of 1 hp per round. This is cumulative with each hit and continues until the target is dead or is targeted by healing magic.

Because of its alien mindset Xuog is immune to spells that affect the mind, such as illusions, charms, etc. It suffers ½ damage from fire-based spells (1/4 on a successful save) and, due to its rubbery physiognomy, ½ damage from blunt weapons.

It can use telekinesis at will, as per the spell and as if cast by a 9th-level magic-user. While using telekinesis it can only attack with two tentacles. Thrice per day it can cast hypnotism, as the 1st-level illusionist spell, by waving three of its tentacles in an undulating pattern. It may continue to attack using the other tentacles.

Once per day Xuog can automatically succeed on a saving throw of its choice.

At the bottom of the depression where it lairs can be found its treasure, odds and ends it has collected over the centuries as tribute or that have simply been on the corpses of its victims. There can be found 1,200 gp, a ring of platinum worth 2,500 gp, and a tightly stoppered efreeti bottle.

The island is littered with the bones of Xuog's victims. In the center is an opening some twenty feet across that leads to the lower level. The roof of the cavern below falls away from the hole, making it nearly impossible to climb down without the aid of magic. Were one to lower a rope, or descend via magic, they would find themself 100 feet below the surface, in Area 20.

19. The ground in this cavern is covered in a thick black tarry substance known as *coype*, seeping up from the ground. The smell is intense, and those remaining in the room for more than one round must Save v. Poison or be nauseated, suffering a –2 penalty to all rolls for one hour.

The tar is, however, valuable to alchemists. It's sticky and foul-smelling, and difficult to harvest without getting nauseous, but a quart of *coype* is worth 10 gp to an alchemist. It takes one turn to collect a quart, and when the adventurers first enter the cave 1d100 quarts can be collected. The tar-like substance replenishes at a rate of one quart per week.

Level Two

The second level of this dungeon is very similar to the first level, but is, if anything, even wetter due to the running water above. Moisture is constantly dripping from the ceiling — anyone looking up to examine the ceiling will get water splattered across their face.

20. Below the island is an enormous cave, at least one hundred and fifty feet in diameter, with a concave ceiling that reaches one hundred feet above the floor. Nourished by the constant drip of water from the ceiling above is a forest of fungi, adapted to growth in complete darkness and tended to by the ministrations of the dwellers of the lower level.

There's a **1-2 in 6** chance that whenever the adventurers enter this cavern 1d6 morlocks will be present, harvesting and tending to the fungi. They have devolved even further than others of their ilk and suffer the –2 penalty to attack rolls when exposed to any light source, not just daylight. Therefore, when possible, the morlocks will first attack those carrying a light source so as to extinguish it.

The fungi are all perfectly edible and harmless, averaging about five feet tall. Any morlocks encountered within the fungal garden have a +2 bonus to AC as they are adept at moving from stalk to stalk, using the fleshy mushrooms as partial cover. Morlocks that are killed here are subtracted from the total found in Area 27.

***Morlock (1d6)**, **AC** 8 [11], **HD** 1 (avg. 5 hp), **Att** 1 x club (1d6), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 5. The morlocks are armed with bone clubs studded with sharp stones.*

If there are five or six morlocks there will be a morlock bully (see Appendix) overseeing them, in addition to their normal numbers.

21. This smallish cavern is empty.

22. This cavern appears to be empty but is actually home to a green slime that is clinging to the ceiling. There's a –2 penalty to spot the slime due to the excessive moisture. It drops down on anyone entering this room.

***Green slime (1)**, **AC** NA, **HD** 2 (7 hp), **Att** special, **THAC0** 18 [+1], **MV** 3' (1'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 12, **AL** Neutral, **XP** 38*

23. This cavern contains an enormous ribcage, arching ten feet high and nearly twice as wide, along with its spinal column. No other bones or remains can be found, and there is no obvious way for a creature this large to have gotten in here. The bones have long calcified from the dripping water and are covered in several inches of limestone.

Bloodstains mark the ground here amidst the bones, for the morlocks worship these skeletal remains as a god. When food is scarce they resort to cannibalism and ritually sacrifice one of their own in the center of the ribcage.

After generations of worship, and countless morlocks slaughtered here, the ribs have in fact achieved a small spark of godhood. Lawful clerics who examine the bones will feel a sense of foreboding; if they actually touch the bones they must Save v. Death. Failure indicates they contract a wasting disease that reduces their Wisdom by 1 per day. When reduced to 0 the afflicted cleric transforms into a morlock.

The ribs can grant up to 1st-level clerical spells. A section of the southern wall of this cave is actually false, built Cycles ago by the ancestors of the morlocks, when they were still able to fashion such things. The secret door is crude and easily discoverable by anyone who spends more than a cursory amount of time searching this wall.

The current generation of morlocks are unaware of this secret door.

24. This curiously shaped cavern tapers to a narrow point at the northwest end. Five morlocks dwell here, along with the shaman of the tribe, a 2 HD creature capable of casting a single spell per day. The morlocks have no treasure.

***Morlock (4)**, **AC** 8 [11], **HD** 1 (1, 2, 3, 4, 5 hp), **Att** 1 x club (1d6), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 5. The morlocks are armed with bone clubs studded with sharp stones.*

***Morlock bully (1)**, **AC** 8 [11], **HD** 1 (8 hp), **Att** 1 x club (1d6), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 5. The bully is armed with a bone club studded with sharp stones.*

***Morlock shaman (1)**, **AC** 8 [11], **HD** 2 (11 hp), **Att** 1 x club (1d6) or spell, **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 9, **AL** Chaotic, **XP** 29. The shaman has the Toughness Knack, and typically has the following spells available: cause fear, darkness.*

- Once per day the shaman can drain 1d6 hp from a living target within 15'. The target is entitled to a saving throw versus spells, and if they succeed the life drain has no effect. If they fail they lose the hit points and the shaman gains ½ the number drained (rounding up) as temporary hp that last 1d6 rounds. This action may be taken in lieu of an attack or movement.

25. A pile of rocks here in the passageway is precariously balanced — not on purpose, but purely by accident — and the morlocks are small and nimble enough that they do not risk dislodging it. Any Man-sized individual in metal armor, or carrying a shield or two-handed

weapon, will dislodge the rocks on a roll of **1 in 6**. The individual, plus whomever is immediately behind them, must roll at or below their Dexterity on 3d6 or suffer **1d4** points of damage from the shifting stones. The morlocks in Area 27 will be automatically alerted to the presence of intruders.

26. This chamber is used as the morlock midden. The northern side of the cave slopes downward severely, although that is not really apparent, as generations of morlocks have tossed bones, vegetable debris, and other detritus in here, until the level has reached that of the southern side of the floor.

If anyone investigates the northern half of the cavern before prodding the ground with a pole they must Save v. Paralysis or sink into the refuse, suffering 1d6 points of damage.

27. This cavern is home to a dozen morlocks and their eight giant rat pets. The morlock king dwells here as well, an enormous brute who is the de facto ruler of the clan by dint of his strength, as well as two champions that serve as his bodyguard.

***Morlock (10)**, **AC** 8 [11], **HD** 1 (3, 3, 4, 5, 6, 6, 7, 8, 8, 8 hp), **Att** 1 x club (1d6), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 5. The morlocks are armed with bone clubs studded with sharp stones.*

***Morlock bully (2)**, **AC** 8 [11], **HD** 1 (6, 8 hp), **Att** 1 x club (1d6), **THAC0** 19 [+0], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 5. The morlocks are armed with bone clubs studded with sharp stones. One of them has the Toughness Knack, the other gains a +1 bonus to attack and damage rolls.*

***Morlock king (1)**, **AC** 7 [12], **HD** 4 (15 hp), **Att** 1 x club (1d6+3), **THAC0** 14 [+5], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (F4), **ML** 9, **AL** Chaotic, **XP** 50. The morlock king has 1d10 hp per HD and, once per day, can attack twice in a single round. Bonus to damage and THAC0 are from exceptional Strength.*

***Giant rats (8)**, **AC** 7, **HD** 1d4 hp (2, 2, 3, 3, 3, 3, 4, 4), **Att** 1 x bite (1d3, disease), **THAC0** 20 (+0), **SV** D11 W12 P14 B16 S15 (F1), **M6**, **AL** Neutral, **XP** 6*

There is nothing of value in this room.

28. Cycles previous, when the morlocks first retreated to this lower level, the most capable amongst them constructed a false wall at the back of Area 23 to conceal their treasures. Over the years it has been forgotten by their descendants, the treasures within covered over by layers of limestone.

The false wall is difficult to discern, as over the years it has been coated with a thin layer of sediment. It can only be detected on a roll of **1 in 8**, or through magic, and takes 6 turns to break down, or half that if the adventurers have tools such as sledgehammers, crowbars, and picks.

The room beyond is dominated by an enormous quartz crystal, now limed over with a crust of calcium carbonate. At one point the crystal was the focal point of the morlocks' worship of the dwellers in the lake above, and they brought it with them to continue that worship below.

The crystal is the height of a man and flawless. It weighs 400 pounds and is worth 10,000 gp due to its size and clarity. It could be used as a magical component or principle, provided it could be removed from the cave and cleaned.

Also in this room can be found a dozen human-like skulls, the relics of previous shamans who were ritually sacrificed, their skulls preserved in the same room as their idol. These, too, are now limed in calcium. Each skull contains 1d100 gp worth of spiritual energy that can be tapped and used for divine spells and item creation.

0407. Spring of Mercy.

A small spring can be found in this subhex, bubbling forth at the base of a venerable oak tree. It is no more than five feet in diameter and a mere foot deep, and is small enough that it doesn't actually overfill its banks.

The water is cool and tangy. Creatures that have been dead (from causes other than old age) for no more than 24 hours can be immersed in this pool. After seven hours they will awake, at full health and capability, as if they had just had a good night's rest. An individual may only benefit from the pool once in their lifetime.

0503. Forest Dunes.

Three Cycles ago a Chaos storm opened a gate to the Elemental Plane of Sand. Since then sand has been trickling through the portal, gradually burying the forest under rolling sand dunes. The portal lies to the north, outside the scope of this hex. The dunes are spreading at an approximate rate of 1 subhex every 5 years.

Here and there can be seen tips of dead trees poking out of the sand, like the fingers of a corpse. Every time this subhex is entered there's a **1 in 8** chance of encountering 1d4 sand elementals, frolicking in the dunes.

***Sand elemental, minor**, **AC** 5 [14], **HD** 3 (avg 12 hp), **Att** 1 x punch (1d8) or 1 x scour (2d4 sandblasting), **THAC0** 17 (+2), **SV** D11 W12 P14 B16 S15 (F3), **ML** 10, **AL** Neutral, **XP** 65. Sand elementals can form fists that they punch with. They may also attack with a scour, by sending out a spray of sand, doing 2d4 points of damage to everyone within 15 feet of them, or half that on a successful Save v. Breath. This ability can be used once every 1d6 rounds (roll each time it is used to determine how long it takes to recharge).*

0604. Tureltsa's Temple.

Cycles ago, pre-dating even the Skeldrene Dynasty, the Men who dwelt in this hex worshiped a deity called Tureltsa. There are none now who remember this god, and its shrine has collapsed in on itself; all that remains is a laid stone foundation twenty feet to a side containing a basalt slab that once served as the altar.

One of the old gods, Tureltsa's worshipers sacrificed animals and sometimes Men upon the black stone altar. Little evidence of this remains these days, as what has not succumbed to the elements has been thoroughly picked through by scavengers, both Man and beast.

The black stone remains clean and unblemished, untouched by lichen or moss. Clerics who touch the stone must roll at or below their Wisdom on 4d6; those that succeed catch glimpses of a tall woman with three arms and a lower half comprising a lizard's hindquarters. She bears, in her three arms, the following: a stone knife in her left hand, a wood stave in her right hand, and a ripe apple in the central hand.

This vision is of Tureltsa, who is little more than a memory trapped in stone these days. The cleric will continue to be visited by dreams of Tureltsa for 1d8 days after they leave this subhex. The fragment of divinity that is the goddess will have completely faded away one year after this first occurs.

0705. The Tolerable Troll.

A solitary troll dwells in this subhex, in a crude hut of woven branches and daubed mud. It is surprisingly civil and intelligent for its kind, and more inclined to either hide from larger groups or parley with them than attack.

The troll calls herself Zarglas; cast out from her clan because of a shocking lack of savagery, she found herself here and decided to build a dwelling, far from her kin. She is aware of the unicorns in subhex 0304 and is working up the nerve to approach them to make overtures of friendship.

***Zarglas, civil troll(1)**, **AC** 4 [15], **HD** 6+3 (32 hp), **Att** 2 x talon (1d6), 1 x bite (1d10), **THAC0** 13 [+6], **MV** 120' (40'), **SV** D10 W11 P12 B13 S14 (F12), **ML** 8, **AL** Neutral, **XP** 650, **NA** 1d8 (1d8), **TT** D*

Zarglas wears a gold bracelet worth 400 gold coins and a platinum toe-ring inset with tiny rubies worth 1200 gp.

Random Encounter Tables

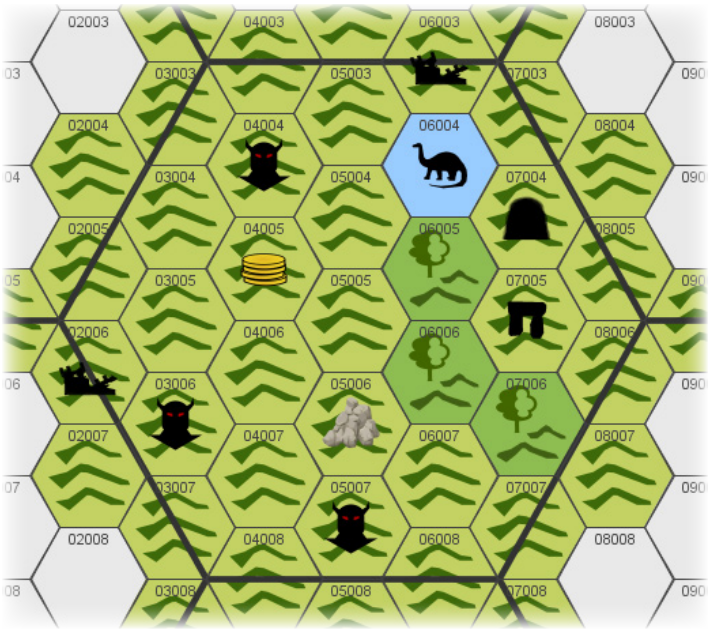
Hex 15.21

1. Boars (1d4)
2. Boars (1d6)
3. Lizards, draco (1d4)
4. Unicorns (1d4+1) from hex 16.21
5. Spider, tarantula (1d2)
6. Ants (1d4) from hex 16.22
7. Wolves (1d8) from hex 16.22
8. Autrak (dragon) from hex 16.22

Hex 16.21

1. Zarglas
2. Zarglas
3. Unicorns (1d4)
4. Unicorn (Sun-Through-Leaves +1d4–1 others)
5. Autrak (dragon) from Hex 16.22
6. Lizardmen (2d4) from Hex 17.20
7. Ants (1d4) from Hex 16.22
8. Autrak (dragon) from Hex 16.22

Hex 14.21 – Gateway to the Pallid Fields



Resources: Vegetable, industrial (timber, 5), Vegetable, industrial (timber, 2)

This hex is as rich in natural resources as it is in threats. A variety of creatures can be found within this hex, as can a ring of standing stones that is a doorway to Faery and the realm of the Pallescent Duke.

The land is mostly rolling, grassy hills. In the northeastern section is a large, slowly evaporating, alkaline lake. A spur of wooded hills juts south from the lake; the species of trees are rare and highly sought by craftsmen.

0206. Shrine to Coatliuh

A strange, seven-sided stone structure can be found in this subhex, situated atop a lone hill. The building measures exactly thirteen feet to a side, with exterior walls that are thirteen feet tall and a slate-shingled roof that rises to seventeen feet at the apex. Three of the walls – facing south, west-northwest and east-northeast – are open, leading into a chamber paved in seven-sided slate flagstones.

The center of the room is dominated by an abstract sculpture of a humanoid with three faces, three arms, and three legs; the three faces look towards the three open sides of the building. It is a shrine to Coatliuh, the Tripartite Heptezeron. The building looks new; the stone is unsullied by weather or time, and no dirt or debris mars the interior. In reality, it dates back two hundred and fifty years, to the previous Cycle, and powerful yet subtle magics maintain its current condition.

The worship of Coatliuh still occurs to the north, in the mountains south of Rocky Peak, and this shrine was built by an itinerant cleric whose bones lie in subhex 603, in the lair of the wyvern that dwells there.

If one were to leave the proper offerings, there is a chance that the petitioner would receive a blessing. This occurs on a roll of 3 on 1d8, and the proper offerings are: a daub of honey upon the lips of the southern face, a splash of wine on the lips of the west-northwest face, and a touch of mint upon the lips of the east-northeast face. The blessing of Coatliuh is as follows: the next 3 or 7 that is rolled – on whatever type of dice and for whatever purpose – is automatically rerolled and the new result taken. The blessing remains until discharged, and until it is the whites of the recipient's eyes take on a faint bluish cast.

0306. Feral Automaton

Miles to the north, in Hex 09.16, a wizard named Sacon Lean dwells in a tower of brass and stone. A master of constructs, Lean has devised a flying automaton that resembles a large dragonfly, some six feet in length, fashioned from silver and polished ebony. He has since built a number of these creations, which he uses as messengers and to hunt down those who dare to trespass upon his land.

In this subhex, some forty-five miles to the southeast of Lean's tower, the first prototype of these constructs, dubbed *piebald damselflies*, can be found lurking in the hills. During its test flight something went wrong with the enchantments animating it, and it disregarded its programming, flying away from Lean until it ended up here, where it has since taken up residence.

The automaton has achieved a small degree of sentience and now dwells in this subhex. It can be found flying aimlessly about, patrolling its territory, and attempting in a half-hearted manner (one that *does not* involve actually leaving the subhex) to carry out its last command: "deliver this message to Egar Seph and return to me with his reply". Seph was Lean's apprentice, now residing in the town of Junction on the river Sarn. The two magicians have since been in touch through other means, so the message is now worthless, although there are rival wizards who might find it interesting and pay for the information.

There's a 1-4 in 6 chance the piebald damselfly will mistake

any individual in wizards' robes, or wearing the pointy chapeau of wizardry, for Egar, and repeat the message to the target. If this occurs, a hidden hatch in the creature's abdomen projects an ivory scroll-case at the target. The message is written on a scroll within the case, and reads:

"I have obtained the components you requested, my apprentice, and shall bring them to you the next time I am in the east.

-Lean"

Piebald damselfly (1). ***AC*** *7 [12],* ***HD*** *2+2 (15 hp),* ***Att*** *bite x 1 (1d4) or electrical discharge x 1 (1d8),* ***THAC0*** *17 [+2],* ***MV*** *60' (20') / 210' (70') flying,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *35,* ***NA*** *1d2 (1d2),* ***TT*** *Special*

Constructs fashioned from silver and polished wood, these creatures resemble large (6' long) damselflies. They are designed primarily as messengers, and have a secret compartment built into their abdomens that can hold a maximum of 50 coins in weight. If threatened they will attack either with a bite or an electrical shock that affects all within a 5' radius. A Save v. Breath reduces the damage from the pulse of electricity by half. They can only generate the pulse once every 1d4 rounds.

0404. Wyvern Aerie

A single wyvern nests here, atop a rocky bluff that affords a good view of the surrounding lands.

Wyvern (1). **AC** *3 [16],* **HD** *7* (27 hp),* **Att** *1 x bite (2d8), 1 x sting (1d6+ poison),* **THAC0** *13 [+6],* **MV** *90' (30') / 240' (80') flying,* **SV** *D10 W11 P12 B13 S14 (F4),* **ML** *9,* **AL** *Chaotic,* **XP** *850,* **NA** *1d2 (1d6),* **TT** *E*

The wyvern's nest, fashioned from branches, contains 5,000 gp, strewn about the flat base.

0405. Gold Vein.

A vein of gold can be seen in an exposed rock face. It's not an incredibly large deposit, with a base value of only 820 gp and an Additional Resource value of 1 (see *Domain Building* for details on hex resources).

0506. Granite Deposit

There's an especially fine spur of granite that can be quarried here. With a delicate pink hue, this granite would be suitable for decorative applications. The spur has a base value of 7,190 gp and an Additional Resource value of 3.

0507. Wasps!

23 giant wasps can be found lairing here, in a series of large, raised tunnels of mud attached to a nearly sheer cliff face. The straw-like structures are around 5' in diameter and about forty feet in length. There are six of these tunnels that run vertically up the cliff face.

The wasps are, for the most part, not aggressive if encountered away from their lair, unless they are hunting. Humans are *just* large enough to be considered potential prey (make a standard reaction roll when encountered outside this subhex). If encountered within the subhex, however, the wasps are protective of their nest, and reaction rolls are made with a –2 penalty.

Wasps, giant (22). ***AC*** *4 [15],* ***HD*** *4 (avg 18 hp),* ***Att*** *1 x bite (1d4), 1 x sting (1d4+poison),* ***THAC0*** *16 [+3],* ***MV*** *60' (20') / 210' (70') flying,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *1d20 (5d8),* ***TT*** *None*

Those stung by a giant wasp must Save v. Poison or be paralyzed for 1d4 hours. If a wasp is hit by a fire attack, or flaming weapon, their wings burn away, inflicting no additional damage but preventing flight. Wasps can sting multiple times.

Wasp queen, giant (1). ***AC*** *4 [15],* ***HD*** *6 (29 hp),* ***Att*** *1 x bite (1d6), 1 x sting (2d4+poison),* ***THAC0*** *14 [+5],* ***MV*** *60' (20') / 210' (70') flying,* ***SV*** *D12 W13 P14 B15 S16 (F3),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *500,* ***NA*** *1 (1),* ***TT*** *None*

The queen is larger than the typical giant wasp. She mostly remains in the lair. Her bite and sting inflict more damage, and her poison is more potent; those stung by a giant wasp queen must Save v. Poison with a –2 penalty. The stinger of a giant wasp queen has the potential to be harvested for use as a magical principal with a value of 500 gp, or twice that if used to create magical items having to do with paralyzation.

Giant wasp venom can be harvested as per the rules in Hex 17.23.

0603. Graves

Three stone grave markers can be found in this hex, inscribed with holy symbols and the following names: "Grimria" on the leftmost, "Venka Caa" on the central one, and "Unknown" on the rightmost. The tombstones are three feet tall and made from rectangular slabs of granite. They look rough, as if fashioned by amateur hands, and are weathered and partially covered in lichen.

If the graves are dug up the adventurers will find the

skeletal remains of three humans interred directly in the ground. No treasure can be found. If the bodies are reburied without priestly ceremony there's a **1 in 10** chance per month that the corpses rise as wights and begin to roam the hex, searching for those that disturbed their rest. On a result of 10 the spirits are at rest and will not rise (no more rolls are needed).

0604. Lake of the Ancient One

An enormous crocodile dwells within this shallow, yet wide lake. No streams flow into or out of the lake; it is fed instead by a network of underground springs. The orcs in Hex 13.21 call the crocodile Goltulash, the Old Man that Rends. The creature is not averse to leaving the lake to roam the surrounding lands in search of prey.

Goltulash's hide is greenish and thick, covered with countless scars sustained in battles with both Man and beast. It is extremely ancient, having lived through at least one Cycle, remembering a time when Man once lived in these hills in greater numbers.

If slain, Goltulash's hide can be used as a magical principal (see *Hex 17.23*) worth 50% more than the base amount due to the creature's age and exploits.

Goltulash, large crocodile. AC 3 [16], HD 9 (57 hp), Att 1 x bite (2d10), THAC0 12 [+8], MV 90' (30') / 90' (30') swimming, SV D10, W11, P12, B13, S14, ML 8, AL Neutral, XP 1600, NA 0 (1, unique), TT None

While in the lake Goltulash surprises on a roll of 1-3 in 6 if prey is in or near the water. Once per day Goltulash can automatically succeed on a saving throw. This decision can be made after the roll. Upon biting a target Goltulash can choose to hold the bite. The target cannot move, automatically takes an additional 2d10 points of damage per round as the crocodile lashes them back and forth, and makes any attacks at a –4 penalty due to the pain this causes. The bitten target can attempt to roll under their Strength on 5d6 each round to break free.

0605, 0606. Elm Trees

The hills in these two hexes are lightly forested with elm trees, much sought after by fine craftsmen. The timber in hex 0605 has a base value of 16,840 gp and a Resource Value of 4; hex 0606 has a base value of 16,220 and a Resource Value of 4.

0704. Hermit Cave

A human hermit dwells in a cave just south of the lake, overlooking the ring of standing stones. This hermit is over seventy years old and has been dwelling in the cave for nearly forty years. He has forgotten his name and his past and is largely left alone by the creatures dwelling nearby; even Goltulash refrains from trying to devour the man.

His tale of woe is as follows: years ago, a young man from Liwil (see *Hex 14.23*) named Tontim Gathor fell in love with a Lady of Faery, a member of the Pallescent Court, who treated him to a brief dalliance before returning to her realm. His mind shattered by the experience, Tontim followed her to the circle of standing stones in subhex 0705 but found that he possessed not the power to breach the barrier between worlds.

Tontim is quite mad and spends most of his days rambling through the nearby countryside or dancing to unheard music within the circle of stones. He speaks Common.

The cave in which he makes his home is shallow and cramped. He survives mostly by foraging for food, which he eats raw. The only thing of value he possesses is a single branch of flowering witch hazel, given to him forty years previous by his paramour. It continues to flower every winter, although it is not rooted, giving the hermit hope that he will one day see his love again.

Tontim, hermit. AC 9 [10], HD 1 (4 hp), Att 1 x club (1d4), THAC0 20 [-1], MV 120' (40'), SV D10, W11, P12, B13, S14 (F4), ML 8, AL Neutral, XP 5, NA 0 (1, unique), TT None*

Tontim has a morale of 12 if the stone circle is threatened or someone is trying to take the branch of witch hazel. Because of his madness he makes all saves as a 4th-level fighter.

0705. Standing Stones

Atop a high hill in this subhex can be found a circle of nine ancient standing stones. They are roughly man-sized, of weathered sandstone, arranged in a circle twenty feet in diameter.

Stepping within this circle, one feels the temperature drop suddenly, and gusts of chill wind whip around them; neither the chill nor the winds can be felt by those outside the circle. This ring of standing stones is one of two portals leading to the Pallid Fields, a realm of Faery ruled by Neluthien, the Pallescent Duke. The other portal is detailed in *Hex 16.24*.

The portal to the Pallid Fields can only be opened via magic, the most common method being the spell *open faery road*, described in the Appendix.

0706. Elm Trees

The grove starts to thin out in this hex and is worth a base of 2,925 gp and a Resource Value of 3.

Random Encounter Tables

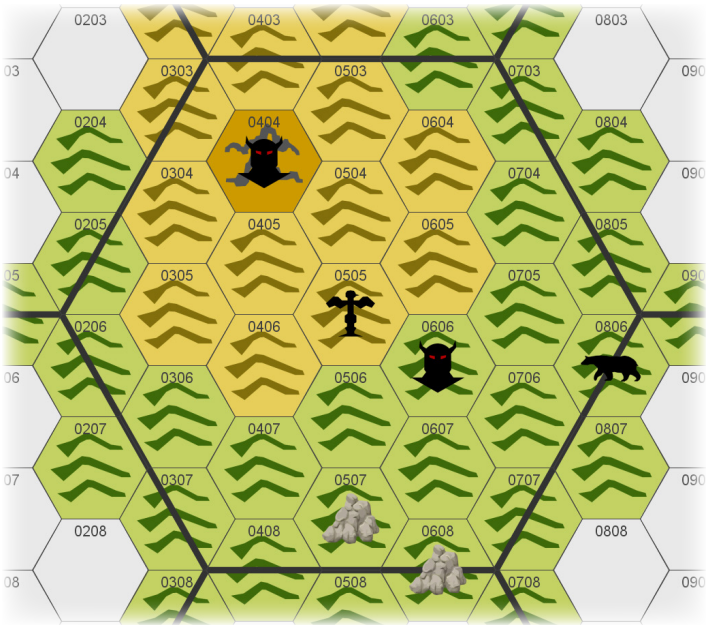
West of the Lake

1. Orc patrol from Hex 13.21 (1d4+2 orcs + 1st-level reaver)
2. Orc warband from Hex 13.21 (6d4 orcs + 1d4 reavers, one of level 3)
3. Wyvern
4. Wyvern
5. Piebald damselfly
6. Troglodyte hunting part from Hex 14.22 (2d4 troglodytes + 1 champion)
7. Goltulash
8. Tontim the Hermit

The Lake and East

1. Tontim the Hermit
2. Goltulash
3. Goltulash
4. Wyvern
5. Wyvern
6. Troglodyte hunting party from Hex 14.22 (2d4+ despoiler)
7. Draco lizard from Hex 15.21 (1d6)
8. Boars, from Hex 15.21 (1d6)

Hex 13.21 — Village of the Gangrenous Orcs



Resources: Mineral, quarried (4); Mineral, quarried (1)

Hex 13.21 is dominated by the geography and inhabitants of the northwest corner of the hex. The Gangrenous Orc tribe has dwelt in these lands since the middle of the last Cycle, and over that time the surrounding grassy hills have become parched and barren, the lands poisoned and despoiled.

An enormous cave bear dwells in the east of the hex, and to the south are two deposits of the same pink granite found in Hex 14.21.

0404. The Village of the Orcs

The abode of the Gangrenous Orc tribe has been carved into an overhanging sandstone cliff. Like almost everything that orcs make use of, this was not their creation; when they arrived in this subhex in the middle of the previous Nadir they found a village of cliff-dwelling Men in this well-protected locale. It was not protected well enough, however, to prevent the wholesale slaughter of the inhabitants at the hands of the orcs.

Since then the tribe has made the natural redoubt their own. Their presence has gradually poisoned the nearby lands. Many of the buildings in which the orcs lair are crumbling, reinforced crudely, if at all.

Watches are set on the cliffs above the village, hidden on the spurs of rock called "The Spine" that run parallel to the edge. Lookouts are also stationed in the village itself, chiefly in an upper chamber that houses half a dozen trained giant bats which a select few orcs can ride into battle or on scouting missions.

The Gangrenous Orc village comprises five distinct clans; the Festering Sore Orcs in Hex 16.23 were formerly the sixth:

1. The Nightflyers. 7 bands of orcs. They ride giant bats.
2. Gnashers. 8 bands of orcs, as well as two ogres.
3. Bloody Moon. 9 bands of orcs.
4. The Blinded. 6 bands. The clan is led by Tegar, a 3rd-level shaman.
5. Gangrenous Toes. 4 bands, including one ogre. This is the clan of Orkorokash, the shaman Burzbolba, and the warlock Draro. The nominal leader of the clan, who rules it in Orkorokash's name, is Zugta, his chief wife. Though outnumbered by the other clans, the Gangrenous Toes tend to be physically larger than average.

The various clans will be described below, as well as areas of interest on the map. The map provides an overview of the overall layout of the village. The orcs have, over the years, tunneled into the soft sandstone of the cliff face and created a maze of tunnels accessible from various points. Each building claimed by a clan contains a warren of corridors and chambers within. Neither the overall map nor the specific lair maps have a scale, to allow the Referee to adjust the size as needed. If a scale is desired, it is recommended that:

- The overall map have a scale of approximately 1" = 20 yards.
- The individual lair maps have a scale of approximately 1" = 20', although the corridors can have a greater scale to increase the distance between chambers, especially in the Blinded and Nightflyer lairs.

For more information on orc reavers and warlocks refer to Hex 16.23. Otherwise, they can be treated as standard orcs or orcish magic-users.

Note that within the village complex itself the overhanging cliff roof provides enough shade so the orcs within suffer no penalties to vision during daylight. Unless otherwise noted assume that **25%** of all orcs encountered will be armed with crude short bows (**1-2 in 6**) or spears (**3-6**) in addition to melee weapons. Note that except for the Nightflyers the damage bonus that reavers get is only applied to melee attacks.

At any given time there will be a dozen orcs hidden above the cliff edge, squatting in shallow scrapes amongst the ridges of earth called "The Spine". One of the orcs will be a 1st-level reaver and another will be a 2nd-level reaver; the remaining will be normal orcs. If encountered during the day, the reavers and five of the normal orcs will be from the Gnasher clan and the remainder will be drawn from the other four clans. If encountered at night the reavers and five of the normal orcs will be from the Bloody Moon clan and the rest drawn from the other four.

The orcs have a **1-3 in 6** chance of surprising anyone approaching through The Spine due to their camouflaged lookout posts. They are, however, spread out over the space of a mile. The 2nd-level reaver occupies a space in the center of the line while the 1st-level reaver anchors the southern edge. The other orcs are spread out approximately every 400 feet. All the orcs are equipped with metal shields and instructions to bang on them if danger is spotted. The reavers have a **1-4 in 6** chance of doing so during the first round of combat in lieu of attacking; the normal orcs a **1-2 in 6** chance of doing so.

Note that during the day the two reavers suffer no penalties from being in the sunlight; the remainder of the orcs on duty suffer normal penalties.

Whenever the adventurers enter this hex roll on the Location Table to determine where the main monsters are. Those whose names are in bold determine the location of other orcs: the location of Orkorokash can influence where his four lieutenants are, so determine the war-chief's location first.

The village itself has been built into a narrow box canyon, some forty feet across, about six hundred feet long and thirty feet deep. The walls of the canyon are peppered with overhangs and shallow caves, and the orcs have built crude structures into these using rocks, boulders and scrub-brush. It is relatively well camouflaged from above and one must enter the box canyon to notice the dwellings. By the time someone enters it is likely too late, as the orcs keep a careful watch from a hidden cave at the mouth of the canyon.

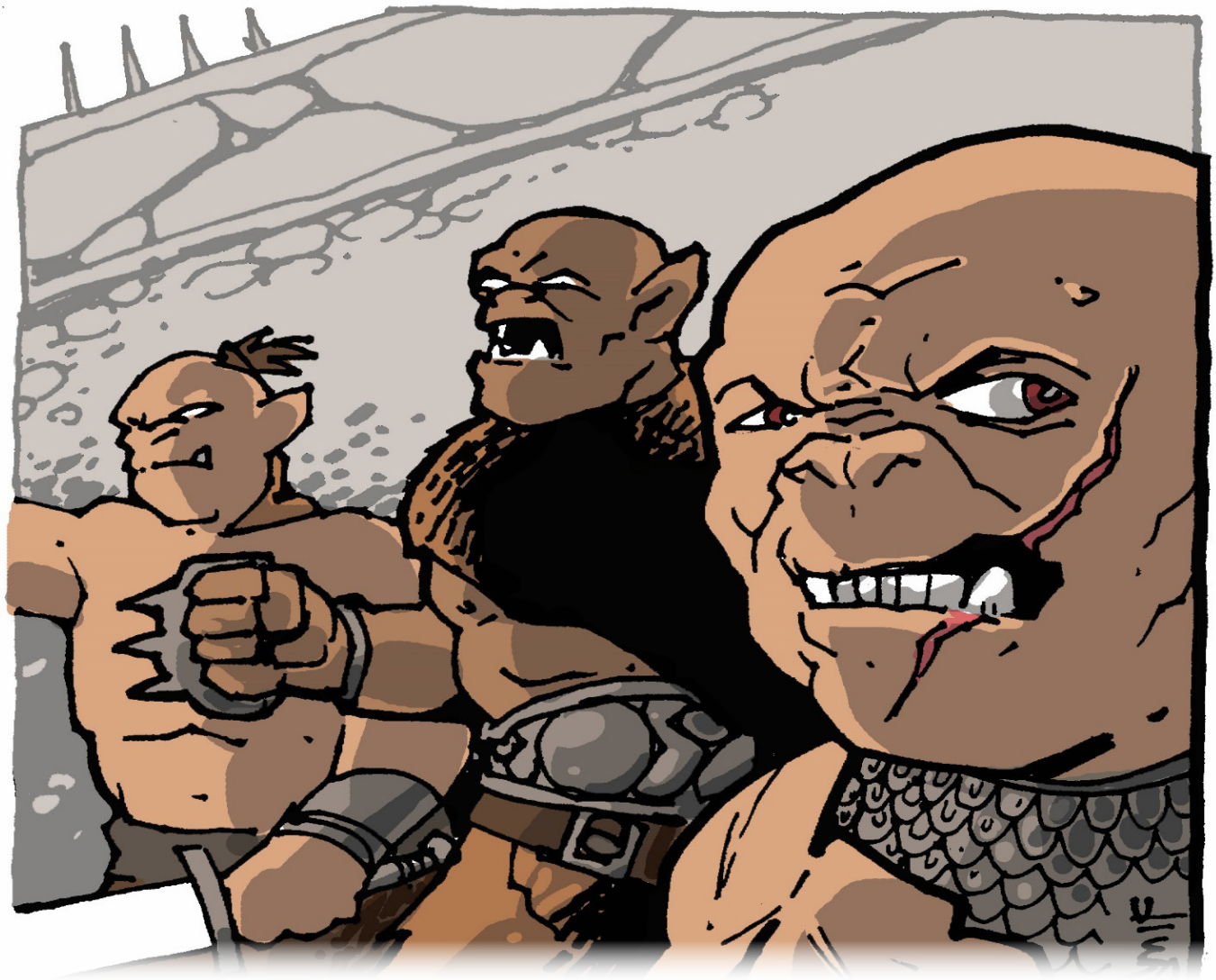
Notable orcs will be given their own entries at the relevant locations, but otherwise the following stat blocks can be used.

Orc (normal). AC *6 [13],* **HD** *1 (4 hp),* **Att** *1 x weapon (1d6 or by weapon),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *6 (8 with leader),* **AL** *Chaotic,* **XP** *10,* **NA** *2d4 (1d6 x 10),* **TT** *D*

- –1 penalty to attack in full daylight.
- Use spears, swords, axes, clubs. Only leaders use mechanical weapons (crossbows, etc.). 1 in 4 orcs will be armed with (1-3) slings, (4-5) short bows, or (6) throwing spears.
- Normal orcs have personal treasure equal to 1d12–1 cp.

Table 6: Important NPC Locations

NPC	1	2	3	4	5	6
Moggashrok	Area 2.6		Area 1	Area 5	Hunting	
Dorga and Nazgor	Area 2.4, dozing		Roof of Area 2, dozing		Area 1 (1-3), Area 4 (4-6)	
Tegar	Area 5.7				Area 5.6	Area 5.2
Saza	Area 5.2			Area 5.3	Area 5.7	The surface
Zugta	Area 6.6		Area 6.1	Village	Another Lair	Hunting
Orkorokash	Area 6.6		Area 6.1	Village	Another Lair	Hunting
Burzbolba	Area 6.3			Village		
Draro	Area 6.3			Village		
Murzskum	Area 6.5			Village	Another Lair	Hunting
Gaba	Area 6.5			Village	Another Lair	Hunting
Zughurtz	Area 6.5			Village	Another Lair	Hunting
Gimbgor	Area 6.5			Village	Another Lair	Hunting
Burte	Area 8.5		Area 8.2	Village	Hunting	
Tulmog	Area 10.3		Area 10.5	Village	Hunting	



Orc reavers (1st level). **AC** *6 [13],* **HD** *1 (6 hp),* **Att** *1 x weapon (1d6+1 or by weapon. Bonus damage melee only),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *7,* **AL** *Chaotic,* **XP** *10,* **NA** *special,* **TT** *D*

- These orc reavers have personal treasure equal to 2d6 sp.
- If using the Alternate Rules (see Hex 16.23) it is assumed that 1st-level reavers have the Toughness Knack unless otherwise stated.

Orc Reavers (2nd level). **AC** *6 [13],* **HD** *2 (12 hp),* **Att** *1 x weapon (1d6+1 or by weapon. Bonus damage melee only),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *8,* **AL** *Chaotic,* **XP** *20,* **NA** *special,* **TT** *D*

- These orc reavers have treasure equal to 2d20 sp.
- If using the Alternate Rules it is assumed that 2nd-level reavers have the Toughness Knack unless otherwise stated.

1. Entrance

The main entrance into the complex is up this shallow ramp fronted by a palisade of sharpened wooden stakes. A squad of six orcs always stands guard here. The guards are drawn from all five clans but are captained by a 2nd-level orc reaver from the Gangrenous Toe clan.

There are two reavers that alternate shifts, which change roughly every six hours, at dawn, midday, evening, and midnight. The orcs are not especially disciplined, however, and they have a **1-3 in 6** chance of being surprised during guard changes. At other times they are only surprised on a roll of **1-2 in 8**. On the downside, there will be twice as many orcs (including both reavers), present during shift changes.

Orcs (5). AC 6 [13], HD 1 (4 hp each), Att 1 x weapon (1d6), THAC0 19 [0], MV 120' (40'), SV D12 W13 P14 B15 S16 (F1), ML 6 (8 with captain), AL Chaotic, XP 10, NA 2d4 (1d6x10), TT D

Orc Reaver Captain (1). AC 5 [14], HD 2 (11 hp), Att 1 x weapon (1d8+1), THAC0 17 [+2], MV 120' (60'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Chaotic, XP 25, NA 1, TT D

Each normal orc has 1d8–1 copper coins (**1-4**) or a small trinket worth 1d2 sp (**5-6**). This is true of all normal orcs encountered within the village.

The reaver with the first and third watch carries the following: 13 sp, a gold tooth worth 3 gp, and a long sword. The reaver with the second and fourth watch carries the following: 7 sp and a tiger's-eye gem worth 25 gp.

2. Lair of the Gnasher clan

The Gnasher clan occupies the buildings nearest the entrance, and as such they have been tasked with the general watch duties; it is their responsibility to provide the leadership, and the bulk of the orcs, for the watch patrols that roam the hex.

The entrance to the Gnasher lair is in a secondary palisade that has been erected around the inner compound. The entrance to the lair itself is at the base of a tall, three story building at the back of the area. It is guarded as follows:

The entrance through the palisade is guarded by a trio of normal orcs and a 2nd-level reaver.

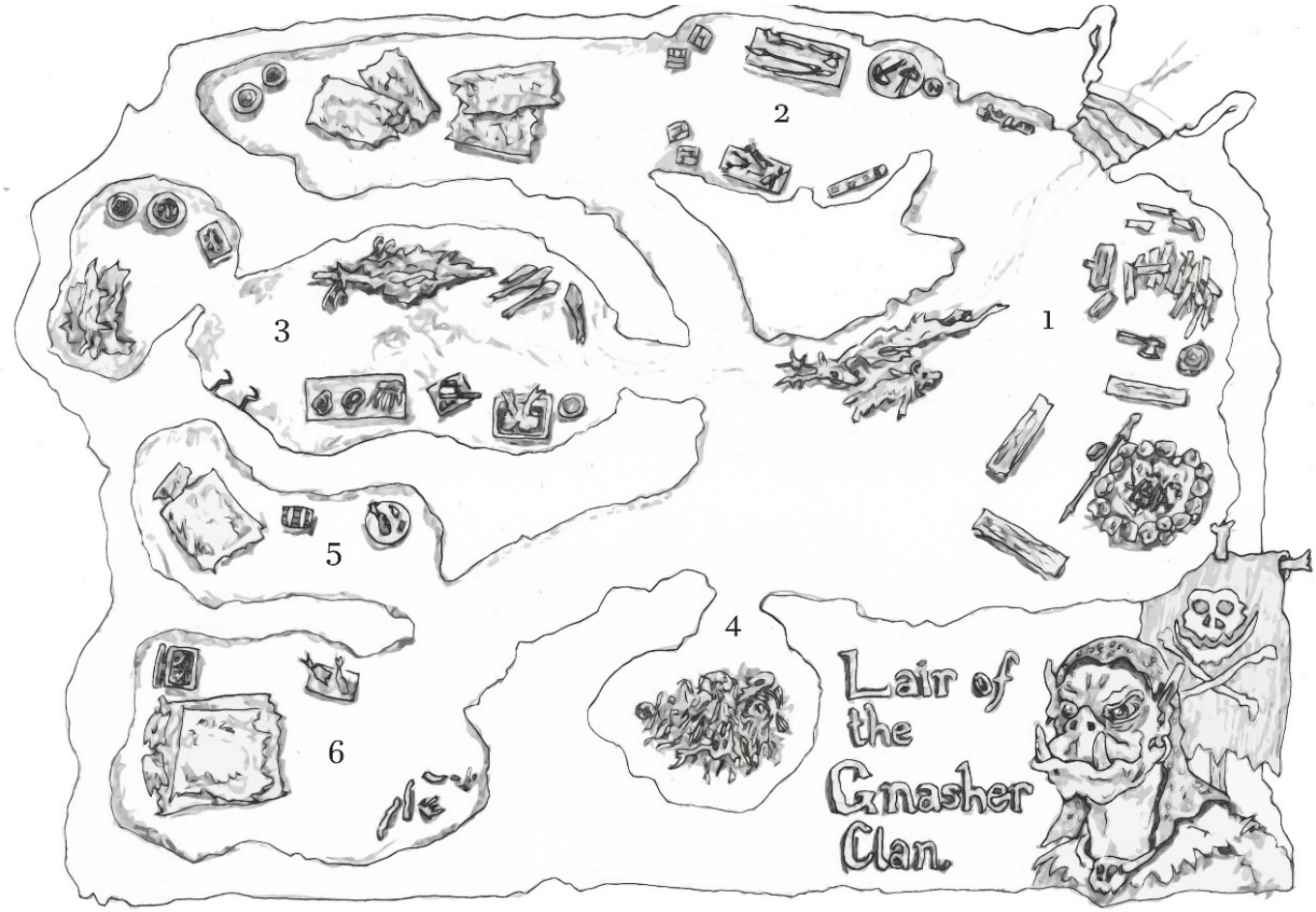
- One of the normal orcs is atop the tower, serving as a lookout.

Leveled orcs of the Gnasher clan are used to sunlight and suffer no penalties for being outside in the sun. All reavers of this clan are treated as having the Daywalker Knack, which eliminates the standard orc penalty when in bright light. Normal orcs of the clan do not gain this benefit.

Orcs not present within the lair are as follows:

- Because the clan is responsible for maintaining the watch on the edge of the cliff above, their numbers make up a full 50% of the orcs on duty there, and there will always be a 1st- and 2nd-level reaver on duty to supervise the watch.
- During the day a group of 6 orcs plus one 2nd-level reaver from the Gnasher clan are on patrol around Hex 13.21. This is noted on the wandering monster table.





The breakdown of the clan is as follows:

- 8 bands of orcs, each led by a 1st-level reaver. The bands have: 3, 4, 3, 2, 8, 2, 6, and 5 orcs, respectively. The normal orcs have 5 hp each, the reavers 7. Reavers also deal an extra +1 damage in melee combat.
- Seven 2nd-level reavers that serve as the chief's bodyguard. 2nd-level reavers have 13 hp each, deal an extra +1 damage (and use weapons that deal 1d8 damage), and raise the morale of all lower-level orcs within sight by +1 (not cumulative with other reavers).
- The chief of the Gnashers is Moggashrok, a 4th-level reaver.
- Two ogres, Dorga and Nazgor. Their stats are below.

Because the Gnashers are primarily responsible for guard and watch duty there will only be (**1-3**) four bands, (**4-5**) five bands, or (**6**) six bands in the lair at any time. When a band is present their 1st-level reaver gangboss will be with them. Additionally, there will be (**1-3**) one 2nd-level reaver, (**4-5**) two 2nd-level reavers, or (**6**) three 2nd-level reavers. The bodyguards not in the lair will be with Moggashrok (assuming he is not in the lair), out hunting, or overseeing a patrol. Any present in the lair will be (**1-3**) in Area 2.5, sleeping, (**4-5**) in Area 2.1, or (**6**) in Area 2.2.

When Moggashrok leaves the lair he will be accompanied by:

- 1d4+1 bodyguards.
- There is a 1-2 in 6 chance that (1-4) Dorga, (5-8) Nazgor, or (9-10) both ogres will be with him as well.

2.1. Common Area

At the base of the staircase leading underground the passage opens up into a large room that's used as the clan's common area.

A firepit lined with stones is in one corner, a pile of firewood in another, and against another wall are usually found an animal carcass or two, in the process of being butchered before cooking.

One of the stones lining the firepit is a crystal geode, the minerals within totally hidden by the smooth exterior of the rock. A character with mining or gem-cutting experience, or a dwarf, will spot the geode on a roll of **1-3 in 6**. It is worth 50 gp.

There will be 1d12 orcs in here at any time.

2.2 Armory and Sleeping Quarters

The clan keeps their surplus weaponry here as well as using the chamber as the main sleeping quarters for the clan.

The following weapons can be found here:

- 3 shortbows
- 50 arrows (one of which is a magical +1 arrow; the orcs do not realize it is magical)
- A two-handed axe
- Four short swords
- Two normal swords
- One polearm
- Five spears

None of the weapons are in especially good shape and will break on an attack roll of either natural 1 or 20.

There will be 1d10–1 orcs sleeping here at any time.

2.3. Storage Chamber

This chamber is used as food and dry good storage for the clan. Slabs of meat — some of them suspiciously humanoid — hang from hooks set into the walls and ceiling. Bones and hides from slaughtered beasts are scattered about, and several barrels of human manufacture line the walls. The following can be found in this chamber:

- 3d4 slabs of questionable meat. The adventurers can cook and eat this meat, if desired, but each meal has a 1 in 6 chance of being bad, requiring all participants to Save v. Poison. On a failure they are poisoned (as per centipede poison) for 3d6 hours.
- 2 barrels of flour (750 cn each), worth 5 gp apiece.
- 1 barrel of slightly fermented apples (750 cn), worth 15 gp.
- 16 poorly cured hides, from deer or similar, worth 10 gp in total and weighing 1800 cn.

There will be 1d2–1 orcs in this room, either (**1-3**) skinning and preparing food for eating or (**4-6**) surreptitiously stealing food for themselves. This will be a normal orc.

2.4 Ogre Quarters

Dorga and Nazgor lair here, amidst a jumble of bones and hides.

Dorga and Nazgor, ogres. AC 6[14], HD 4+1 (14, 17 hp), Att 1 x club (1d10), THAC0 15 [+4], MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 10, AL Chaotic, XP 125, NA 1d6 (2d6), TT C+1,000 gp

Dorga carries 500 gp in a sack on her belt and Nazgor 200 gp in his belt pouch. They serve the Gnashers willingly, as Moggashrok makes sure they get more than their share of the meat his hunting parties bring back. They are somewhat slothful and spend most of their days napping in the darkness of their lair (**1-2**), snoozing in the sun (**3-4**) or tormenting weaker orcs of other clans (**5-6**).

2.5. Bodyguards' Chambers

The sleeping quarters for Moggashrok's bodyguards are next to the chief's quarters. It's a small chamber, but few bodyguards are asleep at the same time, so it is largely empty.

2.6. Moggashrok's Quarters

The chieftain of the Gnashers can be found here, as can the treasure of the clan.

Moggashrok, orc chieftain. AC 4[15], HD 4 (28), Att 1 x battleaxe (1d8+3), THAC0 15 [+4]*, MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 75, NA unique, TT see below*

*includes bonus from exceptional Strength

Like the other Gnasher orcs Moggashrok is not adversely affected by sunlight. When around other orcs of his clan they gain a +2 bonus to morale; orcs of other clans get a +1 bonus to morale. Twice per day Moggashrok can reroll a damage roll, taking the better of the two results. Due to his strength, he merely takes a –1 penalty to initiative with his battleaxe, instead of automatically attacking last.

If using the Alternate Rules, Moggashrok has the Toughness Knack.

The treasure of the Gnasher clan is kept in Moggashrok's personal quarters and is as follows: 2,546 sp; 1,450 gp. The treasure is in an oaken chest that has seen better days. It is locked, and Moggashrok keeps the key in his boot, but the lock is shoddily made and grants a +15% bonus to picking.

3. Haunted!

On the outskirts of the community is a small dwelling in surprisingly better repair than the others. It is, in

fact, inhabited by a poltergeist (**OSRIC**, p. 248), and has been since before the orcs arrived. They are terrified of the building and avoid it at all costs.

Neither the poltergeist nor its abilities can leave the structure itself, which is a simple adobe hut about twenty feet to a side, with a low roof. There are plenty of stones, chunks of adobe, and other debris inside the hut for the poltergeist to make use of.

Poltergeist (1). AC 9[10], HD 1d4 hp (3 hp), Att special, THAC0 15 [+4], MV 60' (20'), SV D14 W15 P16 B17 S18 (NM), ML 11, AL Chaotic, XP 100, NA 1d8, TT None

Poltergeists are invisible, imposing a –4 penalty to hit on attacks against them. They can only be damaged by silver or magical weapons. Holy water sprinkled on the ground will keep them, and their powers, at bay until it dries, but will not harm them. They turn as 3-HD monsters; if turned successfully by an 8th-level or lower cleric they will discorporate for a number of days equal to the cleric's level. Only clerics of 9th level or higher can permanently destroy a poltergeist through turning.

Once per round the poltergeist may attack by telekinetically hurling loose, small objects at a target, attacking as a 5-HD monster. On a hit, these objects do no damage but force the target to Save v. Spells or flee at top speed for 2d12 rounds. Opponents that successfully save are immune to this specific poltergeist's fear effects.

On its turn a poltergeist may also manifest a slick of ectoplasm on a surface. This roiling, slippery material drawn from the Ethereal Plane covers a 10' x 10' area and lasts for 1d6 rounds. All of those within the area or entering must roll under their Dexterity on 1d20 or fall prone, taking 1d4–1 points of damage from the fall.

4. The Arena

This circular enclosure was once the lair of the Festering Sore clan, but since they have been sent south to the Dome of the Library (see Hex 16.23) is has been converted into a gladiatorial arena, much to the delight of pretty much all the orcs. Orkorokash has decided that he much prefers the Arena to the Festering Sores.

Combats are held in the Arena at least once a week, with orcs lining the flat wall encircling the interior. The losers are often kept alive and fed to the Devouring Maw in Area 7 as a sacrifice.

When the adventurers first arrive at this location there will be a combat scheduled to occur in **1d6–1** days, with a result of **0** indicating the combat is occurring the night they arrive. On such a night almost the entirety of the warhorde is present, guards on the perimeter of the village are halved, and adventurers have double the normal chance of success to approach without being noticed, as the attention of those on duty is largely focused on the distant roars, screams, and applause from onlookers and combatants both.

The interior of the Arena is flat and roughly circular, with a diameter of eighty feet. The thick walls that circle the perimeter have rooms within that have been converted into cells for holding captives destined for the Arena. At any given time, there will be **1d8–1** prisoners present. Roll below to determine which prisoners can be found within:

Table 7: Prisoners Present

Roll	Result
1-2	A normal orc, condemned to fight in the Arena, from a randomly determined clan.
3	A normal goblin, captured on a raid.
4	A normal troglodyte from Hex 14.22.
5	A Basilisk Knight from Hex 14.23. The Knight is 1st (**1-3**), 2nd (**4-5**), or 3rd (**6**) level.
6	An ogre (**1-4**) or a troll (**5-6**).
7	An owlbear (**1-4**) or a mountain lion (**5-6**).
8	A bear: black bear (**1-4**) or grizzly bear (**5-6**).
9	A carcass crawler (**1-4**) or a tuatara lizard (**5-6**).
10	A basilisk (**1-3**), a cockatrice (**4-5**), or a manticore (**6**) with clipped wings.

5. The Blinded

The Blinded Orc clan dwells in this location, down deep and twisting underground tunnels carved through the rock itself. Unlike orcs from the other clans, who rely on at least a trace amount of light, the Blinded clan's tunnels are bereft of any form of illumination.

Blinded Orcs suffer a –2 penalty to all rolls when in direct light, and a –1 penalty when in dim light (including that cast by the full moon). They can see in the dark to a range of 120', though.

The Blinded Orc clan comprises the following:

- 6 bands of orcs, each led by a 1st-level reaver. The bands have: 5, 4, 8, 3, 5, and 5 orcs, respectively. The normal orcs have 5 hp each, the reavers 7. Reavers also deal an extra +1 damage in combat.
- Four 2nd-level reavers that serve as the chief's bodyguard. 2nd-level reavers have 13 hp each, deal an extra +1 damage (and use weapons that deal 1d8

damage), and raise the morale of all lower-level orcs within sight by +1 (not cumulative with other reavers). The 2nd-level reavers surprise on a roll of 1-3 in 6.

- One of the bodyguards, an orc named Saza, is the only one of the Blinded that regularly ventures out into the surface world. He is more accustomed to the sunlight than his brethren, and suffers only the standard penalties. However, he has but 9 hp.
- The chief of the Blinded is not a reaver, but instead a 3rd-level shaman, Tegar. Tegar is an elderly, wizened orc, missing one eye and three fingers on her left hand: all sacrifices to her deity, a chthonic, shadowy being that dwells deep within the tunnels below the lair of the Blinded. This being is Lhutep, the Burrower Beneath.
- Tegar has control of five skeletons permanently through her use of profane surges (see Appendix). The skeletons can be found wandering throughout the tunnels of the Blinded lair, with orders to attack intruders on sight.

5.1 Descent into Darkness

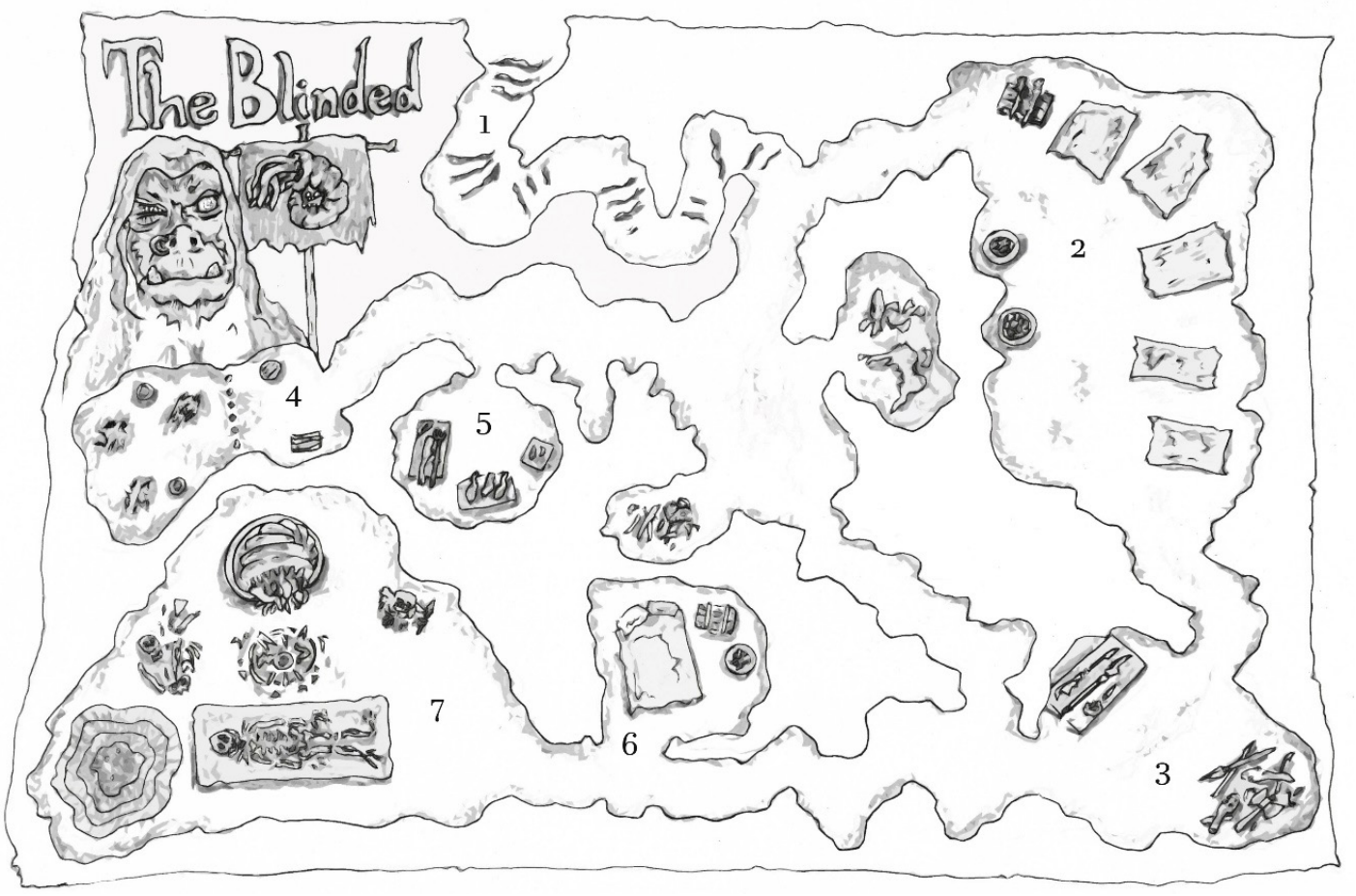
The stairs leading to the lair of the Blinded are carved from living rock, winding and twisting down nearly one hundred vertical feet, so that by the time one reaches the bottom no ambient light reaches the interior. Unlike the other lairs, which are kept dimly lit, no light illuminates this lair, not even from a cookfire.

When descending the staircase there will be a random encounter on a roll of **1-2 in 6**, roughly halfway down. This encounter will be with (**1-3**) 1d4 skeletons, wandering on their patrol, (**4-5**) 1d6 normal orcs from the Blinded clan, headed to the surface, or (**6**) 1d6 normal orcs from another clan, having just delivered something of import.

Tegar never leaves the lair, and when needed sends Saza as her representative to council meetings.

5.2 Common Sleeping Quarters

The Blinded orcs sleep in these communal quarters. During the night there will be 1d10 orcs here; during the day the majority of the orc clan can be found here, sleeping until darkness returns to the surface world. By day there will be 1d10+20 orcs in here, with the rest of the clan found throughout the other areas of the lair. The orcs sleep here with no regard to station or authority, with the exception of Tegar.



5.3. Armory

The orcs of the Blinded Clan keep their weapons and treasure in this room. The adventurers will find:

- 5 clubs of knotted ironwood, each doing 1d4+1 points of damage.
- 3 shortbows and 20 arrows.
- 7 short, thrusting spears that can be wielded in melee for 1d6 points of damage or thrown for the same, with a range of 10/20/40.
- 9010 sp.
- 1063 gp.
- Five gems, worth 10, 20, 100, 100, and 500 gp each.

5.4 The Threshold of Dreams

This chamber is shunned by all the Blinded orcs, including Tegar. A line of six stones divides the chamber precisely in two, demarcating the line between the Dreamlands and the Mortal World. Passage between the two is not easy, nor is it always possible, but it happens frequently enough to warrant the permanent placement of two skeletons here to serve as early warnings, in case the ghouls that dwell in the Dreamlands on the other side of the threshold break through.

Unfortunately for the Blinded orcs, the breaching of the boundary between the two worlds happens at random times and for variable periods. Each day there's a **1 in 20** chance that the way will be opened for 1d100 minutes. For every thirty minutes (rounding up) the door remains open there's a **1 in 20** chance that the ghouls that dwell on the other side of the barrier will sniff out the opening and pass through, hungering for orc-flesh.

While the door is closed one may cross the boundary stones and simply find oneself at the back of the chamber. Were one to cross while the gate is open, however, they would find that, upon glancing over their shoulder, they saw not the lightless corridor of the Blinded lair but a gently descending tunnel carved through a spongy, porous rock, dimly lit by phosphorescent lichen. Beyond that, if one were to descend further into the earth, one would fine a warren of tunnels inhabited by the strange, always hungry ghouls of the Dreamlands.

The line of stones acts as a magical barrier between the worlds, and radiates enchantment magic if viewed with a *detect magic* spell. Were the line to be broken, breaches would occur with more regularity: if one stone is removed, a breach occurs on a roll of 1 in 12; if two, 1 in 10; if three, 1 in 8; if four, 1 in 6; if five, 1 in 4; and if all are removed the gate will be permanently open. Luckily, each stone is difficult to remove, with an AC of 0 and 10 hp. They take half damage from slashing or piercing weapons, and a *dispel magic* spell only affects one stone per casting. Walling up the breach has little effect, as whenever the breach opens the wall simply vanishes, swallowed by the vast empty spaces that separate the worlds, regardless of how well the wall is mortared or how puissant the enchantments that reinforce it.

Unbeknownst to most mortals — including the Blinded orcs — the breach was created by the passage of Lhutep, herself a dhole from the Dreamlands, when she was but a wormling. Her passage rent the fabric of space and created the breach, which will seal itself upon her death. The tunnels beneath this lair are beyond the scope of this adventure, but if the adventurers took it upon themselves to descend further into the darkness they would eventually encounter this minor deity (treat her as a purple worm).

Dreamland ghouls are different from the regular ghouls of the mortal world, as follows:

Dreamland ghoul. AC 6[13], HD 3 (12), Att 2 x claw (1d3) or 1 x bite (1d6), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 50, NA 1d10 (1d10), TT V (E in lair)*

- *Hovering between the worlds of the living and the dead, they can be turned, but cannot be destroyed in this way.*
- *Make all saving throws against spells or magical effects twice, taking the better of the two rolls.*
- *Their touch does not paralyze, but if a target is reduced to half normal hp by their claw attacks, the target must save versus poison or become infected with ghoul fever (see Appendix).*
- *Can see in dim light as well as mortals can see in daylight, and in complete darkness up to 30'.*
- *Suffer a –1 penalty to attack and damage rolls in full sun.*

5.5. The Larder

Meat and fungi hunted and scavenged from the tunnels below the lair are stored here. The Blinded orcs eat their meat raw, as they do not work with fire, and the hanks kept in this room are of mysterious origin, strange cuts with curious marblings of fat and texture. They are mostly harvested from the enormous blind insects, or worms, the children of Lhutep, that wander the tunnels below, although some originate from more unsavory sources. Rumors among the orcs that live on the surface

say that the Blinded will eat their own kind, should one be foolish enough to venture into their tunnels alone and unprepared.

5.6. Tegar's Quarters

The shaman-chief of the Blinded clan sleeps here, on a rough hide in the sparsely furnished room, right next to the shrine of Lhutep.

5.7. The Shrine to Lhutep

In the far corner of this room a natural shaft descends further into the earth, leveling out after a ten-foot drop. Well-worn handholds have been carved into the wall, allowing easy access to the vast network of worm-haunted tunnels below.

It is here that Tegar makes sacrifices to her strange god, performing skillful vivisections of still-living victims and tossing the warm organs into the tunnels for Lhutep to feast upon. The skin is flayed from their bodies and added to an ever-growing, gruesome canvas kept in the corner; the meat is carved from their bones and eaten by the clan.

If Tegar is found in this room she will be accompanied by 1d3–1 2nd-level reavers assisting with her ceremonial practices.

Tegar, orc shaman. AC 6[13], HD 3 (12), Att 1 x staff (1d6+1), THAC0 18 [+1], MV 120' (40'), SV D10 W11 P13 B15 S14 (C3), ML 9, AL Chaotic, XP 70, NA unique, TT see below*

Tegar typically has the following spells memorized: cause fear *(1st),* darkness *(1st),* silence, 15' radius *(2nd). Once per day Tegar can curse a target (as* bestow curse*) within 60'. This curse does not cost a spell slot and can be performed in addition to another action (attack, move, or spell) within the round. The target of the curse is blinded permanently (until removed, as per the spell).*

Tegar has the Undead Mastery Knack.

She carries a potion of cure light wounds *with her at all times, and bears a* staff of withering, *carved from an enormous bone that was recovered from the depths of the earth. Tegar cares nothing for treasure; scattered throughout the complex can be found the accumulated treasure of her people: 6,000 gp and 3 gems worth 100, 500, and 50 gp each.*

6. Gangrenous Toes

The most powerful clan of the village, from which Orkorokash the Mighty hails, the orcs of the Gangrenous



Toes dwell in this building, and in the subterranean tunnels they have dug underneath.

All orcs in this clan have +1 hit points and deal an additional +1 point of damage in melee.

The clan comprises the following:

- 4 bands of orcs, each led by a 1st-level reaver. The bands have: 5, 4, 8, and 5 orcs, respectively. The normal orcs have 6 hp each, the reavers 8. Reavers also deal an extra +1 damage in combat (for a total of +2).
- Zugta, the sub-chief and Orkorokash's wife.
- Three 2nd-level reavers that serve as Zugta's bodyguard. 2nd-level reavers have 15 hp each, deal an extra +2 total damage (and use weapons that deal 1d8 damage), and raise the morale of all lower-level orcs within sight by +1 (not cumulative with other reavers).
- Burzbolba, a 4th-level shaman of Shagothtlagln.
- Draro, 2nd-level warlock (see Hex 16.23) and advisor to Orkorokash.
- Five 2nd-level reavers as personal bodyguard to Orkorokash.
- Three 3rd-level reavers — Murzskum, Gaba, and Zughurtz — that serve Orkorokash as overseers. One 4th-level reaver, Gimbgor, serves as Orkorokash's lieutenant.

- Orkorokash, 6th-level reaver and warlord of the village.

When Orkorokash leaves the lair he will be accompanied by:

- 1d4+1 bodyguards.
- There is a 1-3 in 6 chance that 1d3 3rd-level reavers join him.
- There is a 1-2 in 6 chance that Gimbgor is present.

Last year, Burzbolba received a vision from Shagothtlagln directing the Gangrenous Orc clan to send emissaries to a mysterious snake woman that dwells in the east. The Festering Sore clan was dispatched, bearing offerings of gifts. Ostensibly the orcs seek advantage in their conflict with Man, specifically the Basilisk Knights to the south and other human settlements scattered throughout the Hills.

The true purpose of the alliance, as revealed to Burzbolba in his oracular dreams, was to seek a means of freeing the Devouring Maw from the metaphysical shackles binding it to the Gate; the naga known as the Doom of Cthedrak was, according to Burzbolba's visions, the one who would provide the means to do so, although it is unclear how this will occur. Only Burzbolba and Drabad, the warlock of the Festering Sore clan, have any inkling as to the true content of the visions, and even then, they have glimpsed but partial truths.

6.1 Entrance Chambers

There are two sleeping chambers by the entrance to the lair. The one to the left is used by the normal orcs of the clan. During the day there will be 3d6 orcs sleeping here; at night there will be 2d6. One out of every six of these orcs (round down) will be 1st-level reavers.

The chamber labeled "1" on the map is the clan's armory. It contains:

- 5 short bows
- 60 arrows
- 4 short throwing spears (see Area 5.3)
- 3 swords
- 1 battleaxe



6.2. Lieutenant's Quarters

The three 3rd-level reavers and Gimbgor sleep here. Refer to the Table 6: NPC location Table on p. 59 to determine if any of the four are here.

Gaba, Murzskum, and Zughurtz, 3rd-level reavers. AC 5 [14], HD 3+1 (17, 18, 20 hp), Att 1 x weapon (1d8+2), THAC0 17[+2], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique, TT see below

Gaba, Murzskum and Zughurtz are the chief's hench-orcs. They have been placed in broad control of running the village itself and are rarely encountered (1-2 in 6 chance) without 1d6 normal orcs and a reaver from the Gangrenous clan. Regardless of whether they're encountered alone or with an entourage, there's a 1-3 in 6 chance they're bossing around 1d4 bands from other clans.

Gaba wields a sword, Murzskum a battle-axe, and Zughurtz a polearm (adjust damage accordingly). Gaba's blade is magical, but is cursed, with a –1 enchantment. When encountered each will have 1d100 sp and 1d20 gp.

Treat them as having the Toughness Knack.

Gimbgor, 4th-level reaver lieutenant. AC 4 [15], HD 4+1 (25 hp), Att 1 x weapon (1d8+4), THAC0 15[+4], MV 120' (40'), SV D9 W10 P11 B12 S13 (F4), ML 8, AL Chaotic, XP 125, NA unique, TT see below

Standing at Orkorokash's right hand, Gimbgor is his chief's enforcer; the massive orc can be seen stalking through the village, conducting surprise inspections of the various clans' defenses, and serving as judge and executioner. Occasionally he will enter battle in the Arena against prized targets.

Gimbgor wields a battle-axe +1 *(bonuses included in the stat block) that lets him make a second attack in a round, once per day. If using the Alternate Rules from Hex 16.23 he has the Toughness and Tenacious Knacks (once per day, when first reduced to 0 hp, Gimbgor regains 1d4 hp automatically). He wears a* ring of protection +1 *taken from a dead Knight, and has a treasure of 700 gp and three topazes, each worth 15 gp, hidden in his quarters.*

6.3. Shaman's Quarters.

Burzbolba, orc shaman. AC 6[13], HD 4+1 (14 hp), Att 1 x short sword (1d6+2), THAC0 18 [+1], MV 120' (40'), SV D10 W11 P13 B15 S13 (C4), ML 9, AL Chaotic, XP 110, NA unique, TT see below

Burzbolba is a young, brash shaman devoted to the Devouring Maw, the Gangrenous Toes, and Orkorokash, in that order. His arms and torso are covered in ritual scarification, and he is missing an ear, three fingers on his left hand, and one on his right.

If using the Alternate Rules, Burzbolba has the Prophecy Knack. He normally has prepared: darkness *(1st),* cause fear *(1st),* silence, 15' radius *(2nd).*

Burzbolba has 16 gp, 54 sp, a silver ring worth 35 gp, a potion of control plants*, and a* ring of telekinesis.

Draro, warlock. AC 6[13], HD 2+1 (9 hp), Att 1 x staff (1d6) or spell, THAC0 19 [0], MV 120' (40'), SV D13 W14 P13 B16 S15 (MU2), ML 8, AL Chaotic, XP 25, NA unique, TT see below

Draro is wily and currently questioning her allegiance to Orkorokash. She believes that Zugta would make a better chief of the village and is attempting to subtly influence affairs to bring that about.

If using the Alternate Rules from Hex 16.23 Draro has the Extra Invocation Knack. Draro has a pearl worth 250 gp that is her favorite possession in the whole world. She often sucks on it and will more oft than not pop it in her mouth for safe keeping.

- Draro can cast *phantasmal force* once per day.
- She has knowledge of two invocations (beguile and paralyzing blast) and can use two per day, in any combination. Beguile enables her to cast *charm person*, and paralyzing blast requires a target hit by her eldritch blast to save versus paralysis or be held for one round, as per the spell *hold person*.
- She can fire an eldritch blast at a target within 60'. A to-hit roll is required, and it inflicts 1d6 points of damage. The blast recharges for use on a roll of 1 in 6 in the following round(s).
- Refer to Hex 16.23 for a writeup of the orcish warlock class. If that is not available treat Draro as a 3rd-level magic-user with *charm person*, *phantasmal force*, and *hold person* each available to cast once per day.

The unlabeled room across from the shaman's quarters is a large common room. Any orcs not outside or in their quarters will be in here.

6.4 Larder and Kitchen

Shogg, a normal orc with 8 hp, serves as the clan's cook and quartermaster. She rules the kitchen with an iron fist, lording it over the handful of weaker orcs she daily bullies into assisting her. Shogg fights with an enormous cleaver that inflicts 1d4+1 points of damage

and is so encrusted with dried blood than any Men suffering damage from it must save versus poison to avoid becoming sick, losing 1d4 hp per day until dead or healed of the infection. She will be in here on a roll of **1-5 in 6**, and there will be 1d4–1 other normal orcs, each with 1 hp, with her.

6.5. Bodyguards' Quarters

The 2nd-level reavers that serve as bodyguards to Orkorokash and Zugta reside in this complex of three chambers. When either of the chiefs are within the complex 1d3 of Zugta's bodyguards and 1d5 of Orkorokash's will be found within their quarters. If either chief leaves the lair they will be accompanied by at least one bodyguard. Refer to the description in Area 6 above to determine their entourage.

6.6. Chieftain's Quarters

Orkorokash and Zugta reside in this chamber. The two keep their combined treasure here in a chest that is locked and trapped. Both orcs have a key to the chest. Attempting to open the chest without disarming the trap releases a cloud of poison gas; all within the chamber must save versus poison or die in 2d4 rounds.

The empty chamber adjacent to their quarters is used as a meeting room when the chiefs of all the clans hold council.

Orkorokash, 6th-level orc reaver. AC 4[15], HD 6+1 (45 hp), Att 1 x weapon (1d10+4), THAC0 13 [+6], MV 120' (40'), SV D9 W 10 P11 B11 S13 (F6), ML 9, AL Chaotic, XP 350, NA unique, TT see below

Orkorokash rules the Gangrenous orcs, and the village, with an iron grip. He ascended to chiefdom three years previous upon the death of his mother and intends to keep the position for as long as possible. He has intentions of ruling the entire northern section of the Basilisk Hills, but in order to do that must first destroy the pesky Basilisk Knights, who have proven to be a most worthy adversary. Orkorokash hopes that the addition of the Nightflyers will help even the odds, although he is as yet untrusting of the smaller, strange orcs.

If using the Alternate Rules from Hex 16.23 Orkorokash has the Toughness and Tenacious Knacks.

- *Tenacious. The first time each day Orkorokash is reduced to 0 hp he regains 1d4+6 hp.*

Orkorokash wields a +2 two-handed sword and wears chain mail enchanted with a +1 bonus. His hoard is somewhat depleted as of late, as much of it went as a tribute to the Doom of Cthedrak in Hex 16.23. He currently has 2,367 gp and a delicate platinum tiara worth 1,200 gp.

Zugta, 4th-level reaver and sub-chief. AC 4 [15], HD 4+1 (24 hp), Att 1 x weapon (1d8+2), THAC0 15 [+4], MV 120' (40') SV D10 W 11 P12 B12 S13 (F4), ML 8, AL Chaotic, XP 125, NA unique, TT see below

Zugta is Orkorokash's first and primary wife, and a power in her own right. She rules the Gangrenous Toes in Orkorokash's name and has his full trust and confidence. As orcs go this isn't necessarily that much, to be fair, but they will not willingly cross one another without the opportunity for serious gain.

If using the Alternate Rules she has the Toughness Knack. Zugta fights with a sword and shield, reflected in her statistics, and has a treasure of 1500 sp, 500 gp, and a single diamond, the prize of her hoard, worth 1,200 gp.

7. The Maw

The Maw was once the main entrance into this complex, Cycles prior, but during the previous Nadir a Chaos storm warped it, binding the entrance to a Great Old One named Shagothtlagln, the Devourer, that dwells in the Shadowlands coterminous with this Gate. Shagothtlagln is now bound to the Gate, incapable of moving within the Shadowlands, and while it is worshiped by the orcs, nevertheless yearns to be free from its metaphysical shackles.

From the inside it appears to be a mundane opening; the land outside the village appears to be completely normal and undisturbed. There's a **1 in 6** chance (**1-2 in 6** for creatures like elves with sharp vision) to notice a strange, yellowish distortion that seems to shimmer within the opening when looked at sideways.

From the outside it looks like a large, arched portal, leading not into the village but instead down a rocky, strangely organic passageway. The orcs have adorned the frame with skulls and bones of their dead.

If one were to observe the frame of the opening from the side, it would become apparent that the tunnel visible from the outside cannot be physically present. The frame itself is about a five-foot thick arch of stone.

The Maw emits a powerful hallucinatory odor. Those within 5' of the opening must Save v. Poison. Those failing are drawn towards the opening and down inside, where they will eventually fall into the Devourer's acid-filled stomach and be slowly digested. It takes a turn to navigate the twists and turns of Shagothtlagln's gullet; those unaffected initially by the poison must make additional saves every minute to avoid the compulsion.

8. Bloody Moon

The Bloody Moon clan is the most numerous of the five. It is also held in the lowest esteem amongst the various clans; its members are the ones "volunteered" for lengthy patrols, assigned to dangerous or demeaning tasks, and otherwise bullied by orcs of the other clans. Even the newly arrived Nightflyers are treated with more respect.

They are also the most likely to rebel against Orkorokash and the Gangrenous Toes, should the opportunity present itself.

The Bloody Moon clan consists of the following:

- 9 bands of normal orcs, the respective membership of which is as follows: 5, 4, 4, 5, 5, 7, 3, 4, and 4. Each band is led by a 1st-level reaver with 7 hp, and who inflicts +1 melee damage. Normal orcs have 1d6 cp each, reavers have 1d6 sp.
- 6 2nd-level reavers that form their chief's bodyguard. Each bodyguard has 13 hp and possesses 1d4 gp.
- Burte, 5th-level orc reaver chief. When Burte leaves the lair she will be accompanied by 1d4 bodyguards.

8.1. Sleeping Quarters

The bulk of the clan sleeps in these two chambers. During the day there will be 3d10 orcs here, sleeping or whiling away the hours; at night there will be 2d6 orcs here.

8.2. Common Area

The orcs use this large chamber as a common area and kitchen. During the day there will be 2d10 orcs here; at night there will be 4d8 here.

8.3. Larder

The orcs keep their foodstuffs here, as in other lairs. The adventurers can find:

- 2 slabs of venison, covered with maggots.
- 1 barrel of pickled fish, an obviously human product.
- 6 baskets of shriveled, worm-infested apples.

There's a secret door at the back of this chamber, as yet undiscovered by the Bloody Moon orcs. The secret door leads to a small chamber filled with decaying leaf matter. Hidden in the leaves are a long-forgotten pair of *boots of speed*.

8.4. Bodyguards' Quarters

Burte's six bodyguards sleep here. There will be 1d2 bodyguards here at all times; if Burte is in the lair there will be 1d4+1 here.



8.5. Burte's Lair

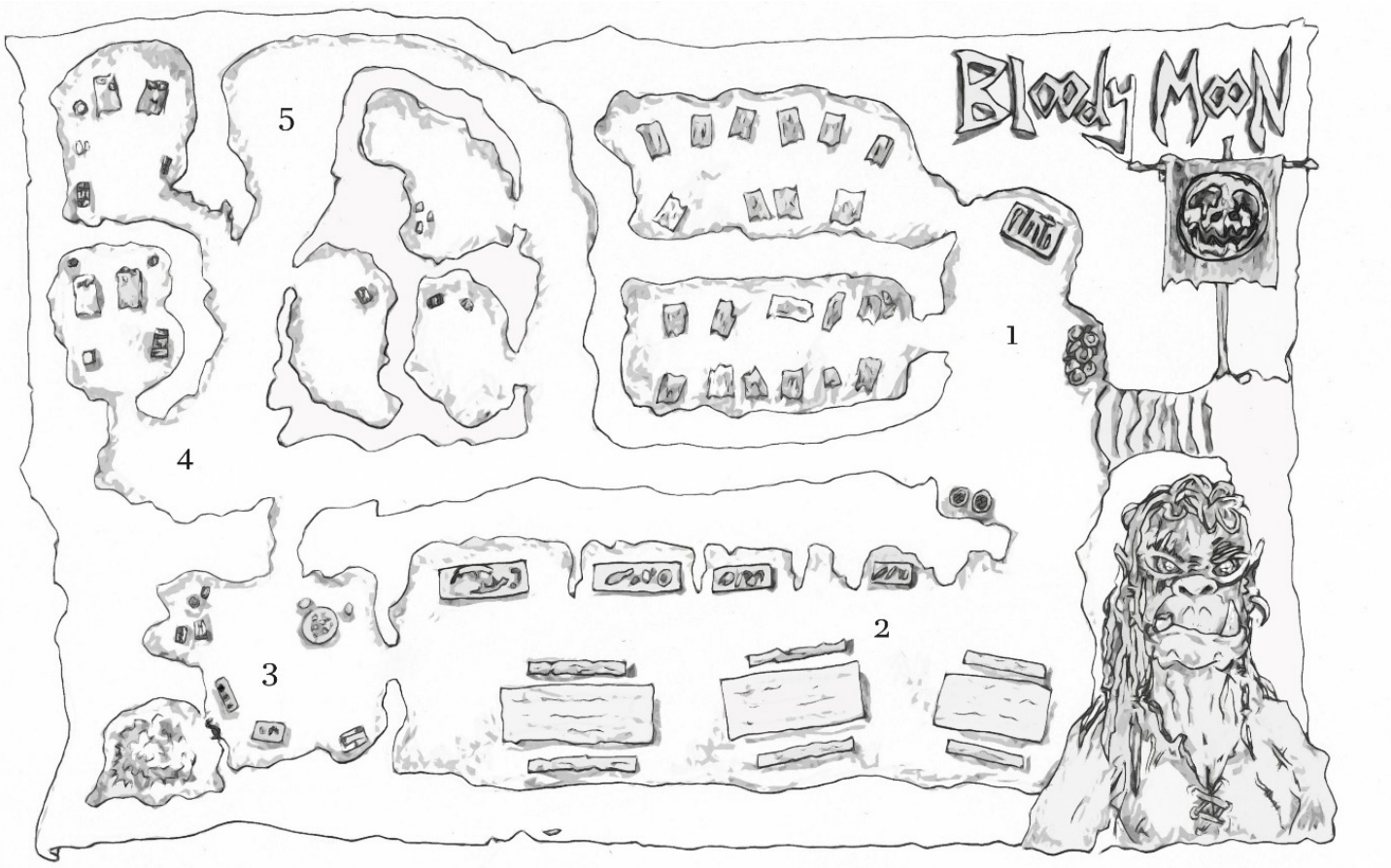
Burte lairs here. The clan's treasure is kept here as well, inside a woven basket. A spitting cobra, Burte's pet, uses the basket as a bed, and will strike at anyone other than Burte who comes near.

Burte, 5th-level reaver. AC 4 [15], HD 5 (33 hp), Att 1 x weapon (1d8+2), THAC0 15[+4], MV 120' (40'), SV D9 W10 P11 B11 S13 (F5), ML 8, AL Chaotic, XP 175, NA unique, TT see below

Burte has a tenuous hold on the Bloody Moon clan. She inherited the position upon the death of her mother — at Burte's hands — but has thus far proven to be an ineffective leader. Many in the clan blame her for the downfall of the Bloody Moon's social standing in the village. Unknown to her, one of her bodyguards is in the employ of Orkorokash and another has been bought by Tegar.

If using the Alternate Rules from Hex 16.23 Burte has the Toughness and Resilient Knacks. Both of these have been included in the stat block.

The Bloody Moon clan has amassed a fair amount of treasure; they have a total of 6,000 sp, 5,000 cp, and Burte wears an amulet of protection against scrying, *although she is unaware that it is magical — she just likes the way it looks.*



Spitting cobra (1). AC 7 [12], HD 1 (12 hp), Att 1 x spit (blindness) or 1 x bite (1d3 + poison), THAC0 19[0], MV 90' (30'), SV D12 W13 P14 B15 S16 (F1), ML 7, AL Neutral, XP 13, NA 1d6 (1d6), TT None

- *Spit has a range of 6'. Save v. Poison to avoid permanent blindness.*
- *If bitten, a failed save causes death in 1d10 turns.*

9. Polluted Well

In ancient days, when this place was still inhabited by Man, this was the source of pure, clean drinking water for the entire village. Since the arrival of the orcs the well has become tainted and foul, although the orcs drink from it with no complaint. An oily slick has accumulated on the surface and a foul odor hangs in the air above the water.

Any non-orc drinking from the pool must make a Save v. Poison or fall violently ill 1d6 turns after drinking, with the effects as centipede poison but lasting 2d12 hours. On a save the unfortunate individual manages to keep their meal down, but they still suffer a –1 penalty to all rolls for 1d6 hours as their belly roils and churns.

10. Nightflyers

This smaller clan of orcs was brought into the horde two years previous. While they are regarded with suspicion and disdain by most of the other orcs, given their small, almost goblin-like stature, Orkorokash has welcomed them and their giant bat mounts. They have taken up lairing in a previously abandoned upper section of the cliff dwellings.

Accessible only via a series of rope ladders fixed to the back wall of the cliff, the previous inhabitants maintained a shrine here to their god of choice, one of wind and air. From the high place their priests would make offerings and prayers to Nemftha, the Duke of the South Winds. Since the passing of the original inhabitants Nemftha has been much reduced, little more than a gentle susurrus, a faint whisper carried upon the breeze on a hot day. Regardless, some of the Nightflyers have begun to have strange, oracular dreams, sent by Nemftha. It remains to be seen if Nemftha is able to build a following among the Nightflyers.

The Nightflyer clan consists of the following:

- 7 bands of orcs. The orcs of this clan are small and slight, with 1d8–1 hp per HD. They inflict normal damage in melee but prefer ranged weapons. The bands are made up of 3, 4, 6, 5, 5, 5, and 3 orcs, each led by a 1st-level reaver. Each 1st-level reaver

has 5 hp and gains an extra +1 to hit and damage with ranged weapons. Reavers have 1d4 sp each.

- 5 2nd-level reavers that serve as the chief's bodyguard and the elite flyers. Each of these reavers has 11 hp and possesses 1d4 gp.
- Tulmog, the chief, a 4th-level reaver.
- 8 giant bats that have been trained as mounts.

When Tulmog leaves the lair he will be accompanied by 1d4 2nd-level bodyguards.

The orcs that have been trained to ride giant bats are as follows:

- Six of the normal orcs
- Five of the seven 1st-level band leaders
- All five of the 2nd-level reavers
- Tulmog

The bats fly at night, in flights of three. One flight patrols the south, the other the north, leaving two bats back at the Aerie. They typically range no further than six miles from the village, although they could certainly fly further if needed. Each flight consists of a 2nd-level reaver and two 1st-level reavers. Normal orcs, or Tulmog for that matter, only fly if needed.

10.1. Flight Deck

This wide area, open to the outside, is where the bat-riders take off for their patrol flights, as well as being the main point of egress for orcs descending to the village below. During the day there will be 1d10–1 in the area, either (**1-2**) returning to their lair from the village below, (**3-4**) descending to the village below, or (**5-6**) preparing their bats either for the night's patrol (if in the evening) or returning from their patrol. At night there will be 3d8 orcs in this area.

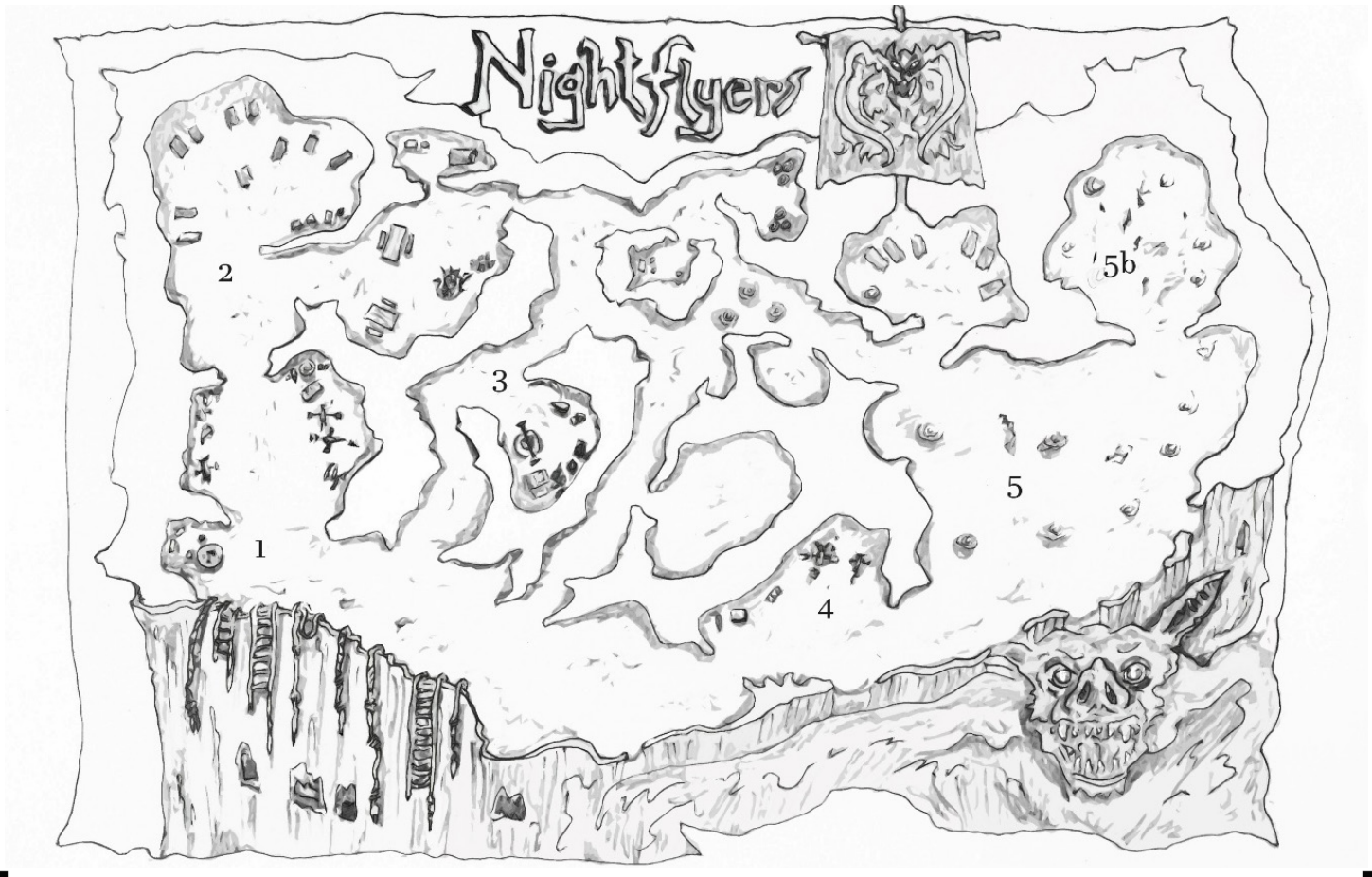
10.2. Sleeping Area and Armory

The cavern immediately adjacent to the flight deck contains the surplus weapons the clan uses. There will usually be:

- 7 short swords
- 6 short bows
- 120 arrows

The cavern just above the armory houses the majority of the orcs. During the day there will be 3d8 orcs here; at night there will be 1d8.

Tulmog's bodyguards sleep in the smaller chamber adjacent to the larger quarters. If Tulmog is in the lair there will be 1d4 bodyguards here, sleeping or resting.



10.3. Tulmog's Quarters

Tulmog lairs here. He wears a *ring of feather fall*, and keeps the rest of the clan's treasure hidden in a hollow under his bedding.

Tulmog, 4th-level reaver. AC 5 [14], HD 4 (22hp), Att 1 x shortbow (1d6+2) or sword (1d8), THAC0 16 [+3] (14 [+5] with missile weapons), MV 120' (40'), SV D10 W 11 P12 B12 S13 (F4), ML 8, AL Chaotic, XP 125, NA unique, TT see below

Tulmog possesses 900 sp, 400 gp, and a ring of feather fall.

10.4. Flying Gear

The orcs keep the saddles and assorted gear needed to fly on their giant bats here. They've got six sets of flight gear, each worth 50 gp. Small or extremely light characters could potentially use them to fly the bats themselves, although it will take several weeks of practice in order to learn how to do this.

10.5. Stables

The bats are stabled in the cavern here. During the day all of the bats will be here, slumbering upside down, as is their wont. At night there will be two bats left, the other six being out on patrol.

Lukkash, the bat trainer and a 2nd-level reaver, and a slight normal orc lad named Grom sleep here in the stables, attending to the needs of the bats. Grom has been the one most visited by the whispers of Nemftha, and he has started to ascribe several incidents of good luck to the zephyrous spirit.

Bat, giant (8). AC 6 [13], HD 2 (9 hp each), Att 1 x bite (1d4), THAC0 18 [+1], MV 30' (10') / 180' (60') flying, AL Neutral, XP 20, NA 1d10 (1d10), TT None

When carrying an orc, the bats fly at 150' (50'). Lukkash likes to think he simply has a way with animals, but it is actually the ring of animal training *(see Appendix) he uses to keep the bats in line that does the most good.*

10.5b. Shrine to Nemftha

In the very back of the cave is the ancient shrine to Nemftha, the Duke of the South Winds. The passages of the cavern have been carved and enlarged over the years such that there is always a breeze blowing past the mouth of this cave. Were one to sit completely still in the cavern, in total darkness and silence, one would begin to hear whispered entreaties for sacrifices. In Nemftha's case, these sacrifices take the form of individuals pushed off the flight deck, their bodies dashed on the rocks below.

0505. Stirge Warren

The hills in this subhex are pockmarked with tiny, maze-like tunnels, a complex that covers nearly a mile. The tunnels average a foot in diameter, and are too small for the orcs — or other Man-sized creatures — to enter, the network too vast and interconnected for the stirges that dwell within to be smoked or otherwise driven out. This subhex is, therefore, avoided by the orcs.

Anytime the adventurers enter this subhex they will be attacked by 1d10 stirges. This will occur each time the subhex is entered, in addition to every hour the adventurers spend within the subhex.

For every hour spent exploring the subhex the adventurers will turn up the equivalent of Treasure Type L, found on the long-desiccated corpses of the stirges' victims — mostly orcs, but plenty of others, including the humans that once dwelt in the cliffside village where the orcs now reside.

If one were to shrink oneself down to a size small enough to enter the tunnels, the brave explorer would find the remains of some sort of ancient humanoid — albeit incredibly small — civilization. The tunnels connect a score or so of small caverns, into which have been built now-crumbling miniature buildings. It would take at least a month in-game to explore the ruins in full, during which time the adventurers risk attack by rats, insects, moles, and other subterranean creatures that begin to gradually move back into the complex once the stirges are taken care of, in addition to any traps or guardians left behind by the previous residents.

Each day spent exploring the ruins within the tunnels yields the equivalent of Treasure Type E, but all the treasure will, of course, be miniaturized and will have a gp value of **1d10×10%** of normal (assume full value is realized by selling to a collector of oddities). Perhaps some items could be magically enlarged?

Stirges (96). AC 7 [12], HD 1 (4 hp), Att 1 x beak (1d3+ blood sucking), THAC0 19 [0], Move 30' (10') / 180' (60') flying, SV D12 W13 P14 B15 S16, ML 9, AL Neutral, XP 13, NA 1d10 (3d12), TT L*

0507. Pink Granite Deposit

There's an especially fine spur of granite that can be quarried here. With a delicate pink hue, this granite would be suitable for decorative applications. This deposit of granite has an Additional Resource Value of 2 and a base value of 2,795 gp.

0608. Pink Granite Deposit

There's another especially fine spur of granite in this subhex, not unlike that in 0507. This deposit of granite has an Additional Resource Value of 4 and a base value of 9,200 gp.

0806. Gerre's Lair

A massive cave bear, with maximum hit points, dwells in a cave in this subhex. Called *Gerre*, or "Earthshaker", by the orcs, she is largely left to her own devices. Burzbolba, the shaman of the Gangrenous Orcs, will occasionally leave sacrifices here for the cave bear's pleasure. These sacrifices are usually bound, but very much alive, prisoners of the orcs. Failing suitable prisoners, orcs that have fallen from the favor of Orkorokash will do.

The interior of the cave is littered with fur, leaves, and the bones of Gerre's prey. Buried in the detritus at the back of the cave is a single, flawless ruby worth 2,000 gp.

Gerre, cave bear (1). AC 5 [14], HD 7 (56 hp), Att 2 x claw (1d8), 1 x bite (2d6), THAC0 13 [+6], MV 120' (40'), SV D12 W13 P14 B15 S16 (F3), ML 9, AL Neutral, XP 450, NA 1d2 (1d2), TT V

Random Encounter Tables

Hex 13.21

Encounters with orcs in Hex 13.21 will be with either the Bloody Moon (**1-4**), the Gnashers (**5-7**), the Gangrenous Toes (**8-9**), the Nightflyers (**10-11**), or the Blinded (**12**).

1. Nightflyer Patrol (reroll during the day).
2. Orc Hunting Band (1d6 orcs + 1st-level reaver).
3. Orc Hunting Party (1d4+1 bands, plus one 1st-level reaver each, plus one 2nd-level reaver).
4. Orc war party. Determine clan at random; the war party will consist of half of all the clan's orcs, plus chief.
5. Gerre.
6. Stirges (1d8).
7. Basilisks (1d2).
8. Troglodyte ambassador from Hex 14.22.

Within the Village

1. Orc patrol (1d6 orcs, plus 1st-level reaver).
2. Dorga (**1-2**), Nazgor (**3-4**) or both (**5-6**).
3. Prisoner escaped from the Arena.
4. 2nd-level reaver plus 1d6–1 normal orc entourage from randomly determined clan.
5. Chief of randomly determined clan, plus 1d4 bodyguards, plus 1d6 lickspittle normal orcs.
6. Orkorokash plus entourage (**1-2**) or Gimbgor (**3-6**). There's a **1-3 in 6** chance Gimbgor is by himself.

7-8. Named NPC in Village as per Location Table.

Below are wandering monster tables for the individual orc lairs. Keep in mind that the named NPCs may not be present in the lair, in which case a result involving them should be rerolled.

Gnashers' Lair

1. Moggashrok plus entourage
2. Ogres (1d2)
3. 2nd-level reaver plus 1d6–1 normal orcs
4. 1st-level reaver plus 1d6–1 normal orcs

The Blinded's Lair

1. Tegar plus entourage
2. Skeletons (1d3)
3. Saza
4. 2nd-level reaver plus 1d4–1 normal orcs
5. 1st-level reaver plus 1d4–1 normal orcs
6. 1d6 normal orcs

Gangrenous Toes' Lair

1. Zugta plus entourage
2. Orkorokash plus entourage
3. Burzbolba plus 1d4–1 normal orcs
4. Draro plus 1d4–1 normal orcs
5. Murzskum plus 1d6–1 normal orcs
6. Gaba plus 1d6–1 normal orcs
7. Zughurtz plus 1d6–1 normal orcs
8. Gimbgor plus 1d6–1 normal orcs

Bloody Moon's Lair

1. Burte plus entourage
2. 2nd-level reaver plus 1d4–1 normal orcs
3. 1st-level reaver plus 1d6–1 normal orcs
4. 1d6 normal orcs

Nightflyers' Lair

1. Tulmog plus entourage
2. 2nd-level reaver plus 1d4–1 normal orcs
3. 2nd-level reaver plus giant bat
4. 1st-level reaver plus 1d6–1 normal orcs
5. 1d6 normal orcs
6. 1d4 giant bats

Classes

Cleric

Requirements: None
Prime Requisite: WIS
Hit Dice: 1d6
Maximum Level: 14
Allowed Armor: Any, including shields
Allowed Weapons: Limited

The gods of Absalom are, for the most part, the small gods of Terry Pratchett. Human faith gives divinity to local spirits, elementals, and eidolons, and over time these nascent gods grow strong from the accumulated faith of mankind.

There are very few deities whose worship spans a continent, or even a single domain. Most domains have a primary deity, a god that the ruler venerates, and a number of other smaller, local deities that are worshiped day to day.

The more worshipers a deity has, the more potent that god is; conversely, a god with no worshipers dwindles slowly away over a period of decades, or even centuries, becoming a shadow of their former glory.

Absalom is also a land where the gods themselves are very present, especially the local gods. Everyone knows that on the night of a full moon Hethi, the patron goddess of the village of Strom, visits the faithful in the form of cat, which is why saucers of milk are left outside for her on these nights. When the villagers at the base of Mount Draxca hear an avalanche, it is the eponymous god of the mountain making his displeasure known.

Clerics in Absalom can wear any armor, can carry shields, and are somewhat limited in their selection of weapons. At creation pick three weapon types the character can use (sword, dagger, and short bow, for instance, or club, crossbow, and spear). The weapons chosen should be thematically tied in with the character's deity of choice. At 5th, 9th, and 13th levels the character can select an additional type of weapon they can use.

Any cleric can request a miracle from their god, albeit with a small chance of success. When in dire straits the cleric may call upon their god to intercede with a 1% chance of success. If this succeeds the miracle is granted, which functions as a *wish* spell. The Referee adjudicates the miracle as appropriate, with the caveat that it should be designed to benefit the deity first and the cleric second. Once a miracle has been granted the cleric must gain a level before requesting another miracle. Deities do not take kindly to requests for frivolous miracles, and clerics abusing this power may find themselves cut

Table 7: Cleric

				Saving Throws					Spells per Day				
Level	**XP**	**HD**	**THAC0**	**DR**	**W**	**P/P**	**B**	**R/S/S**	**1**	**2**	**3**	**4**	**5**
1	0	1d6	19(+1)	11	12	14	16	15	—	—	—	—	—
2	1500	2d6	19(+1)	11	12	14	16	15	1	—	—	—	—
3	3000	3d6	19(+1)	10	11	13	15	14	2	—	—	—	—
4	6000	4d6	18(+2)	10	11	13	15	13	2	1	—	—	—
5	12000	5d6	17 (+3)	9	10	12	14	12	2	2	—	—	—
6	25000	6d6	17 (+3)	9	10	12	14	12	2	2	1	1	—
7	50000	7d6	16 (+4)	8	9	11	13	11	2	2	2	1	1
8	100000	8d6	15 (+5)	7	8	10	12	10	3	3	2	2	1
9	200000	9d6	14 (+6)	6	7	9	11	9	3	3	3	2	2
10	300000	+1 hp	14 (+6)	6	7	9	11	9	4	4	3	3	2
11	400000	+2 hp	14 (+6)	5	6	8	10	8	4	4	4	3	3
12	500000	+3 hp	13 (+7)	4	6	8	9	8	5	5	4	4	3
13	600000	+4 hp	12 (+8)	3	5	7	8	7	5	5	5	4	4
14	700000	+5 hp	12 (+8)	3	5	7	8	7	6	5	5	5	4

Table 8: Cleric Turning Table

	Undead HD							
Level	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8***
1	7	9	11	—	—	—	—	—
2	T	7	9	11	—	—	—	—
3	T	T	7	9	11	—	—	—
4	D	T	T	7	9	11	—	—
5	D	D	T	T	7	9	11	—
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D+	D	D	D	D	T	T	7
9	D+	D+	D	D	D	D	T	T
10	D+	D+	D+	D	D	D	D	T
11	D+	D+	D+	D+	D	D	D	D
12	D#	D+	D+	D+	D+	D	D	D
13	D#	D#	D+	D+	D+	D+	D	D
14	D#	D#	D#	D+	D+	D+	D+	D

*Spellcasting undead or those with 8 or more HD may make a Save v. Spells to avoid being turned or destroyed.

+The cleric turns a total of 3d6 HD of undead.

#The cleric turns a total of 4d6 HD of undead.

off from spell-casting or other abilities until they atone for their greed.

Starting at 2nd level, when a cleric kills an enemy with a physical attack, they may attack another enemy within striking distance. Provided that each blow kills an enemy, they may attack a number of successive targets equal to half their hit dice (to a maximum of 4 additional targets at level 9).

The Saving Throw table has been altered slightly from the **OSE** core rules, providing a smoother transition through the levels.

Starting at 5th level the cleric may create potions associated with clerical magic. At 9th level they may create magical items that are associated with clerical magic.

Upon reaching 9th level the cleric has the choice of founding either a temple or a stronghold (as a fighter). They have the choice, therefore, to become either a spiritual or temporal leader. Assuming the cleric is in the good graces of their deity the construction costs ½ the normal price (or costs half the normal price to purchase). Note that a cleric who assumes control of a temporal domain *cannot* also be the head of a temple, although they can decree that the cleric's faith is the official religion of the land.

The following rules may be supplemented by the free guidebook *Domain Building*. Clerics can found domains or churches prior to reaching 9th level. If this is the case, they do not attract the followers listed below. The followers join the cleric once 9th level is reached.

If a temple is founded and built, the following are attracted over the period of three months:

- **1d6** clerics of levels 1-2
- **2d6** acolytes (0-level humans)
- **3d6** mercenaries of a random type, who have heard the cleric's message and felt called to protect them. The mercenaries are paid half normal wages and never have to check morale.
- Refer to the section on temples for more information.

Rules for running a temple will be found later in this section.

If the cleric instead founds a stronghold they attract the following:

- **1d4** 1st-level followers, each of a randomly determined class, that have felt the call to serve the character. They do so asking only for room and board and never check morale.
- **1d4+1 × 5** mercenaries. Each group of five will be the same type, they will serve for half pay, and never have to check morale.
- A number of peasant families equal to 1 per 2000 gp value of the stronghold (actual value, not the discount the cleric receives).

All followers, whether for the temple or stronghold, arrive over a period of three months, with one quarter arriving during the first month, one half during the second, and the final quarter during the third.

Alternate Rules

If playing with skills (see *Hex 17.23*) clerics begin with one skill at 1st level (plus an additional skill per point of Intelligence bonus) and they gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

If playing with Knacks the character may choose one of the following at 1st level plus an additional Knack at levels 5, 9, and 13. Unless otherwise stated a Knack can be chosen at any of these levels and multiple times.

Blessed by the Gods. The character's saving throws

improve by one each. This may only be selected once.

Divine Grace. Once per day the cleric may reroll a single roll they make, taking the better of the two results. At 7th level they may do this twice per day and at 11th level three times per day. This Knack can only be selected once.

Heresy. The character may add one spell from another list (druid, magic-user, illusionist, etc.) to their spell list for each level they can cast. The spell is cast at one level higher than normal, however. For instance, if a cleric adds *sleep* to their spell list it would be considered a 2nd-level clerical spell. This may only be selected once.

Improved Turning. The character adds 1 to their 2d6 roll when attempting to turn undead, and if successful may roll twice to determine the number of HD turned, taking the better result. This may only be selected once.

Lay on Hands. The character is able to heal damage equal to their Hit Dice times two each day by touching another creature. This damage may be divided up between targets. Therefore, an 8th-level cleric can lay on hands to heal 16 points of damage, targeting any number of successive individuals until the total amount of healing is used. The cleric can do this once per round without using an attack, provided they do not use their full movement.

Leader of the Flock. The cleric is exceptional at converting non-believers to her faith. When rolling monthly to determine the number of followers attracted roll twice each time, taking the better of the two results, and when rolling to determine the number lost roll twice, taking the lesser of the two results. An additional 10% of the cleric's flock are considered to be true believers. See the text on temples, below.

Lord of the Land. The cleric proves to be an exceptional leader. If using the *Domain Building* supplement, the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the cleric may govern by themself is increased by one.
- When followers are attracted upon reaching name level roll twice and take the better result for each category.

This Knack must be selected at level 9 or 13.

Prodigy. The character is infused with divine energy and can tap into it to cast additional spells. At 2nd-5th level they may cast an additional 1st-level spell, at 6th-9th an additional 1st- and 2nd-level spell, and at 10th-14th an additional 1st-, 2nd-, and 3rd-level spell.

Self-improvement, primary. The cleric can increase their Wisdom, Constitution, or Charisma score by two. This may only be selected at 5th, 9th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The cleric may increase her Dexterity, Strength, or Intelligence by two. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Spontaneous Casting. Pick one of the following spells at each level the character is capable of casting:

1st. *command, cure light wounds, light, protection from evil, sanctuary.*

2nd. *augury, bless, delay poison, find traps, holy chant.*

3rd. *cure blindness, cure disease, dispel magic, remove curse.*

The character can cast these spells without preparing them in advance, simply by expending a currently memorized spell in a slot of the same level. This Knack may be selected multiple times, but with each selection a different spell at each level must be chosen.

Toughness. The character uses 1d8 for their HD instead of 1d6. Can only be selected once.

Weapon Mastery. The character can use three combat maneuvers, as described in *Hex 17.22*.

Grove Guardian

Requirements: Strength 9, Charisma 13, Constitution 9
Prime Requisite: Strength, Wisdom
Hit Dice: 1d6
Maximum Level: 9

Dryads rarely give birth in the mortal world, but when they do their offspring may become grove guardians, the protectors of the forest and trees. They are warriors with fae heritage, not bound to a single location or tree like their mothers.

They are, however, born from a seed that grows into a tree; until about twenty-five years of age the grove guardian is essentially a dryad, able to enter both their tree and Faery. After reaching maturity the guardian leaves their tree permanently, unable to enter it or Faery on their own thereafter.

The grove guardian's tree is usually located near her mother's, although dryads have occasionally been known to bestow the seed to the father to plant elsewhere. Dryads typically have no more than one child in their lifetime, and many don't have any.

Grove guardians are long-lived and slow to mature. They become adults at about 30 and will live for another hundred and fifty years, to a maximum of 200.

Grove guardians may wield any weapons and use shields, but are restricted to non-metallic armor. If struck by a bronze weapon roll twice for damage, taking the higher roll (they do not suffer the full penalties of fae against bronze). They can use the same magical items that fighters can.

Grove guardians with both Strength and Wisdom scores above 13 receive a 5% bonus to XP. If one of those scores is also 16 or greater the bonus increases to 10%.

Most grove guardian are Neutral, although occasionally Chaotic guardians are encountered. Lawful grove guardians are exceedingly rare (although there are some, as Anven shows!).

Grove guardians have the following abilities at 1st level:

- Attack as fighters.
- Save as elves.
- Gain a +2 bonus to saves against illusions and charm magic.
- Are allowed a Save v. Spells to avoid being affected by *sleep*.
- They are difficult to surprise in wilderness settings. They are only surprised on a roll of **1 in 6**.
- They surprise others on a roll of **1-3 in 6** while in the wilderness.
- They still retain a partial link to their tree. As long as their tree remains alive they have an extra Hit Die (2d6 at level 1). If the tree is killed they automatically lose the additional Hit Die permanently and must Save v. Death or take an additional HD worth of damage (not permanent).

Ex. Morwenna the grove guardian is level 4, with 5 HD and 22 hit points. Her tree is killed, and she automatically is reduced to 4 HD, rerolling her hit points and getting a 16. Additionally, she must Save v. Death. She does so and fails, so she takes an additional 1d6 damage. This additional damage can be healed normally, but the lost HD is permanent.

At 2nd level the grove guardian gains the following abilities:

Table 9: Grove Guardian

				Saving Throws					Druid Spells per Day		
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**1**	**2**	**3**
1	0	1d6	19 [0]	12	13	13	15	15	—	—	—
2	2,120	2d6	19 [0]	12	13	13	15	14	1	—	—
3	4,240	3d6	18 [+1]	11	12	12	14	13	1	—	—
4	8,480	4d6	17 [+2]	10	11	11	13	12	1	—	—
5	17,000	5d6	16 [+3]	10	11	11	12	12	2	—	—
6	34,000	6d6	15 [+4]	9	10	10	11	11	2	1	—
7	68,000	7d6	14 [+5]	8	9	9	10	10	2	2	—
8	136,000	8d6	14 [+5]	8	9	9	10	10	2	2	1
9	270,000	9d6	13 [+6]	7	8	9	9	9	3	2	1

- Cast spells as a druid, drawing from the spell list below, with 25% progression. They don't gain any of the other druidic benefits.
- The grove guardian inflicts an additional +1 point of damage with either melee or missile attacks (pick one). This increases to +2 at 6th level. Alternatively at 6th level, they may apply the +1 bonus to damage to *both* missile and melee attacks.
- The grove guardian may attack a second adjacent opponent if they kill an enemy with their attack. They may attack an additional enemy per round for every two HD they have (one at level 1, two at level 3, etc.), provided that each attack slays their opponent.

Spells to be cast are chosen at the beginning of each day, after a full night's uninterrupted sleep and an hour of meditation.

At 7th level the grove guardian's renown grows to the point that they attract followers. Rather than found a stronghold and domain, however, they dedicate themselves to protecting an area of wilderness and the animals that dwell within. They attract the following (roll three times):

Guardian Followers

1-4. 1d4 1st-level fighters (or rangers, if using them)

5-6. 1d3 1st-level druids*

7-8. 1d2 centaurs

9. 1d2 blink dogs

10. 1d4+1 pixies

11. 3d4 sprites

12. 1 giant owl (**LL** *AEC*)

*If elves are a class option there's a **1-4 in 6** chance this result yields **1d2** 1st-level elves instead of druids.

A grove guardian's followers expect no pay but do expect protection and respect. They will defend and maintain the guardian's territories but will not venture into dungeons, nor will they leave the territory except in unusual circumstances.

The followers take three months to arrive, with half arriving one month after the guardian achieves 7th level, a quarter at the end of the second, and the remaining quarter at the end of third month.

If a follower is killed they will be replaced (roll randomly to determine type, again) after a period of **1d3** months, unless the follower's death was the result of negligence or malice on the guardian's part.

Alternate Rules

If playing with the alternate rules first presented in the *Lake of Abominations* Hex Cluster, the following apply to this class.

At first level the grove guardian knows one skill in addition to any bonus skills granted by high Intelligence.

Grove guardians gain a new skill at 4th, 7th, and 9th levels.

At 1st level the grove guardian may select one of the following Knacks from the list below, provided they meet the requisites for it. They may select an additional Knack at 5th and 9th level. Note that if a Knack states a character must be 5th level to select it, that Knack can be selected at 5th *or* 9th level, not just at 5th.

Additional Spell. The character can cast an additional spell per day. The character can decide if it is a 1st-, 2nd-, or 3rd-level spell, and may change their selection daily.

Alertness. The character gains a +1 bonus to initiative and is surprised in the wilderness only on a roll of 1 on 1d8 or in a dungeon on a roll of 1 on 1d6.

Animal Companion. The grove guardian can recruit animals as retainers. Rules for animal companions are below.

Combat Prowess. The character selects three combat maneuvers that she can use. See *Hex 17.22*.

Concentration. The character has practiced casting spells during combat. If they suffer damage while casting a spell they can make an attempt to roll equal to or less than their Constitution on **3d6** to continue to cast the spell. Add **1d6** to the roll for every 10 points of damage they take (4d6 for 11 points, 5d6 for 21 points, etc.).

Expanded Repertoire. The character adds the following spells to their spell list. Must be 5th level to select.

- First Level. *dancing lights, feather fall, spider climb.*
- Second Level. *magic missile, sleep, mirror image*
- Third Level. *fascinate, invisibility, whispering wind*

Fighting Style. Select one of the following: Dual weapon fighting, Ranged weapons, Two-handed weapons. The character has specialized in this form of combat. Refer to the Fighting Styles section of the Appendix.

Self-Improvement, primary. The character increases their Charisma, Strength or Wisdom score by 1. Must be 5th level to select.

Self-Improvement, secondary. The character increases her Constitution, Dexterity, or Intelligence by 1. Must be 9th level to select.

Skillful. The character gains three additional skill slots.

Toughness. The grove guardian has 1d8 hp per HD instead of 1d6. If her tree is killed she loses 1d8 hp (in addition to the permanent HD loss).

Advancing Animal Companions

Certain classes gain animal companions instead of retainers. These creatures become more powerful and intelligent as play progresses, but at a slower rate than humanoid retainers. The following rules apply to animal companions:

- The animal must be a normal, non-magical animal with average animal intelligence. Giant animals, or those with magical abilities (such as blink dogs) are treated differently.
- Roll on the recruitment table as normal to determine if it accepts the PC.
- The animal cannot have more Hit Dice than the PC; a 5th-level character could not have a cave bear, with 7 HD, as an animal companion.
- The animal's morale is increased by 1.
- The animal gains 1 HD for every two levels the PC gains after entering service.
- The animal can understand basic commands given by its master and can communicate basic concepts (Intruder! Danger!).
- The animal requires a Cost of Living upkeep per month equal to a PC with half its Hit Dice. Refer to *Hex 16.24* for more information on Cost of Living.

Animal companions must be well treated in order to continue service with the adventurer. Mistreatment, or insistence that they perform dangerous tasks, will force a loyalty check each time it is applicable. A well-treated animal companion that fails a loyalty check will just retreat as per the rules, but one that has been mistreated by the character will flee, never to return.

The grove guardian class is built using the rules from *Classing Up the Joint*.

- Attack as fighter. +2
- Save as elf. +1
- HD 1d6. +.5
- Weapons (4). +2
- Armor (3). +1
- Divine spellcaster 25% progression. +3
- Early name-level benefits. +.5
- Save bonuses. +.85
- Awareness. +1
- +1 HD at 1st level. +4 (reduced because of tie to tree)
- Ability score requirements. –1
- Prime Requisites beyond 1. –.25
- Level restrictions. –4
- Total modifier of: 10.6
- XP to reach 2nd level: 2,120.00

Knight

Requirements: Strength 9, Charisma 9
Prime Requisite: Strength
Hit Dice: 1d8
Maximum Level: 14

A fighter subclass, knights are notable in that they are trained in mounted combat and adhere to a code of conduct. Most often they belong to some sort of knightly order or are pledged to serve a liege lord, but it is certainly possible to encounter lone, or errant, knights.

Knights are trained in all kinds of armor and weapons. They may use shields in combat. Knights must be Lawful.

Characters with a Strength of 13 or better receive a 5% bonus to XP; those with a Strength of 16 or higher instead gain a 10% bonus.

Knights attack and make saving throws as fighters. First-level knights are called squires and do not earn the right to call themselves "knights" until reaching 2nd level.

At 1st level they have the following abilities:

- They may attack from horseback, including firing missile weapons (excluding longbows), with no penalty. If using the skill system presented in *Hex 17.23* the character is Skilled in Riding.
- The knight selects one form of combat: ranged, mounted, sword and shield, or two-handed. Refer to the Fighting Styles section of the Appendix for more information.
- The knight's code of conduct provides them with moral strength. The knight gains a +2 bonus against fear and charm effects. NPC knights have their morale increased by 1.
- If a knight slays an opponent they may make an attack against another opponent within reach. They may continue to attack as long as each attack slays an opponent, up to a number of times per round equal to their Hit Dice (maximum of 9 extra attacks at level 9).

At level 3, mercenary troops and NPCs under the knight's command gain a +1 bonus to morale as long as the knight remains alive and able to function. This bonus also applies to retainers.

At level 4 the knight may issue a Challenge. She need not speak the language of the target, but the target must be within 120', of greater than animal intelligence, and able to see the knight. The knight spends a round calling out the target to do battle, after which the target must make a Save v. Petrification/Paralysis. If the target fails they must attack the knight above all other targets if they are so able.

At level 5 the knight acquires a squire, a 1st-level knight who serves the character in exchange for lessons in

Table 10: Knight

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d8	19 [0]	12	13	14	15	16
2	2,070	2d8	19 [0]	12	13	14	15	16
3	4,140	3d8	18 [+1]	11	12	13	14	15
4	8,280	4d8	17 [+2]	10	11	12	13	14
5	16,560	5d8	16 [+3]	10	11	12	12	14
6	33,000	6d8	15 [+4]	9	10	11	11	13
7	66,000	7d8	14 [+5]	8	9	10	10	12
8	132,000	8d8	14 [+5]	8	9	10	10	12
9	260,000	9d8	13 [+6]	7	8	9	9	11
10	380,000	9d8+2*	12 [+7]	6	7	8	8	10
11	500,000	9d8+4*	12 [+7]	6	7	8	7	10
12	620,000	9d8+6*	11 [+8]	5	6	7	6	9
13	740,000	9d8+8*	10 [+9]	4	5	6	5	8
14	860,000	9d8+10*	10 [+9]	4	5	6	5	8

*Modifiers from Con no longer apply.

the knightly arts. The squire has heard of the knight's exploits and arrives 1d4 weeks after the knight reaches 5th level. This squire is treated as a retainer and counts toward the maximum number as determined by the knight's Charisma. The knight is expected to cover all of the squire's costs and expenses. When the squire reaches 3rd level the higher-level knight can either release them or extend an offer to serve. Make a reaction roll modified by the knight's Charisma. If the result is "Unfriendly" or "Hostile" the squire leaves the knight's service. The knight may then recruit another 1st-level knight to serve as her squire.

At 9th level the knight may found a new training ground for her order, or, if she serves a liege lord, can expect a land grant no smaller than one 6-mile hex and a noble title (of baron or equivalent). In either case, the knight attracts **1d4** knights of levels 2-5 (**1d4+1**), **2d4** squires (1st-level knights), and **3d4** Normal Men seeking training as knights. The knights will serve the character in exchange for room and board (see *Hex 16.24* for suggested costs of living per level) but no direct pay.

Additionally, the knight will attract **1d6×10** mercenaries. Every ten mercenaries will be of the same type. They will expect to be paid as normal, but as long as they are commanded by the character will have a morale 1 higher than normal.

Code of Conduct

All knightly orders follow rigid codes of conduct that vary from order to order. As champions of Law they are mostly sworn to uphold the common weal, to protect the weak, stand against Chaos, and so forth. Each order should have its own set of vows that a knight makes upon reaching 2nd level, when they are no longer considered squires. Even knight errants, belonging to no order, have personal codes of conduct to which they adhere.

If a knight willingly breaks the code and does not make amends, they are usually put on trial, drummed out of their order if found guilty, and their name is roundly besmirched. They do not lose any of their knightly abilities, but they can no longer rely on their order for support, supplies, healing, and so forth.

All the knight's retainers and followers must make an immediate loyalty check. A result of "Unfriendly" or "Hostile" indicates they leave the knight's service; those that do so with a "Hostile" result spread news of the knight's downfall far and wide, to the extent that the knight suffers a –2 penalty to all reaction rolls in the vicinity until they redeem themself or flee to a place where their former order is unknown.

Most knightly orders require their knights (2nd level and higher) to tithe 25% of their income to the order.

Alternate Rules

If using the alternate rules first presented in the *Lake of Abominations* Hex Cluster the following applies to the knight.

The character begins play with a single skill at level one, plus one additional skill for each point of Intelligence modifier. She may choose an additional skill at levels 3, 5, 7, 9, 11, and 13.

Knacks are special abilities that characters get to select at given levels. A character may select a Knack from the list so long as they meet the given requirements. Knacks may be selected more than once unless otherwise stated.

Knights gain one Knack at 1st level and have an additional selection at levels 4, 7, 10, and 13.

Chosen Enemy. The knight is a sworn enemy of some type of monster: aberration, dragonkind, faery, giants, humanoid, monsters (basilisks, manticores, etc.), extraplanar, or undead. They gain a +1 to hit and damage and also a +1 bonus to any applicable saving throws when fighting their chosen enemy. They may re-assign their chosen enemy whenever they are eligible for a new Knack.

Combat Prowess. The character selects three combat maneuvers that she can use. See *Hex 17.22*.

Defender. The knight may choose to fight defensively. Doing so forfeits their attacks for the round, but they gain an AC bonus of 2. This bonus is increased to 3 at 9th level and 4 at 14th. This Knack can only be selected once.

Force of Will. A knight with this Knack can function despite suffering debilitating injuries. If reduced to 0 hp the character will be able to remain standing for a number of rounds equal to their HD, *or* until they are reduced to a number of negative hp equal to their HD (whichever comes first), at which point they collapse, dead. This Knack can only be selected once.

Heirloom. The character gains a masterwork weapon or suit of armor that has been in the family for generations. If it is a weapon it possesses a non-magical +1 bonus either to hit or damage. If armor, it either provides a +1 bonus to AC or weighs half as much as a similar non-masterwork suit of armor.

The heirloom item is of suitable quality to be enchanted and become a magical item.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once at level 4, 7, 10, or 13.

Lord of the Land. The knight proves to be an exceptional leader. If using the *Domain Building* supplement the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the knight may govern by themself is increased by one.
- When followers are attracted upon reaching name level roll twice and take the better result for each category.

This Knack must be selected at level 7, 10, or 13.

Rally the Troops. By calling out in the midst of battle the knight may rally all those fighting under their banner – no more than they can effectively lead – and do one of the following. It takes a full round for them to do this. This ability affects all allies within 30' of the knight.

1. Reroll a failed morale check.
2. Grant all the troops an additional +1 to hit and damage for the next six rounds.
3. Cause all allies within range to regain 1d4+1 hit points.

The knight may do this once per day. It can only be selected at level 7 or higher.

Resilient. Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

Self-improvement, primary. The knight can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The knight may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Shield the Weak. Once per day the character may elect to receive an attack targeting an ally within 5'. The character must decide prior to the attack roll being made. If this Knack is selected more than once the knight may use it an additional time per day. At level 7 it may be extended to allies within 10'.

If the attack roll misses the knight's AC the attack misses, if it hits the knight's AC the knight is hit by the attack.

Skillful. The character gains three additional skills.

Toughness. The knight rolls 1d10 for her HD, rather than 1d8. This Knack can only be selected once, but it can be selected at any level, provided the character rerolls their hit points for each level.

The knight class is built using the rules from *Classing Up the Joint* as follows:

- Attack as fighter. +2
- Save as fighter. +1
- 1d8 hp per HD. +1
- +2 hp at level 10+. +1
- Weapons (4). +2
- Armor (4). +2
- Attack from horseback. +.5
- Moral Strength. +.6
- Morale bonus to troops. +.75
- Challenge. +.75
- Squire. +.75
- Ability score requirements. –.5
- Alignment restrictions. –.75
- Code of conduct. –.75
- Total modifier: 10.35
- XP to reach 2nd level: 2,070

Morlock

Morlocks are the degenerate descendants of Men that, centuries before, retreated underground, away from the light of the sun and civilization. Over countless generations they have adapted to life beneath the earth; their skin lightened to a pasty white, their eyes and ears grown to unusual size.

Morlocks have devolved into a more primitive form of Man, unable to work with metal or communicate complex thoughts. Any vestige of their life above ground has been lost to them, except perhaps as a dim, tribal memory of a cruel burning light shining down from a vast emptiness above.

Morlocks do not have the technology to fashion metal armor, or even to tan leather, so must resort either to wearing the hides of beasts they have slain or piecing together a random collection of metal armor scavenged from the corpses of unfortunate adventurers. In such cases their AC can not be better than 5. Exceptional morlocks (i.e. potentially any player characters or retainers) do, of course, have the potential to wear any form of armor. Morlocks may also use shields.

Likewise, morlocks do not possess the ability to wield complex weapons such as bows or crossbows and lack the skill to maintain edged weapons such as swords and axes. The only missile weapons they can use are spears and slings. Edged weapons used by typical morlocks are at –1 to hit and damage, due to the poor condition in which they are kept.

Morlocks have the following racial characteristics:

- **Infravision to 90'.** Their vision has adapted to a life underground.
- **Sunlight sensitivity.** Conversely, they suffer a –2 penalty to attack rolls if exposed to sunlight.
- **Awareness.** Their enhanced hearing and sight make them difficult to surprise. They are only surprised on a roll of 1 in 8. However, if caught aboveground during the day they will be surprised on a roll of 1-4 in 6 due to the excessive light.
- **Resistance to illusions.** Because morlocks rely on all of their senses to survive underground they are less likely to be fooled by illusions. They roll twice when making a Save v. Spells to disbelieve illusions, taking the better of the two results.
- **Different mindset.** Although once human, generations of living in isolation and inbreeding has radically altered their thought patterns. They are considered monsters, rather than persons, for the spells charm person and hold person.
- **Stealthy.** Lives of hunting in darkened caverns have taught the morlocks to be stealthy. They Move Silently and Hide in Shadows as a thief of the same level as their HD.
- **Illiterate.** Morlocks have lost the ability to read. Exceptional morlocks may, at the Referee's whim, be able to read, and if using the skill system from The Lake of Abominations they may invest skill slots in Literacy.

The morlock class as presented here represents standard members of the morlock race (as differs from the shaman and sorcerer, below). In addition to the racial qualities, above, the morlock class has the following special abilities:

- Morlocks attack and save as fighters (unless used as monsters, in which case they attack using their HD and the monster attack matrix).
- **Ambush.** If morlocks are able to attack a surprised foe they inflict an extra 1d6 points of damage during the surprise round.
- **Brute Strength.** Morlocks make up for what they lack in weapon skill and finesse with brute force.

Table 11: Morlock

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d8	19 [0]	12	13	14	15	16
2	1,450	2d8	19 [0]	12	13	14	15	16
3	2,900	3d8	18 [+1]	11	12	13	14	15
4	5,800	4d8	17 [+2]	10	11	12	13	14
5	11,600	5d8	16 [+3]	10	11	12	12	13
6	23,000	6d8	15 [+4]	9	10	11	11	13
7	46,000	7d8	14 [+5]	8	9	10	10	12
8	92,000	8d8	14 [+5]	8	9	10	10	12
9	184,000	9d8	13 [+6]	7	8	9	9	11

They do 1d6 points of damage with simple weapons (clubs, rocks, etc.), rather than 1d4. A morlock inflicts 1d3 points of damage in unarmed combat.

- **Fear of magic.** Morlocks share the same fear of arcane magic as barbarians. They will not knowingly use or come under the influence of arcane magic. They will accept divine magic from their own shamans.

Morlocks Cleave as fighters of an equivalent level. At level 4 morlocks can found their own cave, splintering off from their previous clan. 2d6 standard morlocks and 1d6 2nd-level morlock bodyguards will accompany the new chieftain, and there's a 1-2 in 6 chance that a shaman of level 1-2 will follow as well.

Optional Rules

If using the optional rules, Morlocks begin play knowing three skills, and gain an additional skill slot at levels 3, 6, and 9. If they have a bonus to their Intelligence score they may start with additional skill slots equal to that modifier. They begin play with a single Knack at 1st level, selected from the list below, and gain an additional Knack at levels 4 and 8. Note that only exceptional morlocks (bullies or those with more than 1 HD) should have Knacks. The average morlock does not.

Animal Companion. The morlock has an animal companion, taken from the list of creatures that shamans are able to summon.

Arcane Resistance. The morlock makes all Saves versus Spells at advantage, rolling twice and taking the best result.

Bully. Once per day, the morlock can threaten and cajole others of its kind within 30', allowing them to reroll a failed morale check. They may do this in addition to their normal actions. At 5th level those morlocks within range gain a +1 bonus to their morale checks.

Daywalker. The morlock can venture above ground in the light of day without suffering penalties. They may not *like* it, but they can do it.

Flurry of Blows. Once per day the morlock can attack twice in a round. At 5th level they can do this twice per day, and at 9th level three times per day. Regardless of the number of opponents they slay they can only Cleave once per round.

Savage Attacker. +1 to attack and damage rolls due to ferocity, but a –1 to AC.

Self-improvement, primary. The morlock can increase one of the following scores by 2, or two by 1: Strength, Dexterity, Constitution.

Self-improvement, secondary. The morlock can increase one of the followings scores by 2, or two by 1: Intelligence, Wisdom, Charisma. This can only be selected at level 4 or 8.

Skilled. The morlock gains an additional three skill slots.

Stalker. At 5th level the damage inflicted during a surprise round is increased to 2d6, and at 9th level to 3d6.

Stoneskin. Reduce the damage taken from every die by 1. Example. A morlock with this Knack is hit with a sword for 1d8 points of damage. 1 is subtracted from the roll. The next round they are caught in the blast of a fireball for 6d6 damage, and subtract 6 from the damage roll (prior to the saving throw).

At 6th level this increases to –2 per die. Damage from an attack can be reduce to 0.

Toughness. The morlock is especially durable and gains 1d10 hit points per level instead of 1d8. These are applied retroactively to the hit points rolled at 1st level. Note that the re-roll can never be lower than the initial roll. If this Knack is selected twice the morlock has 1d12 hit points per HD.

If, for some reason, a player wants to play a morlock character, the racial class is built in the following manner (using the rules from Classing up the Joint). Note that with regard to weapon and armor usage the restrictions listed above are for morlocks dwelling in their own communities. They are certainly intelligent enough to learn how to use bows, or don plate armor, provided they are taught.

- Attack as fighter. +2. Note that NPC morlocks attack using the Monster Attack Matrix.
- Save as fighter. +1
- HD 1d8. +1
- Weapons, 4. +2
- Armor, 4. +2
- Infravision, 90'. +.75
- Hide in shadows as thief. +.5
- Move silently as thief. +.5
- Awareness. +1
- Resistance to illusions. +.5
- Treated as monsters rather than humanoids. +1
- Brute Strength. +.5
- Ambush hunters (as backstab). +1.25
- Sunlight vulnerability. –.75
- Alignment restrictions: Cannot be Lawful. –.5
- Fear of Magic (as barbarian). –1.5
- Level Restrictions (max 9th level). –4
- Total build modifier of 7.25
- Morlocks require 1,450 XP to reach 2nd level.
- They have no ability score requirements, and a prime requisite of Strength.

Morlock Shaman

Requirements: None
Prime Requisite: WIS
Hit Dice: d6
Maximum Level: 9
Armor: Any
Weapons: Limited
Languages: Grog (in Absalom)
Alignment: never Lawful

Morlock shamans venerate ancient chthonic gods of Chaos. Their spell lists are a combination of cleric and druid spells. They have the following racial characteristics:

- **Infravision to 90'.** Their vision has adapted to a life underground.
- **Sunlight sensitivity.** Conversely, they suffer a –2 penalty to attack rolls if exposed to sunlight.
- **Awareness.** Their enhanced hearing and sight make them difficult to surprise. They are only surprised on a roll of 1 in 8. However, if caught aboveground during the day they will be surprised on a roll of 1-4 in 6 due to the excessive light.
- **Resistance to illusions.** Because morlocks rely on all of their senses to survive underground they are less likely to be fooled by illusions. They roll twice when making a Save v. Spells to disbelieve illusions, taking the better of the two results.
- **Different mindset.** Although once human, generations of living in isolation and inbreeding has radically altered their thought patterns. They are considered monsters, rather than persons, for the spells charm person and hold person.
- **Stealthy.** Lives of hunting in darkened caverns have taught the morlocks to be stealthy. They Move Silently and Hide in Shadows as a thief of the same level as their HD.
- **Illiterate.** Morlocks have lost the ability to read. Exceptional morlocks may, at the Referee's whim, be able to read, and if using the skill system from The Lake of Abominations they may invest skill slots in Literacy.

Morlock shamans also have the following abilities:

Morlock shamans cast spells as clerics, with the same progression. The spells they can cast are drawn from a limited list, below. Oftentimes, the gods they worship grant unique spells or abilities that are added to this spell list.

Instead of turning undead as a cleric the shaman can attempt to control vermin and primitive cave-dwelling animals, such as giant centipedes, spiders, rats (normal and giant), snakes, etc. See below for more information on commanding vermin.

Shamans can wear any kind of armor but are limited to knowing how to use three simple weapons, of a kind described under Morlock, above. They can learn how to use an additional weapon upon reaching level 5. Morlock shamans Cleave as clerics of the same level.

Shamans have the following spells they may cast. They pray for spells as clerics do, and must have some sort of focus that represents their dark deity: the ritually prepared skull of a slain foe, a curiously engraved stone taken from an unholy shrine, etc. Spells with an asterisk are from the OSE supplement Druid and Illusionist Spells. Those with two asterisks can only be cast as the reversed versions of normal spells.

Table 12: Morlock Shaman

				Saving Throws					Spell Progrression				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**1**	**2**	**3**	**4**	**5**
1	0	1d6	19 [0]	11	12	14	16	15	—	—	—	—	—
2	1,400	2d6	19 [0]	11	12	14	16	15	1	—	—	—	—
3	2,800	3d6	19 [0]	11	12	14	16	14	2	—	—	—	—
4	5,600	4d6	18 [+1]	10	10	13	15	13	2	1	—	—	—
5	11,200	5d6	17 [+2]	9	9	12	14	12	2	2	—	—	—
6	22,400	6d6	17 [+2]	9	9	11	14	12	2	2	1	1	—
7	45,000	7d6	16 [+3]	8	8	11	13	11	2	2	2	1	1
8	90,000	8d6	15 [+4]	7	7	10	12	10	3	3	2	2	1
9	180,000	9d6	14 [+5]	6	7	7	11	9	3	3	3	3	2

1st level. *animal friendship*, darkness**, detect danger*, protection from good, purify food and water, cause fear**, resist cold*

2nd level. *barkskin*, blight**, heat metal*, hold person, resist fire, silence 15' radius, snake charm*

3rd level. *continual darkness, cause disease**, curse**, fungal shape* (underground version of tree shape), growth of animal, hold animal**

4th level. *create water, cause serious wounds**, neutralize poison, protection from fire and lightning*, speak with plants, summon animals**

5th level. *commune, create food, dispel good, insect plague, finger of death**, pass plant, transmute rock to mud**

At 4th level morlock shamans can craft fetishes (see Hex 17.22 for more information on these) and at 5th level may brew potions. They may attempt to create permanent magical items at 9th level. In all cases they use their level to determine their chance of success.

Upon reaching 4th level the shaman will attract 1d6 pupils (normal morlocks) that will act as acolytes. Each has a 1-2 in 6 chance of becoming a 1st-level shaman 2d4 months after apprenticing themselves.

Control Vermin

When attempting to control vermin the shaman must be within 30' of the creature(s) to be controlled. A reaction roll is first made; if the result is Unfriendly or Hostile the control attempt is made with disadvantage: roll 2d6 twice and take the lower of the two results.

The control attempt uses the same table as the cleric on p. 23 of OSE Core. The success of the control roll depends upon the creatures' HD; white apes, for instance, use the 4 HD column. Like normal turning, a second 2d6 is rolled to determine the total number of HD controlled.

On a normal success the targets are controlled for a period of 1d4 hours; on a T (automatic turn) the duration is 2d6 hours; on a D the control is for 1d4 weeks. At any time the shaman can only control a number of HD of animals equal to twice the shaman's level.

Controlled creatures will obey simple commands even if they do not understand language; the bond between shaman and creature is beyond the mundane and instinctively understood. The creature will do nothing obviously suicidal (they still make morale checks), but can be ordered to fight for the shaman, to flee, etc., and to perform other actions in line with the creature's abilities. If the same creature is controlled three times the control becomes permanent.

Shamans can attempt to control the following creatures: ape, white; bat (giant, giant vampire, normal); bear (all types); beetle (all types); cave locust; centipede (giant); insect swarm; rat (normal and giant); rhagodessa; shrew (giant); snake (all types); spider (all types); weasel (giant).

Morlock Deities

Worship of these dark deities often comes with additional boons above and beyond what are typically available. These gifts are typically expressed in one of three ways:

1-3. Extra spells. A given number of spells are added to those the shaman can cast at each level. The stronger the deity (the more followers and clerics it has) the more spells are available, although the number of bonus spells should never exceed one per spell level.

4-5. Special Abilities. The deity grants a special ability to its shamans. These are usually usable once per day, but that may vary based upon the strength of the ability and the puissance of the deity. An example would be the life drain ability granted by the nameless deity in Hex 16.21.

6. A combination of the two. Some combination of the two categories above is granted to the deity's shamans.

Optional Rules

If using the optional rules shamans begin play with three skill slots, plus extra slots from a high Intelligence. They gain an additional skill slot at level 4 and 8.

1st-level shamans begin play with one Knack and gain an additional Knack at levels 5 and 9, chosen from the following.

Apostasy. For each spell level the shaman can cast add the following to their spell list:

1st. *sleep*

2nd. *invisibility*

3rd. *protection from normal missiles*

4th. *charm monster*

5th. *wall of stone*

Daywalker. The morlock can venture above ground in the light of day without suffering penalties. They may not *like* it, but they can do it.

Expanded Casting. At levels 2-4 the shaman may cast an additional 1st-level spell per day, at levels 5-7 they may cast one additional spell of either 1st or 2nd level, and at levels 8-9 they can cast an additional spell per day of 1st, 2nd, or 3rd level.

Corrupted Healing. The dark gods do not typically

provide their shamans with the ability to heal, but shamans with this Knack can touch others and imbue them with temporary hit points. The hit points are added to and can exceed the target's normal total number of hp, but vanish in 1d4 minutes. If the target drops to 0 once the temporary hp vanish they die. Shamans with this Knack can imbue others with 5 hp per shaman level, and they can touch more than one target per day, dividing the temporary hp among them. A target's temporary hp cannot take their total above twice their normal maximum. The shaman can use this ability once per round as either their move or attack action. For every 5 hp they grant (rounding up) the shaman suffers 1 hp of damage.

Master of Beasts. The shaman makes rolls to control animals as if the shaman were one level higher, and when rolling to determine the maximum number of HD affected rolls twice, taking the better of the two results.

Master of Undeath. In addition to controlling vermin the morlock shaman can also use their turning ability to control or rebuke undead. The total HD commanded at any one time is split between vermin and undead, as long as it doesn't exceed the maximum allowed.

Regeneration. Granted unnatural healing abilities by their chthonic deities, morlocks regenerate 1 hp per round, provided they are in darkness. Exposure to light brighter than torchlight (sunlight, magical light, etc.) suppresses this ability. If slain but left in darkness their body will eventually heal itself, but they lose one level in the process. 1st-level shamans reduced to 0-level in this manner become shadows. Burning the shaman's body is the only way to permanently prevent the regeneration. Morlocks with this Knack lose the ability to cast 5th-level spells.

Self-improvement, primary. The morlock shaman can increase one of the following scores by 2, or two by 1: Strength, Constitution, Wisdom.

Self-improvement, secondary. The morlock can increase one of the followings scores by 2, or two by 1: Intelligence, Dexterity, Charisma. This can only be selected at level 5 or 9.

Toughness. The morlock shaman has 1d8 hp per HD rather than 1d6.

Morlock shamans are built in the following way, following the rules in Classing up the Joint.

- Attack as cleric. +0
- Save as cleric. -.5
- HD 1d6. +.5
- Weapons, 3. +1
- Armor, 4. +2
- Divine spellcasting, 75% progression. +5
- Infravision, 90'. +.75
- Hide in shadows as thief. +.5
- Move silently as thief. +.5
- Awareness. +1
- Resistance to illusions. +.5
- Treated as monsters rather than humanoids. +1
- Sunlight vulnerability. –.75
- Alignment restrictions: Cannot be Lawful. –.5
- Level Restrictions (max 9th level). –4
- Total build modifier of 7
- Morlock shamans require 1,400 XP to reach 2nd level.

Morlock Sorcerer

Requirements: CON 12
Prime Requisite: CON
Hit Dice: d6
Maximum Level: 9
Armor: None
Weapons: Limited
Languages: Grog (in Absalom)
Alignment: never Lawful

Morlock sorcerers are innate arcane spellcasters. They do not need to study or learn spells, but instead are able to draw upon their own internal energy to cast a limited number of spells. They have a more limited selection of spells than a magic-user has access to but can cast their spells more often.

Feared and shunned by their kin, morlock sorcerers live at the margins of the limited society that morlocks create, dwelling nearby but not really a part of the clan or tribe – at least not until their magic is needed, at which point the morlocks of their clan will gleefully watch and cheer as the sorcerers call down arcane energy upon their foes. Such contributions are usually quickly forgotten once any threat is vanquished, and the sorcerer once again takes their place on the fringes of society.

Morlock sorcerers attack and save as magic-users of the same level. They cast spells as sorcerers, drawing from a limited spell list, and without the need to memorize spells. Morlock sorcerers do need 8 hours of uninterrupted rest, like all spellcasters. Not inherently attuned to arcane magic, this class progresses more slowly than normal sorcerers, at the same rate as standard magic-users.

Morlock sorcerers have the following racial characteristics:

- **Infravision to 90'.** Their vision has adapted to a life underground.
- **Sunlight sensitivity.** Conversely, they suffer a –2 penalty to attack rolls if exposed to sunlight.
- **Awareness.** Their enhanced hearing and sight make them difficult to surprise. They are only surprised on a roll of 1 in 8. However, if caught aboveground during the day they will be surprised on a roll of 1-4 in 6 due to the excessive light.
- **Resistance to illusions.** Because morlocks rely on all of their senses to survive underground they are less likely to be fooled by illusions. They roll twice when making a Save v. Spells to disbelieve illusions, taking the better of the two results.
- **Different mindset.** Although once human, generations of living in isolation and inbreeding has radically altered their thought patterns. They are considered monsters, rather than persons, for the spells charm person and hold person.
- **Stealthy.** Lives of hunting in darkened caverns have taught the morlocks to be stealthy. They Move Silently and Hide in Shadows as a thief of the same level as their HD.
- **Illiterate.** Morlocks have lost the ability to read. Exceptional morlocks may, at the Referee's whims, be able to read, and if using the skill system from The Lake of Abominations they may invest skill slots in literacy.

Additionally, they gain the following abilities:

Table 13: Morlock Sorcerer

				Saving Throws					Spell Progrression				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**1**	**2**	**3**	**4**	**5**
1	0	1d6	19 [0]	13	14	13	16	15	1	—	—	—	—
2	1,600	2d6	19 [0]	13	14	13	16	15	2	—	—	—	—
3	3,200	3d6	19 [0]	13	14	13	16	15	2	1	—	—	—
4	6,400	4d6	19 [0]	13	13	13	16	14	2	2	—	—	—
5	12,800	5d6	18 [+1]	12	12	12	15	13	2	2	1	—	—
6	25,600	6d6	17 [+2]	11	11	11	14	12	2	2	2	—	—
7	51,000	7d6	17 [+2]	11	11	11	14	12	3	3	2	1	—
8	102,000	8d6	17 [+2]	11	12	11	14	12	3	3	2	2	—
9	204,000	9d6	16 [+3]	10	11	10	13	11	3	3	3	2	1

- **Spontaneous arcane casting.** As noted above, morlock sorcerers draw from a limited spell list, but do not need to memorize spells in advance. As long as they've got an available spell slot of the required level they can cast whatever spell they need to. Morlock sorcerers cannot cast any spells that produce flame, fire, or light (such as that produced by a light spell).
- Morlock sorcerers do not know how to cast all of the spells on the list below. Instead, they know how to cast a number of spells equal to their level plus the highest level spell they can cast. Example. A 5th-level sorcerer would know how to cast eight different spells. Each time a morlock sorcerer gains a new level they may switch out one spell they know for another spell, provided it is of an appropriate level, in addition to the new spells they gain for the increase in level. Spells do not have to be selected as soon as possible; the sorcerer can wait until they reach a new level, if desired.
- Morlock sorcerers can create charms (see Hex 17.22) at level 4, brew potions at level 5, and create permanent magical items at level 9.

Morlock sorcerers draw from the following spell list. Spells with an asterisk are taken from the OSE supplement Druid and Illusionist Spells.

1st Level. *auditory illusion *, blindness/deafness*, charm person, hypnotism*, magic missile, shield*

2nd Level. *blur*, ESP, levitate, quasimorph*, sleep, spook*, wall of fog*, web*

3rd Level. *dispel magic, fear*, haste, hold person, paralysation*, protection from normal missiles, wraith form**

4th level. *charm monster, confusion, dimension door, emotion*, polymorph other, polymorph self, wall of ice*

5th level. *animate dead, cloudkill, conjure elemental, hold monster, transmute rock to mud, wall of stone*

Optional Rules

If using the optional rules morlock sorcerers begin play with three skill slots, plus extra slots from a high Intelligence. They gain an additional skill slot at level 4 and 8.

1st-level sorcerers begin play with one Knack and gain an additional Knack at levels 5 and 9.

Daywalker. The morlock can venture above ground in the light of day without suffering penalties. They may not *like* it, but they can do it.

Expanded Repertoire. The sorcerer knows two additional spells.

Familiar. The spellcaster has a familiar, a creature bound to them by blood and magic. The familiar must be a creature that has no more than 1 HD and must be native to subterranean environments (bats, rats, etc.). When bonded to a familiar the sorcerer gains one more Hit Die (a 1st-level sorcerer would have 2d6 hp, and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the spellcaster automatically loses the additional Hit Die and must make a Save v. Death. If the save fails the spellcaster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2d8 HD the spellcaster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent, but the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1-HD creature. When the spellcaster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time. When the spellcaster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

Prodigal Caster. The caster's level is treated as two higher for purposes of spell effects dependent upon caster level. Any saves made against the sorcerer's spells do so with a –1 penalty to the roll. This Knack can only be selected once.

Sacrifice Spell. By spending an unused spell slot the sorcerer can automatically succeed on a saving throw. This costs no actions to use, and may be done multiple times per round.

Scamper. The sorcerer can move and cast a spell in the same round.

Self-improvement, primary. The morlock sorcerer can increase one of the following scores by 2, or two by 1: Strength, Constitution, Wisdom.

Self-improvement, secondary. The morlock sorcerer can increase one of the followings scores by 2, or two by 1: Intelligence, Dexterity, Charisma. This can only be selected at level 5 or 9.

Toughness. The morlock sorcerer has 1d8 hp per HD rather than 1d6. This Knack can only be selected once.

The sorcerer class is built as follows, using the rules from Classing up the Joint.

- Attack as magic-user. –1
- Save as magic-user. –1
- HD 1d6. +.5
- Weapons, 1. –1
- Armor, 1. –1
- Arcane spellcasting, 100% progression. +16
- Limited spell selection, 25% reduction in spellcasting. –4
- Infravision, 90'. +.75
- Hide in shadows as thief. +.5
- Move silently as thief. +.5
- Awareness. +1
- Resistance to illusions. +.5
- Treated as monsters rather than humanoids. +1
- Sunlight vulnerability. –.75
- Alignment restrictions: Cannot be Lawful. –.5
- Level Restrictions (max 9th level). –4
- Total build modifier of 8
- Morlock sorcerers require 1,600 XP to reach 2nd level.

Morlock Demographics

Typically, a morlock community consists of 5d10 individuals eking out a subsistence living in the depths of the earth, venturing out above ground only at night. These basic communal units are called "caves".

Caves are subdivided into units called gangs, each gang consisting of 1d6 normal morlocks. Each morlock gang is led by a "bully", a 1st-level morlock considered to have the Toughness Knack (roll 1d10 for hp rather than 1d8). Each gang, therefore, consists of 1d6+1 morlocks.

Each morlock cave is led by a chieftain with (1-3) 3 HD, (4-5) 4 HD, or (6) 5 HD. The chieftain will have 1d6 bodyguards, all 2nd-level morlocks. If using the optional rules assume all bodyguards have the Toughness Knack, giving them 1d10 hp per HD.

Each cave has a 1-2 in 6 chance of keeping 1d6 albino apes and a further 1-2 in 6 chance of having one of the following as pets: (1-3) 1d10 giant rats, (4-5) 2d8 cave locusts, or (6) 1d4 giant shrews. Each cave also has a 1-2 in 6 chance of having a shaman and a 1 in 8 chance of having a sorcerer (roll on the table below to determine levels).

A morlock village consists of 1d4+1 caves and is ruled by a morlock with (1-3) 5 HD, (4-5) 6 HD, or (6) 7 HD. This morlock king will have 1d4 lieutenants, each with 3 HD, and 2d4 bodyguards, each with 2 HD. The village has the same chances as listed above of having animal pets, shamans, and sorcerers.

A morlock warhorde is a gathering of 1d6+2 caves, led by a morlock with (1-3) 7 HD, (4-5) 8 HD, or (6) 9 HD. Morlock warhordes are extremely rare and fractious, rarely holding together for more than 1d6 months. During this time, however, they raid extensively, both into the mysterious underdark, far below the surface of Absalom, and in nighttime raids on the surface world. The morlock warlord will have 1d4 captains with 4 HD, 2d4 lieutenants with 3 HD, and 3d4 bodyguards with 2 HD. In addition to each cave within the warhorde having the normal chances to have animals as pets, shamans, and sorcerers, the warlord has the same chances. However, when determining numbers of animals (or levels of shamans and sorcerers) roll twice, taking the higher result.

Table 14: Size of Morlock Community

d100	Result
1-65	1 Cave
66-98	1 Village
99-100	1 Warhorde

Table 15: Morlock Spellcaster Levels

d100	Shaman	d100	Sorcerer
1-30	1	1-35	1
31-50	2	36-60	2
51-65	3	61-75	3
66-77	4	76-85	4
78-85	5	86-90	5
86-90	6	91-94	6
91-95	7	95-97	7
96-98	8	98-99	8
99-100	9	100	9

Orc Shaman

Requirements: Wis 9, Con 13
Prime Requisite: Wis
Hit Dice: 1d6
Maximum Level: 9th
Allowed Armor: Any
Allowed Weapons: Any
Allowed Alignments: Chaotic and (rarely) Neutral

The orcish shaman oversees their clan's spiritual well-being; specifically, propitiating the fell deities and cruel gods that orcs typically worship. Shamans are treated with a mixture of respect and wariness by ordinary orcs; those higher-placed members of their clan oft-times turn to the shaman for guidance or advice, as they tend to be wiser and more considered than the orcish race at large.

The shaman is not a pariah, the way the orcish warlock tends to be; they can occasionally rise to become clan leader and can be seen in the front lines of battle, exhorting their fellow worshipers into a greater bloodlust.

Whereas the gods of Man are mostly detached from their worshipers — they know they have worshipers, and occasionally interact with them — the gods of the orcs have intensely personal relationships with their chosen. So personal, in fact, that the shamans are thought to literally be the property of their deity. Casting magic, or using other powers, runs the risk of their patron requiring something in return.

Orcish shamans share the same racial characteristics of all orcs:

- Sensitivity to sunlight. When in sunlight, or exposed to sudden bright light, orcs suffer a –1 penalty to all rolls.
- Orcs have infravision to 90'. Note that while in their underground lairs orcs most often rely on some sort of dim, ambient lighting in their living areas — phosphorescent fungi, crude candles, etc.
- All orcs speak Bestial, a crude humanoid tongue spoken by orcs, ogres, gnolls and several other races. Orcs gain bonus languages for every point of Intelligence modifier. They typically can select from: Common, Giant, Goblin, Grog (language of primitive races) and Undertongue.

At 1st level all orcish shamans gain the ability to make a sacrifice in an attempt to trigger a *profane surge*. This sacrifice may be personal — the permanent sacrifice of the shaman's health — or impersonal — the sacrifice of another sentient being.

Because the sacrifices so often are of the self, higher-level orcish shamans are rarely whole; victims of self-mutilation, they are covered by scars, missing digits or even limbs, and otherwise maimed.

- When the shaman sacrifices 1 hp, roll 1d10. If the result is equal to or less than the shaman's level, they are able to trigger a *profane surge*. Subtract 1 from the roll for every additional hp sacrificed. Hit points sacrificed in this manner return at a rate of 1d2–1 per day and cannot be magically healed (this is resolved separately from natural healing). If the result is a natural 10 (regardless of modifiers to the roll) the hit point loss is permanent, in addition to the surge not occurring. The shaman loses only 1 hp permanently each time this occurs, regardless of how many they sacrificed. It takes a move or attack action to perform this sacrifice.
- If the shaman slays a willing sentient creature as a

Table 16: Orc Shaman

				Saving Throws					Spells Per Day				
Level	XP	HD	THAC0	D	W	P	B	S	1st	2nd	3rd	4th	5th
1	0	1d8	19(+0)	11	12	14	16	15	—	—	—	—	—
2	2400	2d8	19(+0)	11	12	14	16	15	1	—	—	—	—
3	4800	3d8	19(+0)	10	11	13	15	14	2	—	—	—	—
4	9600	4d8	18(+1)	10	11	13	15	13	2	1	—	—	—
5	19200	5d8	17 (+2)	9	10	12	14	12	2	2	—	—	—
6	38,000	6d8	17 (+2)	9	10	12	14	12	2	2	1	1	—
7	76,000	7d8	16 (+3)	8	9	11	13	11	2	2	2	1	1
8	150000	8d8	15 (+4)	7	8	10	12	10	3	3	2	2	1
9	300000	9d8	14 (+5)	6	7	9	11	9	3	3	3	2	2

sacrifice roll 1d12. If the result is equal to or less than the shaman's level a *profane surge* is triggered. Subtract 1 from the roll if the creature has 4 or more HD. The creature may be slain as part of ritual combat.

- If the shaman slays an unwilling sentient creature as a sacrifice — and this counts for creatures the shaman engages in battle — roll 1d20. If the result is less than or equal to the shaman's level a *profane surge* is triggered. Subtract 1 from the roll if the creature has 4 or more HD.

The shaman may choose one of the following effects for each profane surge:

- For the span of 1d4 rounds the shaman makes all rolls twice, choosing the most beneficial of the two rolls.
- The shaman can cast an additional 1st-level spell of their choice. They must cast this spell within one turn of the surge.
- The shaman's AC is improved by 2 and they do an additional +1d4 points of damage in melee combat. This lasts for 1d4 rounds.
- The shaman gains a number of temporary hit points equal to 1d4 plus their level.
- On their next turn in combat the shaman may either make two melee or missile attacks, or move at twice their normal rate.
- The morale of all orcs within 30' that can see the shaman is increased by 1. All orcs within range inflict an extra +1 point of damage with their attacks during this time. This lasts for one hour.
- An undead that is controlled by the shaman (see below) remains controlled permanently, until destroyed.

Sacrifices may also be required for other abilities that the shaman can use. In these cases, the sacrifice automatically succeeds. If the shaman is reduced to 0 hp as the result of a personal sacrifice, they are instantly and irrevocably transformed into an avatar of their blasphemous deity. Refer to the end of this section for a description of avatars.

Orcish shamans may wield any weapons and can use any armor. If they slay a foe with a physical attack, they may make another attack against an adjacent enemy, up to a total number of times per round equal to half the shaman's Hit Dice.

Shamans turn undead as clerics, except that on a result of "D" they may charm the undead instead of destroying it. An undead thus affected will obey the commands of the shaman — and regard them as a friend, if intelligent — for a number of days equal to the shaman's level.

At 2nd level the shaman gains the ability to cast spells, as shown on the table. These spells are drawn from a limited list. Casting spells is risky for a shaman, however: Every time they cast a spell, there is a chance that their deity demands a sacrifice. This is expressed as a loss of 1 hp per 2 spell levels, rounding up. The loss is not permanent: it is healed as normal damage. When a spell is cast roll 1d20. If the result is equal to or lower than the spell level (1 for 1st-level spells, 2 for 2nd-level, etc.) the sacrifice is taken by their deity.

At 2nd level the shaman deals +1 bonus damage in melee.

At 3rd level the shaman can create fetishes (see Hex 17.22). At 5th level they may create *potions of poison*.

At 4th level the shaman can found a temple and begins to attract followers. Over a period of four months after the founding of the temple 1d4 1st-level shamans, 1d6 1st-level orc reavers, and 2d6 normal orcs arrive, to serve as acolytes and students. Refer to Hex 14.21 for information on founding temples.

The spell list of the shaman is limited and is as follows. Spells first published in other Hexes are noted. If you don't have access to those Hexes, use alternative spells from **Labyrinth Lord**, **OSRIC**, or similar sources. Those marked with an asterisk can be cast with a reversed effect. Those marked with a "#" can only be cast in reverse. New spells found in the Appendix are labeled with an "&".

First Level: *Cure Light Wounds*, Detect Good, Detect Magic, Light*, Protection from Evil, Remove Fear* (#).

Second Level: *Augury* (17.24), *Bless*, Hold Person, (un) holy Chant* (&), *Silence 15' radius, Speak with Animal.*

Third Level: *Cure Blindness* (#)(&), *Cure Disease* (#), *Prayer* (&), *Remove Curse* (#), *Speak with Dead* (&).

Fourth Level: *Cure Serious Wounds, Dispel Magic (as magic-user), Divination* (17.24), *Striking.*

Fifth Level: *Animate Dead (as magic-user), Commune, Insect Plague, Quest, Raise Dead* (#).

Alternate Rules

If using the Alternate rules presented in the **Populated Hexes** series, orc shamans gain the following:

They start play with one skill, plus bonus skills due to Intelligence, and they gain an additional skill at levels 3, 5, 7, and 9.

They begin play with a single Knack, chosen from the following list, and gain an additional Knack at levels 5 and 9. Unless otherwise stated, they may pick any of the following Knacks.

Arcane Lore. For each level of spells the shaman can cast, they add a single spell from either the magic-user or illusionist spell list to their own list of shaman spells. These spells are added at one level higher than they are for the equivalent arcane class; a shaman adding *magic missile* does so as a level two spell, for example.

Blood Investiture. The shaman can make a sacrifice to create a magical item that could otherwise only be created by a 9th-level or higher cleric. The nature of the sacrifice determines the maximum value of the magic item, as follows, and sacrifices can be combined to total the overall value of the item:

- Personal sacrifice of 1 hp: 25,000 gp.
- Sacrifice of a willing sentient creature: 10,000 gp, plus 750 gp for each HD above one.
- Sacrifice of an unwilling sentient creature: 1,000 gp, plus 500 gp for each HD above one.

Expanded Repertoire. Add the following spells to the shaman's spell list:

1. *Speak with animals*
2. *Warp wood*
3. *Growth of Nature*
4. *Protection from Fire and Lightning*
5. *Wall of Thorns*

Favored Champion. The shaman has been favored by their blasphemous deity with the ability to cast an additional spell per day. At levels 2-4 they can cast an additional 1st-level spell. At levels 5-7 they can cast an additional 1st- or 2nd-level spell, and at levels 8-9 they may cast an additional 1st-, 2nd-, or 3rd-level spell.

Prophecy. The shaman can use *commune* once per week, as the spell. Doing so requires a sacrifice, as per a profane surge. This Knack can only be selected once.

Self-Improvement, primary. The shaman can increase their Constitution, Wisdom, or Strength by 2, or two of the above by 1 each. This Knack can only be selected at 5th and 9th levels.

Self-improvement, secondary. The shaman can increase their Intelligence, Dexterity, or Charisma by 2, or two of the above by 1 each. This Knack can only be selected at level 9.

Skilled. The shaman gains another three skills.

Skilled Crafter. When crafting magical items, the shaman is treated as being two levels higher than their actual level for purposes of determining success.

Undead Mastery. The shaman turns and controls undead as though they were one level higher. Also, when rolling to determine the number of undead they can control, add 1d6 to the roll.

The orcish shaman is built as follows, using the rules from *Classing up the Joint*:

- Attack as cleric. 0
- Save as cleric. –.5
- 1d8 HD. +1
- Any Weapon. +2
- Any Armor. +2
- 75% divine progression. +5
- Clerical turning. +1.5
- Profane surges. +2.5
- Early name-level bonus (4th level). +1.5
- Melee damage bonus. +1
- Early magic-crafting. +1.5
- Infra-vision. +.75
- Light sensitivity. –.75
- Self-sacrifices. –.5
- Level limitation (4 levels). –4
- Alignment restrictions (2 alignments). –.5
- Ability score requirements (2). –.5
- Total modifiers: 12
- XP to reach 2nd level: 2,400

Troglodyte

All troglodytes, regardless of class, have the following racial characteristics:

1. **Infravision.** Troglodytes have adapted to spending much of their time underground and have infravision with a 60' range. They do not suffer penalties for being in daylight.
2. **Chameleon Skin.** If given warning, troglodytes can instinctively change their skin coloration to match their surroundings, surprising on a roll of 1-4 in 6. They do not gain the increased chance of surprise if they are emitting their stench. It takes two rounds of no movement or other actions to change their skin coloration.
3. **Stench.** Once they engage in combat troglodytes emit a foul odor from their sweat glands. Non-troglodyte living creatures within 5' must Save versus Poison or suffer a –2 penalty to all attack rolls. The penalty lasts for a number of rounds equal to the HD of the troglodyte.
4. **Advanced Hit Dice.** All troglodytes have a base of 2 HD. Each additional level (beyond 1st) grants them an additional HD.
5. **Resilient to Poisons.** All troglodytes are naturally resistant to poisons, gaining a +2 bonus to any saving throws made to resist the effects of non-magical poison.

Troglodyte Musk

These creatures possess powerful exocrine glands that store a foul-smelling, oily musk-like substance. Troglodytes use their scent to mark their territory, but it is additionally useful offensively, as most other living creatures find the odor exceptionally noxious.

Once per day a standard troglodyte can release a spray of musk in a five-foot radius. All living creatures within that space must Save v. Poison. In addition to the attack roll penalty noted above, if a spellcaster is casting a spell when hit with the spray a failed save indicates the spell is lost in a paroxysm of choking and gagging. Further, no spells may be cast until the effects wear off. Those who successfully save may proceed (and cast spells) as normal.

Once a save has been made a target does not need to save again against the spray. The troglodyte may release the spray as a free action on their turn during a round. Needless to say, most troglodytes will spray their musk during the first round they close into melee range.

Requirements: Con 9, Str 9
Prime Requisite: Str
Hit Dice: d8
Maximum Level: 9
Armor: None
Weapons: Any
Languages: Alignment, Swampspeakk

Troglodytes have the following class characteristics:

1. At 2nd level they inflict an extra +1 point of damage when using melee or thrown weapons. This increases to +2 at 5th and +3 at 9th level and is in addition to any damage from Strength. The bonus does not apply to natural weapon attacks.
2. At 3rd level the troglodyte's hide thickens, lowering its AC to 4 [15]. At 7th level it thickens further, lowering AC to 3 [16]. Dexterity modifiers apply as normal.

Table 17: Troglodyte

				Saving Throws							
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**Damage**	**AC**	Natural Weapons
1	0	2d8	19 [0]	12	13	12	15	16	—	5 [14]	1d2
2	2,960	3d8	18 [+1]	11	12	11	14	15	+1	5 [14]	1d2
3	5,920	4d8	17 [+2]	10	11	10	13	14	+1	4 [15]	1d2
4	11,840	5d8	16 [+3]	10	11	10	12	14	+1	4 [15]	1d2
5	23,680	6d8	15 [+4]	9	10	9	11	13	+2	4 [15]	1d4
6	47,360	7d8	14 [+5]	8	9	8	10	12	+2	4 [15]	1d4
7	95,000	8d8	14 [+5]	8	9	8	10	12	+2	3 [16]	1d4
8	190,000	9d8	13 [+6]	7	8	7	9	11	+2	3 [16]	1d4
9	380,000	10d8	12 [+7]	6	7	6	8	10	+3	3 [16]	1d4

3. Troglodytes save and attack as fighters of equivalent HD (a level 3 troglodyte saves and attacks as a 4th-level fighter). Note that they gain a +2 bonus to all Saves v. Poison (already included in the stat block)
4. Troglodytes can release a cloud of musk once per day at first level, as described in the troglodyte racial description. This increases to twice per day at level 4 and three times per day at level 7.
5. Troglodytes can also attack with natural weaponry, a claw/claw/bite routine that inflicts 1d2/1d2/1d2 points of damage. This increases to 1d4/1d4/1d4 points of damage at 5th level.
6. If a troglodyte slays an opponent they can make an attack against another adjacent opponent. As long as they continue to kill opponents they may make attacks, up to a maximum number of times per round equal to their Hit Dice. If attacking with their natural weapons they can only make 1 such subsequent attack.

This is the basic troglodyte race as found on p. 195 of *OSE Core*.

Troglodytes speak Swampspeak, a barbaric tongue spoken by froglings, lizardfolk (to whom troglodytes seem distantly related) and other such races. Those with an Intelligence bonus may speak additional languages: these are usually Grog (spoken by Neanderthals and other primitive races), Bestial, and occasionally the Common tongue.

Upon reaching 3rd level the troglodyte can attempt to recruit followers amongst their kin and strike off on their own to form their own scourge. The troglodyte has a base 1 in 6 chance of success. If the result is a failure the troglodyte must wait until they gain another level to try again, increasing their chance of success by 1 per level.

If successful the character attracts 2d6 normal troglodytes, 1d6 1st-level troglodytes and 1d4–1 2nd-level troglodytes. These followers will likely be those without position or power in an existing community.

Alternate Rules

Skills

1st-level troglodytes start with one skill and gain an additional skill at 4th, 7th, and 9th levels.

Knacks

Additionally, the troglodyte gains a Knack at 2nd level. They gain an additional Knack at 5th and 9th level. Unless otherwise stated, Knacks can be selected twice.

Malodorous. The troglodyte's musk glands are overactive. Their spray affects all individuals within a 15' radius.

Natural Weaponry. The claws and bite attack of the troglodyte become more potent, increasing the size of their damage dice by one (from 1d2 to 1d4, for instance, and then 1d4 to 1d6).

Potent Musk. The troglodyte's scent glands are a marvel of stench. Those caught within the spray save at a –2 penalty; those failing suffer a –4 penalty to all attack rolls for the duration.

Rally the Troops. Once per day the troglodyte can choose to exhort their kin to greater efforts. If the troglodyte spends a round encouraging their kin, all troglodytes within 30' that have fewer HD gain a +1 bonus to morale and a +1 bonus to hit and damage. This lasts for 1d4 rounds. This Knack can only be selected at level 5 or 9.

Self-improvement, primary. The troglodyte can increase one of the following scores by 2, or two by 1: Strength, Dexterity, Constitution.

Self-improvement, secondary. The troglodyte can increase one of the followings scores by 2, or two by 1: Intelligence, Wisdom, Charisma. This can only be selected at level 5 or higher.

Skilled. The troglodyte gains an additional three skill slots.

Sneak. The troglodyte uses the following abilities as a thief of an equal level: *Move Silently, Climb Walls, Hide in Shadows, Hear Noise.*

Sneak Attack. The troglodyte may backstab as a thief of the same level.

Toughness. The troglodyte has 1d10 hp per HD instead of 1d8. This Knack can be selected a second time, granting the troglodyte 1d12 hp per HD.

The troglodyte class is built using the rules from the *Classing up the Joint* supplement as follows:

- Attack as Fighter. +1
- Saving Throws as Fighter. +1
- HD d8. +1
- Advanced HD (2 at level 1). +5
- Weapons Allowed (#4). +2
- Armor Allowed (#1). –1
- Infravision. +.5
- Chameleon skin. +1.5

- Resistance to poison. +.3
- Natural attacks (3). +3
- Natural Armor. +1.5
- Musk. +2
- Early name-level benefits (attract followers at 3rd level). +1.5
- Level limited. Four levels. –4
- Two Ability Score Requirements. –.5
- Total modifiers: 14.8
- Total XP to reach 2nd level: 2,960

Troglodyte Shaman

Troglodytes worship a variety of small gods, loathsome, chthonic deities associated with misshapen rock carvings, oozes that have attained quasi-deityhood thanks to a constant supply of chants and offerings, and other demons or fey creatures judged worthy of obeisance.

Requirements: Con 12, Str 9, Wis 9
Prime Requisite: Str, Wis
Hit Dice: d6
Maximum Level: 7
Armor: None
Weapons: Any
Languages: Alignment, Swampspeak

Troglodyte shamans with Strength and Wisdom scores of 13 or higher gain a 5% bonus to XP. If one is 13 or higher and the other is 16 or higher the bonus is increased to 10%.

Troglodyte shamans have a claw/claw/bite routine that inflicts 1d2 points of damage per attack and, like regular troglodytes, can use any weapons but cannot repair or maintain complex weapons. They cannot wear armor.

Troglodyte shamans have the same racial characteristics of all troglodytes. Additionally, they possess the ability to cast spells as a cleric. They do not gain a cleric's ability to turn undead.

Every time a shaman casts a spell they must roll 1d20. If the result is equal to or less than the level of the spell cast they take 1 point of damage per spell level, as their patron cruelly exacts a price for power granted. If the spell is drawn from the arcane spell list (either illusionist or magic-user, as noted below), add one to the effective spell level when making the d20 roll and the shaman takes 1d2 points of damage per spell level.

Ex. The shaman casts cause light wounds*, a 1st-level divine spell, and suffers 1 point of damage only if they roll a 1 on 1d20. Later in the battle the shaman casts* cloudkill*, a 5th-level arcane spell. If they roll a 6 or lower they take 5d2 points of damage.*

A shaman that is killed by this spelldrain is transformed into an avatar of their deity 1d4 rounds after death. Treat an avatar as a creature of a type similar to the patron (ooze if the patron is an ooze, demon if a demon, etc.) with HD equal to the shaman's level. The avatar is utterly insane, and attacks all within range, even other troglodytes, until destroyed. Roll 1d10, below, to determine if the avatar gains any special abilities:

Table 19: Troglodyte Shaman Spell Progrssion

	Spell Level				
Level	**1**	**2**	**3**	**4**	**5**
1	1	—	—	—	—
2	2	—	—	—	—
3	2	1	—	—	—
4	2	2	—	—	—
5	2	2	1	1	—
6	2	2	2	1	1
7	3	3	2	2	1

Table 18: Troglodyte Shaman

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	2d6	19 [0]	11	12	12	16	15
2	3,360	3d6	19 [0]	11	12	12	16	14
3	6,720	4d6	18 [+1]	10	11	11	15	13
4	13440	5d6	17 [+2]	9	10	10	14	12
5	26,880	6d6	17 [+2]	9	10	9	14	12
6	54,000	7d6	16 [+3]	8	9	9	13	11
7	108,000	8d6	15 [+4]	7	8	8	12	10

1-3. No other abilities

4. Avatar regenerates 1 hp per round.

5. Avatar has (1-4) 1d10 or (5-6) 1d12 hit points per hit die.

6. Avatar's attack dice are increased by one die size (from 1d4 to 1d6, for example).

7. Avatar's AC is improved by 1d2.

8. Avatar gains a bonus of +2 to all saving throws.

9. Avatar is immune to one form of damage: (1) non-magical attacks, (2) spells lower than level 1d4+1, (3) bludgeoning, (4) slashing, (5) fire, (6) electricity, cold, or acid.

10. Roll twice, ignoring results of 1-3. Identical results stack with themselves.

At 3rd level a shaman can attempt to brew potions as a cleric, and at 5th level they can attempt to craft magical items as a cleric. Both of these are done using the shaman's actual level to determine their success.

At 3rd level a shaman can found a shrine within a troglodyte community, attracting 1 normal troglodyte for each camp present and 1d2–1 3-HD troglodytes per camp. If a community has more than one troglodyte shaman, they will each worship a separate deity; brutal fights between the various clergy often erupt, just as fights do between the various camps.

The spells the shaman can cast are drawn from a modified spell list.

First Level: cause fear*, cause light wounds, darkness*, sleep^, spider climb#, stinking cloud#.

Second Level: blight*, blindness/deafness$, entangle!, fascinate$, hold person, obscuring mist!, resist fire, silence 15' radius, speak with animals.

Third Level: barkskin!, continual darkness*, cause disease*, curse, growth of animal, invisibility^, striking, summon ooze#, warp wood!.

Fourth Level: cause serious wounds*, haste^, protection from fire and lightning!, speak with plants, solid fog$, sticks to snakes, water breathing!.

Fifth Level: charm monster^, cloudkill^, commune, insect plague, finger of death*.

* spells cast as reverse only
^ magic-user spells
! druid spells
$ illusionist spells
new spells (see Appendix)

Alternate Rules

If using the Alternate Rules shamans start play with 1 skill. They gain a second skill at 4th level and the third skill at 7th.

The shaman starts play with 1 Knack at 1st level and gains a second Knack at 5th level.

Controlled Spellcasting. Whenever the shaman casts a spell they add 1 to the 1d20 roll used to avoid spelldrain.

Favored by the gods. Once per day the shaman can automatically succeed on a saving throw. At 7th level they may do this twice per day.

Potent Musk. The troglodyte's scent glands are a marvel of stench. Those caught within the spray save at a –2 penalty; those failing suffer a –4 penalty to all attack rolls for the duration.

Prodigal Caster. At levels 1-4 the shaman can cast an additional 1st-level spell per day and at levels 5-7 the shaman can cast an additional 1st and 2nd-level spell per day.

Self-improvement, primary. The shaman can increase one of the following scores by 2, or two by 1: Strength, Constitution, Wisdom.

Self-improvement, secondary. The shaman can increase one of the followings scores by 2, or two by 1: Intelligence, Dexterity, Charisma. This can only be selected at level 5 or higher.

Skilled. The shaman gains an additional three skill slots.

Toughness. The shaman has 1d8 hit points per HD instead of 1d6. This Knack can only be selected once.

The troglodyte shaman class is built using the rules from the *Classing up the Joint* supplement as follows:

- Attack as Cleric. 0
- Saving Throws as Fighter. +1
- HD d6. +.5
- Advanced HD (2 at level 1). +5
- Weapons Allowed (#4). +2
- Armor Allowed (#1). –1
- Spellcasting. Divine 75% progression with expanded spell list. +8
- Infravision. +.5
- Chameleon skin. +1.5
- Resistance to poison. +.3
- Natural attacks (3). +1.5

- Natural Armor. +.5
- Musk. +2
- Early name-level benefits (attract followers at 3rd level). +1.5
- Level limited. Six levels. –6
- Two Ability Score Requirements. –.5
- Total modifiers: 16.8
- Total XP to reach 2nd level: 3,360

Troglodyte Demographics

Troglodytes are an exceptionally Chaotic and cruel race. They have no relations with the other humanoid races such as orcs, goblins or kobolds, and lump them all in the same category as humans: prey. They do not usually keep slaves, preferring to torture and eat any captives sooner rather than later.

The basic unit of troglodyte society is the "camp". A camp comprises 1d8 normal troglodytes. Each camp is led by a *helod*, a 2nd-level troglodyte. Multiple camps form a scourge, and multiple scourges occasionally band together to form a village.

Any troglodyte village of more than 75 individuals will (1-3) be stable; (4-5) divide into two smaller camps, one of which has a population of 1d4+1 × 10% of the total population; or (6) devolve into internecine warfare that lasts for 2d4 days, the population reduced by 2d6% per day of infighting, murder and cannibalism until an equilibrium is reached. For every community of more that 75 members roll 1d6 (as above) per month.

The majority (1-4 in 6) of troglodyte lairs are below ground, in heavily wooded forests, or in the depths of thick swamps and jungles that rarely see sunlight penetrating through the thick canopy. They are adaptable to any clime and terrain type, save extreme cold which they dislike. As stated above, they have decent infravision, yet suffer no penalty when active in the daytime.

A primitive race, troglodytes rarely (1 in 6 chance) master fire, and even those who do are unable to work metal, resorting to working with stone, wood, and tanned hides. If they have metal or complex (bows, crossbows, etc.) weapons they will have been claimed from their victims in battle, and they generally do not possess the ability to repair or maintain their gear (although individual troglodytes may learn these skills). Troglodytes do not wear armor, but instead grow tougher skin as they age.

Troglodytes encountered in dungeons will lair in numbers of 5d8. When lairing in the wilderness, troglodytes will lair as follows (note that each group of 5d8 troglodytes is referred to as a scourge):

1 scourge
2 scourges (village)
3 scourges (village)
4 scourges (warband)
5 scourges (warhorde)

Each scourge of troglodytes contains roughly five camps of 1d8 troglodytes. Each camp is led by a 2nd-level (or 3-HD) troglodyte. A scourge is further led by a chieftain, who will be a (1-4) 3rd-level/4-HD troglodyte or (5-6) a 4th-level/5-HD troglodyte. The chieftain will have 1d4+1 lieutenants of 1st level and 1d3 lieutenants of 2nd level. These lieutenants serve as bodyguards, assassins, scouts and enforcers for the chieftain.

There's a 1 in 6 chance that a troglodyte scourge has a shaman present. Roll 1d20 to determine the shaman's level.

Troglodyte Shaman Level Generation (1d20)

1-6. 1st-level shaman
7-11. 2nd-level shaman
12-15. 3rd-level shaman
16-17. 4th-level shaman
18-19. 5th-level shaman
20. 6th-level shaman
21+. 7th-level shaman

A village of two scourges will be led by a chieftain of (1-4) level 4/5 HD or (5-6) level 5/6HD. The chieftain will have attendants as follows: 2d4 1st-level troglodytes, 1d4 2nd-level troglodytes, and 1d4 3rd-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman, there's a 1-2 in 6 chance the chieftain is served directly by a shaman.

A village of three scourges will be led by a chieftain of (1-4) level 5/6 HD or (5-6) level 6/7HD. The chieftain will have attendants as follows: 3d4 1st-level troglodytes, 2d4 2nd-level troglodytes, and 1d4 3rd-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman, there's a 1-3 in 6 chance the chieftain is served directly by a shaman.

A village of four scourges will be led by a chieftain of (1-4) level 6/7 HD or (5-6) level 7/8HD. The chieftain will have attendants as follows: 3d4 1st-level troglodytes, 2d4 2nd-level troglodytes, 1d4 3rd-level troglodytes, and 1d2 4th-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman there's a 1-3 in 6 chance the chieftain is served directly by a shaman. If there is a shaman present add 1d4 to the roll made to determine the shaman's level.

A village of five scourges will be led by a chieftain of (1-

3) level 7/8 HD or (4-5) level 8/9 HD or (6) level 9/10 HD. The chieftain will have attendants as follows: 4d4 1st-level troglodytes, 3d4 2nd-level troglodytes, 2d4 3rd-level troglodytes, and 1d4 4th-level troglodytes. In addition to the 1 in 6 chance that each scourge is served by a shaman there's a 1-4 in 6 chance the chieftain is served directly by a shaman. If there is a shaman present add 1d8 to the roll made to determine the shaman's level.

The above numbers are in addition to the normal troglodytes present in a community. A community of one scourge would consist of the following:

- 5 camps of 1d8 troglodytes
- 5 2nd-level troglodytes, each one in control of a single camp
- A 3rd- or 4th-level troglodyte chieftain
    - 1d4+1 lieutentants
    - 1d3 captains
    - 1 in 6 chance of having a shaman

Troglodyte Miscellany

Troglodyte lairs take on the musk of their inhabitants; with so many creatures occupying the same space – often a cavern system, dungeon, mines, or other enclosed area – it begins to stink like those dwelling within. Upon first entering a troglodyte lair all susceptible individuals must Save v. Poison with a +2 bonus to the roll or be sickened (as per the troglodyte musk) for 1d6+1 turns. A successful save against the lair stench does not render an individual immune to being caught in a troglodyte's musk cloud.

The treasure listed under the troglodyte entry in the *OSE Core* book is per scourge. Larger communities will roll for each individual scourge.

Troglodytes make their presence known quickly when they move to inhabit an area. Like many of the humanoid races they care little for their environment and surroundings; they quickly despoil the land and rivers around them. Within 1d4 months of a scourge moving into a lair the landscape begins to change in the immediate vicinity (within 100 yards). For every additional three months the lair is in existence an additional 100-yard band surrounding the lair will become fouled. A single scourge will, over the course of several years, wreck the ecology of a single sub-hex (roughly a diameter of .6 miles); vegetation will begin to die as everything becomes coated with a thin, oily sheen, and a foul stench will hang in the air; any water within the area develops a sickly yellowish foam as the pervasive musk particles are whipped to a froth.

Those depending on scent to track will find the stink of troglodyte too heavy and overpowering to pick up any other smells. Unlike some of the other races, such as orcs or goblins, troglodytes will leave trees and plant growth standing. For one, they do not typically use fire as often as the other races, but they also find that they can blend easily amongst glades and copses of trees with their chameleon ability.

Because they are so destructive to the ecology of an area, troglodytes find themselves ranging far for food (mostly meats, although they are omnivores). A troglodyte hunting (or war, as battle provides a source of ready food) party will travel, on average, no more than three hexes (18 miles) and most often between one and two hexes (6-12 miles) away from their lair.

Woods-wise individuals are likely to pick up signs of troglodyte presence outside of their lair, especially if they know what to look for; the musky stench and oil-slick like residue these creatures leave behind are obvious tell-tale signs.

Creatures

Dragons in Absalom

Among the rarest and most deadly creatures found on Absalom, dragons do not fit neatly into categories defined by scale color and breath type, although there are broad generalizations that can be made based upon such characteristics. Dragon encounters – even with the youngest of their kind – should be memorable and unique experiences that test the mettle of even the most hardened adventurer. This section discusses dragons, their place in Absalom, and techniques for creating unique dragons that will be sure to challenge your players.

The dragon entry in Old School Essentials starts on p. 152 of **OSE Core**. These dragons are defined broadly by the following characteristics:

- Breath Weapon. Each true dragon possesses a breath weapon that can be used a limited number of times per day. **OSE Core** presents three different shapes of breath weapons: cloud, cone, and line. A dragon's breath does damage equal to their current hit point total.
- Energy immunity. Dragons are immune to breath weapons similar to their own and lesser forms of the same energy, as well as automatically saving against more powerful attacks of the same energy.
- Language and spells. Not all dragons can speak, but those that can are able to cast spells.
- Dragons can sometimes be encountered while sleeping and can often be subdued, rather than slain.
- The given stat blocks are for a standard adult dragon; younger (less powerful) or older (more powerful) dragons may also be encountered.

The material presented here takes the above information and expands upon it, as well as adding new characteristics.

Dragons are encountered by type primarily based upon terrain and climate. Once the broad type of dragon to be encountered is determined, the age of the dragon is rolled for. This is the most important characteristic, as it determines almost everything else – the dragon's Hit Dice, its chance to speak and cast spells, the puissance of its breath weapon, and any special abilities it may have.

When a dragon is encountered, roll on the Age Categories and Special Qualities table to determine the dragon's age category and the special qualities it possesses, if any. Note that it is somewhat rare to encounter hatchling dragons on their own and much more common to encounter them with at least one adult.

When multiple dragons are encountered (as a result of a roll on the Number Appearing entry) roll below to determine the group makeup:

Table 21: Dragon Encounter Makeup

Roll	Result
1-2	All encountered are different age categories.
3-4	All encountered are the same age category.
5-7	One is adult or older and the rest are (1-3) hatchling, (4-5) young, or (6) juvenile.
8-10	Two are adult or older, a mated pair, and the rest will be (1-3) hatchlings, (4-5) young, or (6) juveniles.

Only adult, old, and very old dragons are capable of giving birth. If dragons of any other age categories are encountered they will not be encountered with

Table 20: Dragon Age Categories and Special Qualities

Age	HD	Special Qualities	Chance to Encounter (1d100)
Hatchling	-5	1 in 6 chance of one	1-5
Young	-3-4*	1d2-2	6-20
Juvenile	-1-2*	1d2	21-40
Adult	Standard	1d2, 1-2 in 6 chance of a third	41-84
Old	+1-2*	1d3+1	85-94
Very Old	+3-4*	1d4+1	95-99
Ancient	+5 or more**	1d4+2, 1-2 in 6 chance of another	100

*50% chance of either.

** (1-3) +5 HD, (4-5) +6 HD, (6) +7 HD

hatchlings. There's a 1 in 6 chance that an adult dragon(s) encountered will have 1d3 dragon eggs in their lair, that have yet to hatch. This chance decreases to 1 in 8 for old dragons and 1 in 12 for very old dragons. Ancient dragons no longer procreate.

Dragon eggs take a long time to mature; they will hatch 1d12–1 months after being found. Dragon eggs sell for a base price equal to the XP of an adult dragon. Treat them as mercantile goods (Monster category from the *Domain Building* book) for purposes of determining demand and ease of sale.

In Absalom, dragons are long-lived enough that their lifetimes can potentially span multiple Cycles, and as such are seen as valuable sources of information about the past, albeit somewhat untrustworthy and fickle ones that may decide to eat the questioner as easily as answer their questions.

Below are the basic age ranges for each category:

- Hatchling: 0-2 years
- Young: 2-20 years
- Juvenile: 20-50 years
- Adult: 50-200 years
- Old: 200-500 years
- Very Old: 500-1000 years
- Ancient: 1000+ years old

Rather than place dragons into categories based upon scale color, this supplement divides them based upon climate and terrain, and the following sections are based upon that.

Breath Weapons

This section discusses a dragon's breath weapon attack. Each dragon has the ability to use this attack three times per day. Unless otherwise stated, or if it would be tactically unwise, a dragon will always lead with their breath weapon.

Each dragon type has a specific breath weapon that is most often encountered, a less common version, and a rare version. These are rolled for using 1d10: (1-6) common, (7-9) uncommon, (10) rare. These versions vary by dragon type and are detailed in their entries below.

Rather than apply damage based upon hit point total this section assumes that a dragon's breath does a range of damage based upon their Hit Dice. Dragons do not roll to hit with their breath weapon; anyone within the area of effect is entitled to a Save versus Breath, with success resulting in the creature taking half damage.

The three basic shapes have different qualities that affect the breath weapon, as follows:

Cloud. The dragon's breath is a billowing cloud. It cannot be blocked or hidden from, and will fill a volume of space, moving around corners and through openings. Breath weapons with a cloud shape inflict 1d4 points of damage for each Hit Die a dragon has. An adult dragon's cloud fills a volume equal to 50' long × 40' wide × 20' high. For each age category above or below adult increase or reduce the measurements by 25%.

Cone. The dragon's breath weapon forms a cone, starting out 2' wide at the dragon's mouth and ending with a width of 30'. The exact length of a cone is determined by the type of dragon (see specific entries, below). Cones can be partially blocked by obstacles and will not turn corners; adventurers that have full cover (hiding behind a low wall, for instance) make their saving throws against the dragon's breath with advantage (roll twice, take the better result). Cone breath weapons inflict 1d6 points of damage per Hit Die of the dragon.

Line. This type of breath weapon is a 5'-wide line of energy, its length varying by type (see below). It inflicts 1d8 points of damage per Hit Die of the dragon. Lines do not go around corners, and creatures with partial cover granted by solid, non-living objects (such as a wall or tree) save with advantage (roll twice taking the best result); those with full cover are not affected – assuming the cover they are using can withstand the intensity of the energy. A line will be stopped by a creature of giant-size or larger, but will otherwise extend for the entire length of effect, affecting everyone within its path equally.

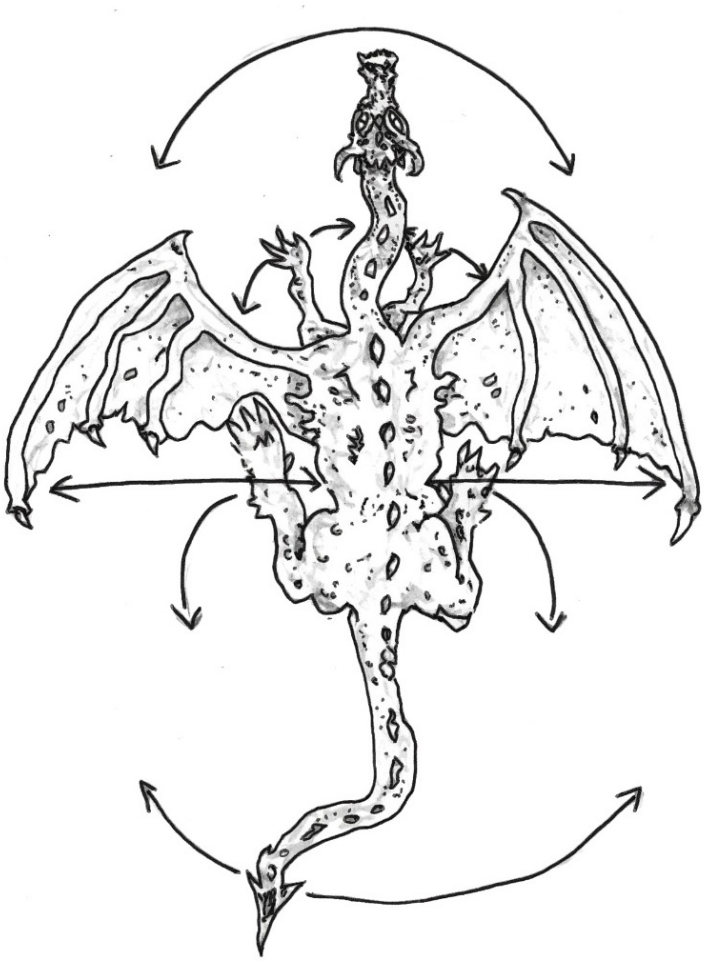
Unless otherwise stated, a dragon's breath weapon is far more potent than mundane energy, on par with that summoned by magic, if not greater. It can deal structural damage to non-living materials (such as vessels or castle walls), and mundane objects (such as jewelry, or glass, or wooden buildings) will be quickly destroyed by dragon's breath, regardless of the energy type.

Physical Characteristics and Attacks

Most, but not all, dragons have wings and are capable of flight. Those that do have wings have a fly speed given in their stat block.

A dragon's hide thickens with age, becoming more difficult to pierce. Conversely, younger dragons have more vulnerable hides. Use the following to determine the dragon's AC adjustment:

- Hatchling: –2 penalty to AC
- Young/Juvenile: –1 penalty to AC



- Adult: As given in stat block.
- Old/Very Old: +1 bonus to AC
- Ancient: +2 bonus to AC

In addition to their fearsome breath weapon dragons are capable of potent physical attacks as well, although typically a dragon cannot attack physically in the same round in which they either cast spells or use their breath weapon. The standard attack routine for most dragons consists of two claw attacks and a bite. Refer to the table below for base melee attack damage.

Rather than basing physical attack damage on the type of dragon, this range is based on the age of the dragon. Individual dragon types may have a modifier to damage, presented in their individual stat block.

Additional attacks may be available as the result of special abilities and are described below. Note that these attacks are somewhat limited by the age of the dragon, as indicated by the following chart.

Dragons, even the very young, are large creatures. This means that a number of human-sized creatures can surround and attack a dragon on the ground; at the same time, the dragon is able to use its natural attacks to target creatures based upon their location.

As a general rule of thumb two man-sized creatures per Hit Die can attack a land-bound dragon. Therefore, a dragon with 8 HD can be attacked by up to 16 individuals. Keep in mind that dragons are highly intelligent, and will rarely put themselves in circumstances where they can be so surrounded and attacked.

Winged dragons can only bite targets directly in front of them; those without wings can bite targets directly in front of them as well as to their sides. Refer to the dragon attack illustration to determine the range of various attacks.

The following attack forms are special. At each age increment above adult the dragon will gain the ability to use an additional attack form. Generally, these attacks are in addition to the ones the dragon already has. For example, an adult dragon can use a claw/claw/bite routine. An old dragon can use a claw/claw/bite attack, plus an additional attack form chosen from the ones below. In other cases when the dragon gains an additional attack form (such as when rolled on the Special Qualities table), those special attacks are used in place of, not in addition to, the dragon's normal attacks. It is usually a one-to-one swap: in lieu of a claw attack the dragon may perform a tail sweep, for instance.

Crush. The dragon attempts to use its bulk to crush nearby opponents. Crush attacks inflict the same damage as bite attacks, but can be used to attack multiple targets, and whether the dragon is flying or not (a dragon's bulk is just as deadly on the ground as it is from the air). The dragon does not make an attack roll; all targets within range must Save versus Death. Failure indicates they suffer full damage; those succeeding take no damage. However, creatures within the range of a crushing attack can choose to remain a target, automatically failing their saving throw, but gaining a +4 bonus to a subsequent attack against the dragon and inflicting double damage if it hits.

Victims hit by a crush attack must roll equal to or less than their Dexterity on 3d6 in order to remain standing. Those failing fall prone and must spend half their movement to stand back up.

Swoop. A flying dragon can swoop down upon a target, plummeting from great heights to make use of their bulk and momentum. A swoop attack requires the dragon be able to dive a distance equal to their movement speed within a round. They may either attack with both claws or a single bite attack, making the attack with advantage

(roll twice, take the best result). Any attacks that hit inflict double damage.

If the dragon is attacking with its claws it may attack two separate targets during a swoop, provided they are within range. Regardless of the attack type a roll of 18+ indicates the target is grasped by the attack and can be carried away.

Tail, constrict. Dragons without wings can, instead of a wing buffet, attempt to grapple and constrict an opponent with their tail. An attack roll is made, and on a successful hit the target takes damage – determined by the dragon's age – and is grappled by the dragon's tail, suffering automatic damage as per a hit each subsequent round. In order to break free the constricted character must roll equal to or under their Strength on a number of d6s equal to: 3d6 for young and juvenile dragons, 4d6 for adult and old dragons, or 5d6 for very old and ancient dragons. They can take no other actions while attempting to break free.

While constricted the individual can attempt to make an attack with a –4 penalty to the attack roll, but cannot cast spells. Once a target is constricted the dragon can continue to take actions as normal, but cannot attempt to constrict further targets.

Tail, swipe. In lieu of a claw attack the dragon may use its great tail to attack any opponents behind it by sweeping it from left to right. This has the same area of effect as a cone, with the tail being roughly the same length as the dragon's body. All creatures within range of the tail swipe must make a Save versus Breath. Those failing take damage as appropriate to the dragon's age category and are knocked prone. Creatures that are knocked prone must spend half their movement the following round to stand up.

Wing Buffet. If the dragon has wings it may make a wing buffet attack against opponents on either side of it, to a range determined by the dragon's age category. This attack is in lieu of a claw attack. All creatures within range suffer damage determined by the dragon's age and must Save versus Paralysis to avoid being stunned for one round. Stunned creatures make all attacks and saving throws at disadvantage (roll twice, take the worse result).

Speech, Sleep, and Magic The chance that each type of dragon has the ability to speak is given in the relevant stat block. Dragons capable of speech can speak 1d6 languages, with their primary language being Draconic. Additional languages spoken can be determined at random. Increase the chance of speech by 10% for each age category above adult and decrease it by 5% for each age category below.

There is always a chance that a dragon is asleep when encountered in its lair. This chance remains static for adult and younger dragons but increases by 10% for each age category above adult.

Dragons cast their own form of magic instinctively, without the need for spellbooks, memorization, prayers, or anything else of the sort. Their magic should, in fact, be treated more like spell-like abilities than actual spells. It is possible, depending on results from the Special Qualities table, that a dragon could cast spells as one or more spellcasting classes (cleric, druid, etc.) in addition to using their spell-like abilities. In these cases their additional spell-casting abilities are governed by the rules for those classes (a dragon that can cast spells as a magic-user must memorize spells from a spellbook, for instance) while they may use their spell-like abilities normally.

The chance that a dragon can use draconic magic is based upon their age category, as follows. This chance is independent of the dragon's ability to speak; in fact, dragons can use their innate magic whether they can speak or not!

- Hatchlings: 1 in 8
- Young: 1-2 in 8
- Juvenile: 1-3 in 8
- Adult: 1-4 in 8
- Old: 1-5 in 8
- Very Old: 1-6 in 8
- Ancient: 1-7 in 8

If a dragon has spell-like abilities, roll below to determine the number of spells they can cast:

- Hatchlings: 1d2
- Young: 1d3
- Juvenile: 1d4
- Adult: 1d6
- Old: 1d6+1
- Very Old: 1d6+2
- Ancient: 1d6+3

When rolling to generate the list of spell-like abilities a dragon possesses, the size of the die used is determined by the age of the dragon, as follows:

- Hatchlings: 1d4
- Young: 1d6
- Juvenile: 1d8
- Adult: 1d10
- Old: 1d12

- Very Old: 1d20
- Ancient: 1d20

The dragon spell list is as follows. Druidic spells are noted with an * and illusionist spells with an !. When relevant, the dragon's caster level is equal to their Hit Dice unless otherwise stated.

Table 22: Innate Dragon Magic

Roll	Result
1	Animal Friendship*
2	Charm Person
3	Detect Magic
4	Entangle*
5	Light or darkness
6	Sleep
7	Speak with Animals*
8	Hypnotism !
9	Detect Invisible
10	Locate Object
11	Obscuring Mist *
12	Fascinate !
13	Clairvoyance
14	Dispel Magic
15	Summon Animals *
16	Spectral Force !
17	Suggestion !
18	Charm Monster
19	Emotion !
20	Polymorph Self

Each spell-like ability can be used (0-3) once per day, (4-5) twice per day, or (6+) three times per day. Hatchlings and young dragons subtract 1 from this d6 roll while very old and ancient dragons add 1 to the roll.

If the same spell-like ability is rolled more than once, it is up to the Referee to determine whether to reroll or keep the result, increasing the number of times per day the ability can be used.

Lair Actions

As dangerous as it is to encounter a dragon in the wild, it is even more deadly to encounter one in their lair. Dragons guard their lairs, and the immense hoards often contained within, with a bewildering array of defenses.

Additionally, the mere prolonged presence of a dragon in a given location magically shapes the surroundings and gives the dragon some measure of control over their home.

As an optional rule, a dragon can perform a lair action a number of times per encounter, dependent upon the dragon's age category. Young and juvenile dragons can use a lair action once every three rounds, adult and old dragons once every two rounds, and very old and ancient dragons once every round.

These lair actions can be used at any point during a round. Typically, young and juvenile dragons have one lair action to choose from, adult and old dragons have two to choose from, and very old and ancient dragons have three to choose from.

Lair actions, unless otherwise stated, last for one full round. In OSE the order of action can change from round to round, so a full round of action is assumed to include one full turn of actions for the adventurers and their cohorts. This is measured from when the lair action takes place to when all of the adventurers have had a chance to act. Therefore, it could occur within a single round or be spread across the span of two rounds, if it occurs towards the end of the first round.

Some examples of lair actions are as follows. When there is a variable (range, number affected, etc.) roll once for adult and old dragons; roll twice and take the lower result for young and juvenile dragons; and roll twice and take the higher result for very old and ancient dragons.

Difficult Terrain. The dragon can designate a zone equal to a (1-3) 15' radius, (4-5) 30' radius, or (6) 45' radius centered on a location within the lair as difficult terrain for one round. Movement rates are halved within this area.

Energy Damage. The lair is suffused with elemental energy akin to the dragon's breath weapon. Anyone within (1-3) 30' of the dragon, (4-5) 60' of the dragon, or (6) 120' of the dragon takes damage of that energy type each round. The damage inflicted is equal to the damage inflicted by the dragon's claw attack and can be saved against for half damage. It is considered magical damage for purposes of resistance (such as that afforded by a *ring of fire resistance*).

Extra Action. The dragon or one of the dragon's allies gains an extra melee attack that can be used against an adjacent opponent.

Extra Movement. The dragon can move an additional distance equal to their normal movement within a round.

Healing Dampening. Necrotic energy suffuses the lair for a brief instant. Any healing spells or effects (such as drinking a *potion of healing*) are minimized. Roll twice to determine the damage healed, taking the lower of the two results.

Healing Surge. The dragon recovers an amount of hp equal to the damage they would inflict with a claw attack.

Lair Awareness. The dragon reaches out with its senses and becomes aware of the location and number of any hidden/invisible foes within (1-3) 60', (4-5) 120', or (6) the entire lair.

Obscuring Sight. The dragon evokes some phenomenon that obscures sight within the lair: mist or steam billows up, a wind blows through the lair, extinguishing non-magical light, etc.

Summon Ally. The dragon is able to summon an ally within the lair to come to its aid. The ally arrives at the end of the round.

Traps. This category encompasses everything from pit traps, to mechanical traps the dragon has commissioned be installed, to strategically placed columns of stone the dragon can knock over, to loose chunks of ceiling that fall down during combat. Briefly, a dragon's lair should be intimately familiar to the dragon – almost an extension of itself – and as a lair action the dragon has the ability to use the physical features of the lair to hinder intruders.

It is recommended that the damage inflicted by a trap be either:

- Equal to the dragon's claw damage, able to target thee individuals for every two age categories, and allow a saving throw or Dexterity check to take half damage.
- Equal to the dragon's bite damage, able to target one individual for every two age categories, and allow a saving throw or Dexterity check (as above).
- A combination of the above, perhaps with a lesser effect thrown in (such as making targets lose their footing, etc.)

Legendary Resistances

As legendary creatures dragons are less affected by magic than other creatures. Young and juvenile dragons can automatically succeed on a single saving throw each day, adult and old dragons can automatically succeed on two saving throws per day, and very old and ancient dragons can do this three times per day.

Dragons and Alignment

Dragons can be of any alignment but hew most closely to Neutrality and Chaos. They will be (1-3) Chaotic, (4-5) Neutral, or (6) Lawful.

Dragons and Treasure

All dragons hoard treasure, regardless of type, age, or alignment. They have an almost preternatural awareness of their hoard and its contents. The treasure type for each age category is as follows:

- Hatchling. D
- Young. F
- Juvenile. G
- Adult. H
- Old. H + D
- Very Old. H + F
- Ancient. H + A

Dragons, as inherently magical creatures, can use magical items if physically possible (and the Referee allows). Rings can resize to fit claws, scrolls can be read, potions can be consumed, etc. Unless the dragon has spellcasting abilities as a character class they cannot use items allowed only to a specific class. However, as a general rule, assume that dragons incapable of speech do not possess the necessary intelligence to use magical items.

Special Qualities

1-4. Additional Breath. The dragon gains the ability to use a second type of breath weapon. It will be (1-3) one of the alternate forms for its dragon type, (4-5) an alternate form for another type of dragon, or (6) a new type determined by the Referee.

5-8. Burrow. The dragon gains a burrow speed of (1-3) 10' per round, (4-5) 20' per round, or (6) 30' per round. If the dragon already has a burrow speed either roll again or increase the base movement speed by one degree.

9-12. Extended Line. The distance the dragon's line breath weapon extends is increased by 25%. This result can be applied more than once, with each result being cumulative (if rolled twice the length of the breath attack is increased by 50%).

If the dragon does not possess a line breath attack, reroll or select another special quality that affects the relevant breath type (Lingering Cloud or Widened Cone).

13-16. Elemental Aura. The dragon is sheathed in elemental energy of a type identical to their breath weapon. Any living creatures within 10' (engaged in melee) of the dragon take 1d6 points of damage per round.

17-20. Extra Breath. The dragon can use its breath weapon an extra time per day. This special quality can occur more than once, with each selection granting an additional use.

21-24. Fear. The very sight of a dragon inspires fear in the observer. Those affected are considered frozen with fear while in the presence of the dragon. Creatures with two or fewer HD are automatically affected, unable to act or move, with no saving throw. Creatures with 2 to 5 HD must Save versus Paralysis to avoid being frozen with fear. Creatures with 5 to 8 HD save with a +2 bonus, and those with 9+ HD are unaffected. The range of dragon fear is 300 yards, and requires line of sight.

25-28. Foresight. Three times per day the dragon can make any die roll twice, taking the better of the two results.

29-32. Immunity. The dragon gains immunity to an additional form of energy, taking no damage from non-magical versions of this second type and automatically succeeding on saving throws against magical versions.

33-36. Invulnerable. The dragon can only be damaged by magical weapons.

37-40. Jeweled Hide. A portion of the dragon's hoard has become embedded in their hide, providing an extra layer of protection. The dragon's AC is improved by 1; at the same time reduce the value of the dragon's hoard by 10%. Assume that slaying the dragon by *most* methods results in the destruction of that percentage of treasure.

This result can be applied more than once.

41-44. Legendary Resistance. The dragon gains an additional use of their Legendary Resistance ability, allowing them to automatically succeed on any saving throw. If this result is rolled more than once it is cumulative, adding additional uses.

45-48. Lingering Cloud. The energy produced by the dragon's cloud breath weapon lingers in the air for an additional round. Any creatures within the area of effect make a saving throw during the second round, automatically taking damage on a failed save and no damage on a successful save. This result can be applied more than once, with each result indicating the cloud lingers for an additional round. The extra damage inflicted is based upon age category, equal to the dragon's claw damage.

If the dragon's breath weapon does not take the form of a cloud reroll the result or select one of the results that applies to the other breath types (Extended Line or Widened Cone).

49-52. Potent Breath. The dragon's breath weapon functions as if the dragon has one extra Hit Die. This result is cumulative if rolled multiple times.

53-56. Razor Claws. The dragon's claw attacks inflict an additional +1 point of damage and its bite attack inflicts an additional +2 damage. If this result is rolled more than once the results are cumulative.

57-60. Rending Attack. The dragon's claw and bite attacks can shear through metal and stone. If directed against large, inanimate objects – such as seagoing vessels, castle walls, etc. – they do half their normal damage in structural damage. When attacking armored individuals a natural roll equal to or above a certain number (see table, below) ruins an item of armor or a shield the target is wearing; shields shatter, armor is twisted and ruined, etc. Magical armor or shields increase the number a dragon must roll by a value equal to the item's magical bonus. Additionally, only one piece of armor can be affected at a time – assume, unless otherwise noted, that shields are affected first.

Table 23: Rending Attack

Age Category	Roll Needed
Hatchling	20
Young	20
Juvenile	19-20
Adult	18-20
Old	17-20
Very Old	16-20
Ancient	15-20

An ancient dragon with the Rending quality destroys armor and shields with a roll of 15+. If the dragon hits a target using a +2 shield the roll would need to be 17 or higher to destroy it.

As an alternate rule, the Referee may rule that rather than destroying a magical item, each attack that hits the target number or above removes a plus (+) from its magical bonus rather than destroying it outright.

61-64. Shapechange. The dragon can shift its form as per the *polymorph self* spell, with some exceptions. Roll 1d6 and compare it to the following:

1. The dragon is able to use this ability to transform into an unlimited number of forms. In this case the duration of the effect is as per the spell, using the dragon's HD as their caster level. They may do this (1-3) once per day, (4-5) 1d4+1 times per day, or (6) an unlimited number of times per day.

2-4. The dragon can shapechange into one other fixed form, which cannot be changed. The dragon may be able to shapechange into a raven, for instance. This ability can be used (1-3) 1d2 times per day, (4-5) 1d4+1 times per day, or (6) an unlimited number of times per day. In these cases the dragon may remain in the new form for (1-3) a duration equal to *polymorph self*, (4-5) until a set time, no more than 24 hours later (at the new day's dawn, for instance), or (6) an unlimited amount of time.

5-6. The dragon can shapechange into 1d4+1 fixed forms, which cannot be changed. The total number of times they may do so per day is (1-3) 1d4 times, (4-5) 2d6 times, or (6) an unlimited number of times per day. The duration for these changes is as above.

65-68. Special Attack. The dragon gains the ability to use one of the special physical attacks noted above. This special attack is used in the place of one of the dragon's normal attacks, although the dragon may choose which attack they are using each round.

69-72. Spellcasting. The dragon is able to cast spells as one of the human spellcasting classes: (1-3) magic-user, (4-6) cleric, (7) druid, or (8) illusionist. In order to cast spells the dragon must be able to speak; if they cannot, reroll.

To determine the dragon's caster level, roll using a die type determined by the dragon's age category:

- Hatchling: 1d2
- Young: 1d3
- Juvenile: 1d4
- Adult: 1d6
- Old: 1d8
- Very Old: 1d10
- Ancient: 1d12

The dragon casts spells as a spellcaster of the same level. Note that if the spellcasting type is cleric and the result is a "1" the dragon casts clerical spells as a 2nd-level cleric; if the result is a "2" they also cast spells as a 2nd-level cleric.

Dragons with spellcasting levels do not gain any other class features – such as a cleric's ability to turn undead – although they do gain the ability to use magical items only usable by that class.

Dragons with spellcasting levels can create magical items as a spellcaster of the equivalent level.

73-76. Swim. The dragon gains a swim speed of (1-3) 30' per round, (4-5) 40' per round, or (6) 50' per round. If the dragon already has a swim speed either roll again or increase the speed by one degree.

77-80. Toughness. The dragon rolls 1d10 for hit points rather than 1d8. If this special quality is rolled again, 1d12 is used per Hit Dice. If this comes up as a result a third time, reroll.

81-84. Venom. The dragon delivers venom either through its (1-4) bite or (5-6) a stinger on its tail. If the result indicates a stinger on its tail the dragon gains a tail attack, inflicting the same damage as a claw attack but also injecting a target with poison. This tail attack is delivered in lieu of a claw attack.

The poison is Type (1-4) I, (5-7) II, (8-9) III, or (10) IV (see p. 47, **OSE** *Advanced Fantasy: Genre Rules*). If this result is rolled more than once, reroll.

84-88. Widened Cone. The terminal width of the dragon's cone breath attack is increased by 10'. This result can be applied more than once, with each result cumulative.

If the dragon's breath weapon is not a cone, either reroll or select one of the special qualities that applies: Extended Line or Lingering Cloud.

89-100. Custom. The Referee can use a custom special ability.

Types of Dragons

The stat blocks for the six most common types of dragons are given below. These are for the adult version of each type and can be adjusted as needed based on age.

Each dragon type given below has three different breath weapon forms, arranged by frequency of occurrence. Each dragon possesses one of the three, unless otherwise stated.

Forest Dragon. ***AC*** *1 [18],* ***HD*** *8** (36 hp),* ***Att*** *2 x claw (1d8), 1 x bite (2d8+1d4); or breath,* ***THAC0*** *12 [+7],* ***MV*** *120' (40'),* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *9,* ***AL*** *as above,* ***XP*** *1,750,* ***NA*** *1d4 (1d4),* ***TT*** *H*

- Most forest dragons are wingless, the better to maneuver through thick woods, with scales of green or mottled brown.
- 1-2 in 6 forest dragons have wings and a fly speed of 180' (60').
- The bite of a forest dragon does an additional 1d4 points of damage regardless of age category.
- Adult dragons have a 30% chance of speech and a 30% chance of being found asleep.

There are three different types of breath weapon a forest dragon can have:

1-3. A cloud of chlorine gas, inflicting the standard amount of damage.

4-5. A cone of rot and decay. The damage inflicted is half normal (save for quarter damage). Wooden non-magical items within the cone rot and decay within one round; magical wooden objects can make a saving throw to avoid being destroyed. Plant-based or wooden creatures (such as a golem made of wood) suffer full damage as per the dragon's Hit Dice. The cone of an adult dragon is 90' long.

6. A line of green slime. The dragon's breath is a 120' line of corrosive spittle that functions as green slime (p. 166 **OSE Core**). It does no outright damage.

Ice Dragon. ***AC*** *3 [16],* ***HD*** *6** (27 hp),* ***Att*** *2 x claw (1d8), 1 x bite (2d8); or breath,* ***THAC0*** *14 [+5],* ***MV*** *90' (30') / 240' (80') flying,* ***SV*** *D9 W10 P11 B11 S13 (F6),* ***ML*** *8,* ***AL*** *as above,* ***XP*** *725,* ***NA*** *1d4 (1d4),* ***TT*** *H*

- Ice dragons have scales of white or light gray or blue, the better to blend into snow and ice.
- 1-2 in 6 dragons have a swim speed of 90' (30').
- Adult dragons have a 20% chance of being capable of speech.
- Adults have a 40% chance of being found asleep in their lair.

There are three basic forms of breath weapon that an ice dragon can possess:

1-3. An 80' long cone of cold.

4-5. A 120' line of sleet. This inflicts half the standard damage (save for quarter damage), but anyone caught in the line is frozen in place for one round, unable to move or act. If the saving throw is successful they are merely slowed for 1 round, moving at half speed and automatically attacking last in the initiative order.

6. A cloud of glittering ice crystals. It inflicts half damage (quarter on a successful save). Additionally, everyone within the cloud loses 1d6 points of Dexterity (half on a successful save) from the intense cold. Lost Dexterity returns at a rate of 1 point per day of complete bedrest.

Regardless of the form of the breath weapon, living creatures killed by an ice dragon's breath attacks become encased in ice; these dragons like to leave the frozen corpses of their victims arranged about their lair as macabre statuary/frozen treats.

Plains Dragon. ***AC*** *0 [19],* ***HD*** *9** (40 hp),* ***Att*** *2 x claw (1d8), 1 x bite (2d8+1d6); or breath,* ***THAC0*** *12 [+7],* ***MV*** *90' (30') / 240' (80') flying,* ***SV*** *D7 W8 P9 B9 S11 (F9),* ***ML*** *9,* ***AL*** *as above,* ***XP*** *2,300,* ***NA*** *1d4 (1d4),* ***TT*** *H*

Plains dragons prefer to lair in wide open terrain – steppes, plains, deserts – under the open sky.

- Their scales range from blue to light tan or even light green (for the wingless varieties).
- 1 in 6 plains dragons are wingless, losing their fly speed but gaining a burrowing speed of 60' (20').
- They inflict an extra +1d6 damage with their bite, regardless of age category.
- Adult plains dragons have a 40% chance of speech and a 20% chance of being found asleep.

Plains dragons will possess one of the following three breath weapons:

1-3. A 100' long line of lightning.

4-5. A 70' long cone of scouring wind. The cone inflicts half damage (save for quarter damage), but those failing their save are blinded by stinging dust and dirt for 1d4 rounds. Those making their save suffer a –2 penalty to AC and attack rolls for the same amount of time.

6. A cloud of charged particles. Those within it suffer half damage (save for quarter damage) and are affected as per the *faerie fire* spell for 1d4+1 rounds.

Mountain Dragon. ***AC*** *–1 [20],* ***HD*** *10** (45 hp),* ***Att*** *2 x claw (1d8), 1 x bite (2d8+1d8); or breath,* ***THAC0*** *11 [+8],* ***MV*** *90' (30') / 240' (80') flying,* ***SV*** *D6 W7 P8 B8 S10 (F10),* ***ML*** *10,* ***AL*** *as above,* ***XP*** *2300,* ***NA*** *1d4 (1d4),* ***TT*** *H*

- Typically have red or reddish-brown scales.
- 1 in 6 mountain dragons are wingless, preferring to live in caves and tunnels. These lose their flying speed but gain a burrow speed of 30' (10').
- Inflict an added 1d8 points of damage with a bite attack, regardless of age category.
- Adult mountain dragons have a 50% chance of speech and a 10% chance of being found asleep.

Mountain dragons will have one of the following three breath weapons:

1-3. A cone of flame 90' long.

4-5. A line of concentrated heat 120' long. It inflicts normal damage upon living targets but double structural damage upon stone, wood, and metal.

6. A cloud of superheated sparks. Inflicts half damage (save for quarter damage), but everyone within the cloud is affected as per the *heat metal* spell.

Royal Dragon. ***AC*** *–2 [21],* ***HD*** *11** (49 hp),* ***Att*** *2 x claw (1d6), 1 x bite (2d8+1d12); or breath,* ***THAC0*** *11 [+8],* ***MV*** *90' (30') / 240' (80') flying,* ***SV*** *D6 W7 P8 B7 S10 (F11),* ***ML*** *10,* ***AL*** *as above,* ***XP*** *2,700,* ***NA*** *1d4 (1d4),* ***TT*** *H*

- Scales have a metallic sheen of gold, silver, or copper.

- The only dragon type that hews closer to Law: (1-3) Lawful, (4-5) Neutral, (6) Chaotic.
- Bite inflicts an extra +1d12 points of damage, regardless of age category.
- 100% chance of speech and dragon magic.
- 5% chance of sleeping when encountered in their lair.
- Has the innate ability to shapechange into a person or animal, any number of times per day, but is limited to 1d4 distinct forms.

Royal dragons possess two of the following breath weapons:

1-3. Select from any other dragon type.

4-5. A cone of radiant energy. It inflicts normal damage. Additionally, the cone turns undead (any that are not destroyed by the radiant energy) as a cleric of the same level as the dragon's Hit Dice.

6. A 90' line of *disintegration*, as per the spell.

Swamp Dragon. ***AC*** *2 [17],* ***HD*** *7** (31 hp),* ***Att*** *2 x claw (1d8), 1 x bite (2d8); or breath,* ***THAC0*** *13 [+6],* ***MV*** *90' (30') / 240' (80') flying,* ***SV*** *D8 W9 P10 B10 S12 (F7),* ***ML*** *8,* ***AL*** *ss above,* ***XP*** *1,250,* ***NA*** *1d4 (1d4),* ***TT*** *H*

- Has scales of black, muddy brown, or dark blue.
- 1-3 in 6 swamp dragons are wingless, instead possessing a swim speed of 120' (40').
- Adult swamp dragons have a 20% chance of being capable of speech and a 40% chance of being found sleeping in their lair.

Swamp dragons can use one of the following three breath weapons:

1-3. A 60' long line of acid.

4-5. A 60' cone of caustic water. Everyone within range takes half damage (quarter on a successful save) when initially targeted and one quarter damage (save for none) during the following round. Note that the damage inflicted during the second round is enough to disrupt spellcasting.

6. A cloud identical to the *cloudkill* spell, with the following exception: reduce the HD for automatic death (<5 HD as per the spell) by one for each age category below adult and increase it by one for every age category above adult.

Water Dragon. ***AC*** *1 [18],* ***HD*** *8** (36 hp),* ***Att*** *1 x bite (3d8), 1 x tail constrict (1d10); or breath,* ***THAC0*** *12 [+7],* ***MV*** *180' (60') swimming / 180' (60') gliding,* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *9,* ***AL*** *as above,* ***XP*** *1,750,* ***NA*** *0 (1d4),* ***TT*** *H*

- The bite of a water dragon inflicts an extra die of damage (already included in the above stat block).
- Can breathe and speak underwater.
- 20% chance of speaking and 30% chance of being asleep when encountered.
- Can leap out of water and glide for six rounds.

Water dragons can have one of three different breath weapons:

1-3. Poison spittle, with a range of 100', that expands into a cloud with a 20' diameter (similar to a *fireball* spell). All within the cloud must make a Save versus Breath or die.

4-5. A cloud of steam. All within take heat damage.

6. A cone of desiccating salt, 60' long. All within take half damage (save for quarter damage), but plants and water-based creatures (such as water elementals, oozes, giant snails or slugs, etc.) take full damage.

Dryad

Resembling female elves with delicate features, skin the color of bark, and hair the color of seasonally changing leaves, dryads are creatures of Faery bound to a specific tree. Multiple dryads are referred to as a grove. Dryads are common faeries, explained in detail in the *Pallid Fields* mini-hexcrawl.

Magically bound to their tree – and able to physically merge with it at will – dryads can only be permanently slain if their tree is killed or if their death occurs outside of their range (see below). A dryad that is killed within the range of their still-living tree will return to life seven days after their death.

If a dryad travels more than 240' away from their tree they lose 1 hp for every hour they are apart, dying upon reaching 0 hp. If a dryad dies more than 240' away from their tree the tree dies as well.

Dryads have an innate ability to cast *charm person* as per the spell. *Charmed* individuals may be drawn within their tree, where they are likely lost forever unless the dryad can be bargained with. In reality, those that enter a dryad's tree re-emerge in Faery, within the dryad's domain there.

Dryads gain 1 HD per 100 years of age; their lifespan is typically between 200 and 500 years. Upon reaching 3 HD they gain the ability to cast spells as a 1st-level druid. Their spellcasting ability improves by one level per additional HD gained (a dryad with 7 HD casts spells as a 5th-level druid). For every 2 HD above 2, their AC improves by 1 and they may travel an additional 50' away from their tree.

Dryads share the following characteristics of all common faeries:

- Vulnerability to bronze. Attack and damage rolls made against dryads with bronze weapons are rolled twice, taking the better of both results.
- They gain a saving throw against sleep spells and if targeted by charm or illusion magics save twice, taking the better of the two results.
- Dryads are not bound by the truth requirements of their more powerful kin and may lie if desired.

A dryad's tree is actually a portal to Faery. In this realm the tree also exists, identical to that in the mortal world. Within Faery dryads have no restriction on travel; they may journey as far as desired from their tree with no ill effects. If a dryad is in Faery when their tree is killed on the mortal plane, they may make a Save v. Death. Success means they are not slain, but instead lose 1 HD and cannot return to the mortal plane.

A mortal may use a dryad's tree unbidden to enter Faery, either using *passplant* (p. 46, **LL** *AEC*) or *passwall* (p. 72, **LL** *AEC*). They may also pass through if *charmed* or



invited by the dryad. A dryad's treasure in the mortal realm is usually buried amongst the roots of her tree; in Faery they keep no items of metal but will instead have magical treasure or art objects of wood or stone (of a value equal to the gp value of the treasure rolled for). Roll once for the treasure they have in the mortal plane and once for the treasure they have in Faery.

Within Faery dryads are of the Free Folk, bound to no master or Faerie Lord, although some (15%) do enter the service of a Lord in exchange for payment or protection. Roughly 1 in 12 dryads are Chaotic in nature.

In the mortal plane, the land surrounding a dryad's tree is especially fecund and productive. This radius is equal to the maximum distance a dryad may travel from her tree. The following have a chance of existing within this range:

- Animals lairing within this radius have a **1 in 6** chance of being sentient, and a further **1 in 6** chance of being able to speak.
- There's a **1 in 8** chance **1d2** awakened trees dwell within this range. The trees are sentient and can speak **1d2** languages.
- There's a **1 in 12** chance that healing spells cast within the radius restore the maximum amount of hp.
- There's a **1 in 20** chance that a grove of dryads will have one grove guardian (see character class, above) dwelling with them.

For extra flavor, the species of a dryad's tree grants additional abilities, as follows:

Alder. Once per day may *dimension door* as per the spell.

Ash. The range the dryad may travel from her tree is

increased to 1 mile. At every additional 2 HD the dryad may travel an additional ½ mile.

Baobab. 1d4+1 dryads will dwell within the same tree. Together, the dryads may cast *charm monster* once per day, imposing a –2 penalty to the save, in addition to their individual abilities to use *charm person*.

Birch. Once per day the dryad may cast *cure disease* (or *cause disease*, if Chaotic).

Cedar. Once per day the dryad may cast *dispel magic* with a caster level equal to her HD.

Cherry. The dryad can *detect lie* as per the clerical spell at will.

Ebony. Once per day the dryad may cast *neutralize poison.*

Eucalyptus. Once per week the dryad may cast *remove or bestow curse* as desired. Those *cursed* are turned into a random small woodland creature.

Ironwood. AC improved by 1 and HD improved from 1d8 to 1d10.

Juniper. Once per week the dryad may summon an *insect swarm*.

Larch. Once per week the dryad may cast *commune.*

Maple. Once per week the dryad may cast *heal* (or *harm* if Chaotic).

Oak. Once per week the dryad may *dispel evil* as the cleric spell.

Palm. Once per day the dryad may cast *know alignment*.

Pine. Once per day the dryad may *create food and water* as a caster equal to their HD.

Red Gum. Once per day the dryad may create an illusion as per *phantasmal force*.

Rosewood. The dryad is capable of combat and will be armed with (roll 1d6) a short bow and arrows (1-3), a wooden spear (4-5), or a wooden club and shield (6).

Sycamore. The dryad can cast *manipulate fire* at will. This is usually used to extinguish flames.

Walnut. Once per day the dryad may turn invisible.

Willow. Once per day the dryad may cast *sleep*.

If a dryad's tree is killed it may be harvested for wood that can be used as special components for magical items. Each tree yields 3d4×100 gp worth of special components per 50 years of age. If the wood is used for the creation of an item related to the dryad's power (*charm person*, or one of the special abilities, above) double the gp value. If the tree is 150 years or older the wood may be used as a principal instead of special component.

Half-Dryads

Functionally similar to humans, half-dryads are the offspring of a dryad and a human. The following grove guardian class is unique to these half-fae.

Guileu

*Guileu. AC 6 [13], HD 2+3** (12 hp), Att 1 x spit (1d6 + poison), THAC0 17 [+2], MV 90' (30') / 120' (40') swimming, SV D13 W14 P13 B16 S15 (M3), ML 9, AL Neutral, XP 35, NA unique, TT L*

Slow of motion and placid of nature, guileu are frog-shaped creatures of perfectly clear water; long-limbed like a tree frog, a guileu has eyes like transparent black pearls and, when motionless, is betrayed only by the ripple of light on its "skin". Guileu are inoffensive creatures, preferring to gather bits of wisdom along with the occasional pearl, and sometimes lurk amongst mortal creatures to dispense healing in return for reverence.

Guileu do not like combat and avoid it whenever possible, preferring to negotiate or retreat from the field of battle. If violence appears to be inevitable, a guileu will climb the nearest vantage-point and spit toxic waters at its antagonists; this "bolt" has a range of 50' and inflicts 1d6 hit points of damage, plus an additional 2d4 hit points and 1 point of Constitution (recoverable with a day of rest) if a Save v. Poison is failed. A guileu may choose to concentrate all of its available toxin for a day to make a single bolt that kills the victim outright if the save is failed but may then create no further bolts for 24 hours. Due to their shimmering transparency, all to-hit rolls take a –4 penalty against a guileu.

Guileu may cure poisoning and disease at will, using the fluids of their own bodies. They take double damage from wind and fire, but no damage from water, earth or acid; submerged in a body of water, they regenerate 3 hit points per round.

Unicorns in Absalom

Unicorns in Absalom are unrelated to Faeries; they are a force for Law in the world, and the area around their homes becomes a place of stability in an otherwise Chaotic world.

Unicorns can automatically sense Chaos/Law within a 60' radius. They don't care a whit about maidens; only creatures of Lawful alignment may touch a unicorn, and only those who have proven themselves champions of Law may ride a unicorn.

They still possess the ability to teleport themselves or a rider once per day, up to a range of 360' feet. Additionally, once per day, a Chaotic creature struck by a unicorn's horn must Save v. Spells or be affected by a *curse,* as per the reversed version of *remove curse*. Those affected by a unicorn's curse are blinded until the unicorn lifts the curse or it is cured by powerful magic.

A blessing (the collective noun for a group of unicorns) of four or more unicorns will be led by a matriarch. This older, powerful unicorn has 6 HD, an AC of 2, and the ability to cast *heal* once per week when touching someone with her horn.

When one or more unicorns establishes a home and lives there for more than one year the subhex surrounding their lair takes on certain characteristics:

- Chaotic creatures entering the subhex must Save v. Spells. Failure indicates they feel uneasy and seek to leave as quickly as possible. In order to remain in the subhex they must succeed on a morale check. This morale check must be made for every hour the creature wishes to remain.
- Lawful creatures gain a +1 bonus to all of their saving throws while within the subhex.
- Healing magics are cast at maximum effectiveness. A *cure light wounds* spell, therefore, would automatically heal 7 points of damage.

The blood of a unicorn can be used as a special component for magical items; their horns can be used as principle components. If freely given — for occasionally unicorns will give their life for a noble and Lawful cause — these components are worth double. They are also worth double if the unicorn is slain and its blood or horn is used for Chaotic purposes.

Rules

Fighting Styles

Martial characters (dwarves, fighters, and halflings, plus classes like knight or ranger) start at 1st level practiced in a single fighting style, gaining a second at level 7 and a third at level 14. When fighting with their chosen styles all combat maneuvers (see *Hex 17.22*) they attempt gain a +2 bonus to succeed.

Non-martial characters (only clerics, thieves, and elves) gain access to a fighting style at level 4, and a second at level 12.

Dual weapon. The character fights with a weapon in each hand, with either both no larger than a short sword/scimitar, or one full sword-sized and the other dagger-sized. Only one weapon die is rolled – the largest of the two – although magical bonuses from both can be applied to the to-hit and damage rolls. If the attack hits, roll the damage die twice, taking the best result.

Single weapon. Trained in fighting with a single one-handed weapon, leaving their off-hand free, characters skilled in this fighting style gain a +1 bonus to attack.

Mounted. During a charge the mount can also attack, although its damage rolls are not doubled. Once per round the mounted character can absorb the damage from a single attack that their mount would otherwise take (reducing the rider's hp total instead).

Ranged. The character gains a +1 bonus to hit when using ranged attacks and may fire into melee with no penalty.

Sword and shield. Characters trained in this fighting style can use weapons other than a sword, as long as it is in conjunction with a shield. Once per round the character can gain an additional –1 bonus to AC against a single attack made either against them or an adjacent ally (within 5').

Two-handed. The character rolls initiative as normal when fighting with a two-handed weapon, albeit with a –1 penalty to the roll. If using group initiative, apply the penalty to the group roll to determine when the character acts.

Unarmed. The character's unarmed attacks do 1d3 points of damage plus Strength modifier instead of 1d2. They gain a +1 bonus to initiative, as well.

Founding a Temple

Once a temple is founded the cleric begins the process of attracting worshipers and converting unbelievers to their deity.

As stated above, the construction and founding of a temple is inviting to the curious, and over a three-month span after the completion of the temple a number of worshipers are drawn to the new church. The number of initial worshipers equals one individual for every 1000 gp in value of the temple, or a maximum of 5% of the population within a 3-mile radius (i.e. within the 6-mile hex containing the temple).

Example. A new temple is founded with an overall value of 30,000 gp. It would ordinarily attract 30 worshipers, but the population of the hex (and the urban center within the hex) is only 500. 5% of 500 is 25, so only 25 worshipers are attracted.

There can be a maximum of one temple per typical 6-mile hex, and each temple draws on the population within its hex. Additional worshipers may arrive after the initial three-month period, and a temple can sustain a total number of worshipers equal to the value of the temple in gold divided by 100. Therefore, a temple that costs 3000 gp to build can sustain the worship of 30 individuals. If there are more worshipers than can be sustained by the temple, 1d10 worshipers leave the temple each month until the maximum is achieved, and it cannot be increased above this number until the temple is expanded.

However, urban centers can support additional temples within a hex. An urban center can support a number of temples equal to its Market Class without adversely affecting the stability of all the temples. *Ex. A Class 5 market can support a maximum of 5 temples. The hex containing a Class 5 market can therefore have a total of 6 temples.*

If the maximum is not exceeded the worshipers are drawn from the populace of the urban center, as well as the surrounding hex; it is assumed that 80% of the population can be drawn upon to recruit the faithful; the remaining 20% worship household gods, are atheists, etc. Temples in excess of the maximum within an urban center, or more than one temple per six-mile hex without an urban center, cause Friction between the temples. Friction is explained below.

Each temple has a head priest, and as it grows in size additional priests (clerics) and acolytes (0-level humans)

are attracted to the temple. They are not paid, but they cost the temple an amount per month equal to half their cost of living (see p. 143 of *Into the Wild*).

Acolytes are assumed to assist with day-to-day mundane activities within the temple: maintenance, cleaning, food preparation, guard duty, etc., as well as participating in religious services and festivals.

In addition to the head priest, it is assumed that one 0-level acolyte is needed for every 25 worshipers, one 1st-level cleric is needed for every 50 worshipers, one 2nd-level cleric for every 150 worshipers, one 3rd-level cleric for 300 worshipers, etc. The head priest is assumed to be 1d4–1 levels higher than the next highest-level cleric. Therefore, a temple with 210 worshipers would have:

- 8 0-level acolytes
- 4 1st-level clerics
- 1 2nd-level cleric
- A head priest that is between 2nd and 5th level. Let's call them 3rd level.

Of course, a temple can have a larger staff, but the cost of maintaining the staff can be more expensive than maintaining an army. *Ex. The acolytes cost 5 gp per month, the 1st-level clerics cost 10 gp/month (1/2 of 20), the second-level cleric 20 gp, and the head priest 40 gp. The total cost for the temple staff is 140 gp per month.*

It costs 1 sp per month to maintain each worshiper. This assumes direct costs – sacraments, prayer books, etc., as well as maintenance costs for the temple itself and miscellaneous costs. *Ex. With 210 worshipers the monthly maintenance cost for the temple is 21 gp.*

Once every month the temple can require a tithe of its members. The base tithe is 1 gp per month.

Ex. With 210 members, the temple generates 210 gp per month in income. Assuming an average tithe, the temple nets 49 gp per month after expenses.

Additionally, if the church is recognized by and in good standing with the domain in which it is founded it will receive tithes equal to 2% of the hex's monthly income.

If the temple belongs to a state-mandated religion it receives a tithe equal to 10% of the hex's monthly income.

Note that temples in urban centers use both the hex's and center's monthly income, while rural temples use only the income generated in the hex.

Over time the temple is able to attract more worshipers. These numbers are calculated on a monthly basis, at the end of each month. If not enough gold or effort is invested in one of the following categories by the end of the month, it doesn't count toward new worshipers. *Ex. The priests of a temple cast a combined total of 40 spell levels in a month. This is not enough to attract a new worshiper.*

- For every 50 levels of spells cast one new worshiper is attracted.
- For every 500 gp invested in improving the temple one individual is attracted.
- Every time the head of the temple gains a level 1d10 worshipers per level are attracted to the temple. *Ex. The head priest goes from 9th to 10th level. 10d10 new followers are attracted.*
- If the head priest is present at the temple for at least three weeks per month another 1d10 individuals are attracted.
- 1d10 new followers are attracted every holy day the temple has.

Worshipers are lost in the following ways. This is calculated on a monthly basis.

- 1d4 per level of the head priest are lost per month if the head priest is absent for more than two weeks per month. Therefore, if the head priest is 5th level and is absent for more than two weeks in a month 5d4 worshipers drift away.
- If the maintenance cost of 1 sp per worshiper is not paid, 1d10 per 100 worshipers are lost per month.
- Every time the church demands a tithe of its worshipers, followers are lost as follows:
  - No tithe. No loss.
  - 50% of average. 1d4–1 per 100 worshipers.
  - 100% of average. 1d6–1 per 100 worshipers.
  - 150% of average. 1d10 per 100 worshipers.
  - 200% of average. 1d20 per 100 worshipers.
- If the temple maintains fewer staff than described above it loses 1d4 members per 100.

Holy Days

A temple is expected to host a number of religious holy days throughout the year. These vary in tone and temperament, based on the tenets of the church and the nature of the holy day. Some are bacchanals of excess, others a day of sport and competition, while others are days of contemplation and meditation.

Temples typically host four holy days per year. Each holy day costs the temple 1 gp per worshiper, brings in 1d20 sp per worshiper (roll once and multiply the result by the number of worshipers), and attracts 1d4 new worshipers for every 100 gp spent on the festival.

If there are three or fewer holy days per year make the above 1d20 income roll twice, taking the better of the two results. If there are five or more holy days per year make the 1d20 roll twice, taking the lower of the two results.

Ex. The Temple of The Folded Sky has 210 worshipers and is holding one of its four annual holy days. It costs the temple 210 gp to put the festival on. Rolling 1d20, the result is a 17; the holy day generates 17 sp per worshiper, for a total of 357 gp. Truly, times are good for the Temple. Additionally, 2d4 new worshipers are attracted to the temple. The total result is 6, so there are now 216 worshipers at the temple.

Temple Hierarchy

As a religion expands and grows, new temples are founded in order for the faith to spread. If a character founds new temples it is assumed that they will appoint their clerical retainers to run these additional temples, who in turn will appoint their own retainers to run further subsidiary temples. In this way the network of temples resembles the hierarchical structure of a temporal domain.

If the temple is part of a larger religious organization the smaller, subordinate temples must tithe to the central church. However, unlike temporal domains, in which tithes flow upwards from vassal to vassal to vassal and then finally to the domain ruler, temples tithe directly to the central church, no matter how far removed they are (both physically and administratively).

This tithe is usually 10% of their net income.

Generating Magical Energy

The act of worship is the most reliable way of generating magical energy. Each congregant that regularly attends the temple (at least once per month, see above) generates the equivalent of 5 sp of divine energy per week.

Each cleric that worships at the temple generates a number of gp of energy per month equal to their level, with 0-level acolytes counting as normal worshipers.

However, not all worshipers of a deity will be devout; many are just going through the motions, paying lip service to the church's tenets. The base percentage of true believers in the congregation is equal to 5 plus the head priest's combined Wisdom and Charisma modifiers, times ten.

- Start at 5.
- Add the head priest's combined Wisdom and Charisma modifier.
- If the temple maintains the average number of staff add 1.
- Multiply the result by 10%.
- Ex. Argos the Avowed is the head priest at a small temple. His Charisma modifier is +1 and his Wisdom modifier is +2, for a total multiplier of 8. 80% is the base number of true believers.
- That number is then modified as follows:
- Add 1d10%.
- Add or subtract 5% for every degree of domain morale above or below Content (see the Domain Building guide). A domain that is Loyal has the percentage increased by 10%, a domain that is Belligerent decreases by 10%.
- If the faith is the official religion of the domain subtract 20% from the percentage of true believers.
- If the temple charged more than the average tithe for four or more months during the previous year subtract 1d6 from the total.

Ex. The result of the 1d10 roll is a 6, the domain is Content, and the Temple of the Folded Sky is not the official religion of the domain, so a total of 86% of its worshipers are true believers. Having recently grown to 216 members, the congregation generates a total of 93 gp of divine energy per month.

The staff of the church generates a total of 13 gp per month, so the total amount of divine energy the temple produces is 106 gp.

The percentage of true believers is recalculated at the end of every game year and remains the same for the upcoming year.

The head priest of a temple gets a number of XP per month equal to the value of the divine energy generated by the temple, divided by their level. They gain this XP regardless of whether the energy is used, stored, or simply dissipates back into the world.

Using Magical Energy

Divine energy generated by a congregation can only be used by the head priest of the temple or a higher-ranking priest of the same order that resides at the temple for at least two continuous weeks.

The energy is generated monthly, but the entire total can be used at any point during the month. Divine energy

cannot usually be stored unless a divine relic is on hand (see below). Otherwise, the energy must be used by the head priest each month or it dissipates.

Every gp worth of magical energy collected can be used by the temple's head priest to do one of the following. All of these must be done within the temple. If a relic is used to store magical energy the relic must be present. If the temple possesses multiple relics the divine energy stored within each may be pooled.

- Create holy water.
- Enchant magical items.
- Cast spells.

Creating holy water. The head priest can spend 20 gp of magical energy to create a vial of holy water.

Enchanting magical items. Divine energy can be used in one of the three following ways when crafting a magical item. Each gp must be designated towards a specific goal; it's possible to spend some energy towards special components, some towards the regular cost, etc.

1. Each gp of divine energy is equal to 1 gp of special components.
2. Each gp of divine energy is equal to 5 gp of normal construction cost.
3. 50 gp of magical energy can be spent to lower the level required for magical item creation by one level. Therefore, a 4th-level cleric could spend 50 gp of magical energy to create a potion (usually reserved for 5th-level clerics) or 250 gp to create a magical item (usually reserved for 9th-level clerics). In doing so the creator uses their actual level to determine the chance of success.

Casting spells. Divine energy can be used to cast spells, in two different ways. First, energy can be expended to wholly cast "normal" clerical spells, those of 1st-5th level that a cleric of the temple could normally cast. Lawful temples will never be able to use divine energy to cast reversed spells.

The cost of casting spells is as follows:

1st level. 10 gp

2nd level. 20 gp

3rd level. 40 gp

4th level. 80 gp

5th level. 160 gp

Clerics largely use divine energy to cast spells when they are unable or unwilling to cast the spell normally. This could be because no member of the temple prayed for the spell and it is needed, or perhaps no one in the temple is capable of actually casting the spell. Divine energy can, therefore, be used to cast spells that the priests would otherwise not have access to.

Alternatively, divine magic can be used to cast ritual spells (see Ritual Magic, below).

Divine Relics

Divine relics are objects of immense significance to a temple. In addition to storing divine energy they may also have other magical abilities. At their simplest, though, they serve as reservoirs for accumulated divine energy: 1-4 in 6 relics are simply sacred repositories for divine energy, as well as important artifacts for the temple. The remaining relics possess some sort of magical enchantment, determined by the item itself.

Relics must have some religious significance: the fingerbone of a martyred prophet, the shield of a famous defender of the faith, or a battle standard that had been carried during a significant conflict the faith was involved in. Temples can have multiple divine relics.

As a general rule, relics can store 1 gp of divine energy for every 250 gp of the relic's value (rounding down). In order to absorb the divine energy the relic must remain in the temple for at least three weeks during that month, and cannot be absent for more than three consecutive days. If these conditions are not met divine energy is not stored in the relic.

If the relics are the remains of an individual, use their XP amount at the time of death as a base value. *Ex. The fingerbone of Chald the Reverent, a 9th-level cleric, is worth a base of 1,600 gp, and can therefore store a total of 6 gp worth of divine energy.*

If the individual died in a heroic manner – martyred, perhaps, or at the hands of a demon while defending helpless civilians – the value of the relic may be multiplied by 2 to 5 (dependent upon the Referee's judgment). *Chald died leading his followers out of captivity, delaying their pursuers long enough so that they could reach safety. The Referee decides this is pretty exceptional, and multiplies the base value of the fingerbone by 4, for a total of 6,400 gp.*

Add 50 gp to the final value for every hundred years in age of the relic. *Ex. Chald the Reverent died 1,000 years ago. This adds 500 gp to the overall value, for a total of 6,900 gp. The fingerbone can hold a total of 27 gp worth of divine energy.*

If the relic belonged to a deity that is not worshiped by the church, determine the relic's gp value and multiply

it by 10. Add double the age modifiers.

If the relic belonged to the deity the temple worships, determine the relic's gp value and multiply it by 50. Add double the age modifier.

If the relic is a magical item or other object of significant material value, use one half its gp cost to create (see Hex 18.23) to determine its worth as a relic. This may be modified by the Referee as desired.

Relics that possess magical qualities can be designed in multiple ways. Perhaps Chald's mace, used to slay one of the greater demons pursuing him, is loaned out to clerics and paladins of the church at times of great need. These chosen warriors can expend divine energy upon striking a foe. Or perhaps a chalice has the ability to radiate a protection from undead spell as long as it remains in the temple and has at least 1 gp worth of divine energy, making the temple an ideal sanctuary when fighting undead foes.

Friction

A temple can have no more followers than are available within the hex in which it is located. Temples located outside of urban settlements draw their worshipers from the rural parts of the hex, but can also attract no more than 25% of the residents of a nearby (within the same hex) urban settlement. Temples that are in an urban settlement can draw upon both the residents of the settlement and the surrounding hex. Therefore, temples cannot grow their congregation once all of the residents are accounted for.

Friction occurs when there are more temples than an area can support. As noted above, only a single temple can exist in the rural part of a 6-mile hex, and urban centers can only support a number of temples equal to the Market Class. A hex with a rural population of 1,000 and an urban population of 1,500 (Market Class 5) can support a total of 6 temples: one in the hex's rural hinterland and five in the urban center.

The rural temple can draw upon a population of 1,375 for its congregation (1,000 rural residents and 25% of the urban residents) while the five urban temples can draw upon a total population of 2,500. As state above, however, only 80% of the eligible population is considered in the pool of the faithful. Therefore, the rural temple has an overall pool of 1,100 to draw upon, and the five urban temples draw from a pool of 2,000.

There are three factors that instigate Friction between temples. Note that references to "hexes" assume they include both rural and urban temples.

- Alignment. Lawful and Chaotic temples exist (either openly or not) within a given hex.
- There is a state religion, and non-state temples exist in the hex.
- There are more temples in the hex than would otherwise be allowed.

Friction is not, however, a zero-sum game. It will continue to exist as long as one or more of the above three factors are present, but does not necessarily result in the destruction/departure of one or more temples; it simply represents an existing state of tension.

When one or more of the three factors exist, a roll is made at the beginning of each month to determine the severity of the Friction, with the following modifiers:

- If two sources of Friction exist add +2 to the roll.
- If three sources of Friction exist add +5 to the roll.
- If 75% or more of the available population is spoken for by one temple or another add +1 to the roll.
- If less than 50% of the available population is spoken for subtract –1 from the roll.
- Add +1 for each temple beyond the maximum +1. *In a hex with a maximum of 6 temples Friction is forced with 7 temples. If there are 8 temples add +1 to the Friction roll, if 9 add +2, etc.*
- If the Domain morale is Loyal or better subtract –2 from the roll.
- If the Domain morale is Belligerent or worse add +2 to the roll.
- If the temple is a subordinate church of a larger network, and it must pay more that 10% of its net as a tithe, add +1 to the roll.

Friction Results

The Referee should roll 1d20, modified as above, for Friction results at each temple.

Table 24: Friction Results

d20	Result
1 or lower	Nothing happens.
2	**Loss of Followers.** The temple loses an additional 1d4 members per 100.
3	**Loss of Revenue.** Total tithes generated per month are reduced by 3-12% (1d4×3).

Table 24: Friction Results

d20	Result
4	**Maintenance issues.** There's an extra 5d10 gp worth of maintenance that has to be done.
5	**Loss of Followers.** The temple loses 1d6 members per 100.
6	**Loss of Revenue.** Total tithes generated per month are reduced by 5-20% (1d4×5).
7	**Loss of staff.** 1d4 lower-level staff leave the temple. This cannot result in the loss of NPC retainers of the PC. Determine randomly which of the staff leaves.
8	**Theft, minor.** An item or items worth 1d100×5 gp are stolen from the temple.
9	**Maintenance issues**. There's an extra 1d10×10 gp worth of work that needs to be done.
10	**Loose Lips.** Rumors, true or false, are spread about priests of the temple. Attempts to attract new followers for the next month are halved, and twice the number of followers leave during the same period.
11	**Loss of Followers.** The temple loses an additional 1d10 members per 100.
12	**Loss of Revenue.** Total tithes generated per month are reduced by 10-40% (1d4×10).
13	**Fallen Priest.** A cleric sins, and as punishment the deity withholds spellcasting from that specific cleric for 1d20 days. The cleric must atone for their sins, as desired by the Referee.
14	**Sabotage.** The temple suffers 10d100 gp worth of damage from saboteurs. If the damage reduces the maximum allowable number of worshipers to fewer than the actual worshipers, those excess are lost.
15	**Theft, moderate.** An item or items worth 1d100×10 gp are stolen from the temple. If minor magical items (such as a potion or scroll) are present, one of these will be stolen instead.

Table 24: Friction Results

d20	Result
16	**Scandal.** A scandal breaks out amongst the clerics of the temple. It forces 1d6 members to resign, and reduces income and new worshipers by 5-20% for the next 1d4 months.
17	**Death.** One of the junior members of the staff is found dead, in suspicious circumstances.
18	**Theft, major.** If the temple has a relic it is stolen. If not, a thief makes off with an important magical item or 10d10×100 gp worth of valuables.
19	**Silent War.** The temple is involved in a quiet, low-key war with another temple. Assassins are hired, invisible stalkers summoned, etc. 1d4–1 members of each temple and 1d3–2 congregants are killed per month. There's a 1-3 in 6 chance the conflict ends after one month.
20	**In need of Redemption.** The temple's deity is unhappy with how the temple is comporting itself, and withholds spellcasting from all resident priests of the temple for a period of 1d6 days. Collected divine energy for the month is reduced by 10%.
21	**Rotten Within.** 1d6 clerics belonging to the temple are found to be engaged in the worship of Chaotic (or Lawful, if a Chaotic church) powers. They must be dealt with.
22	**Schism.** 1d4 clerics of the temple leave, taking 10-40% of the congregation with them, and found a new temple. This may increase the number of temples in the area above the maximum.
23	**Open War.** The temple is involved in an open, bloody war with another temple. It is up to the Referee to adjudicate all of the ramifications (how do the authorities respond?), but as a general rule each temple loses 1d6–1 clergy and 1d6–1 worshipers each month. There's a 1-4 in 6 chance the conflict dies out after a month.
24+	**Collapse.** The temple ceases to exist. All of the clergy leave for greener pastures, the worshipers go to different temples, etc.

Ley Lines

Conduits of invisible magical energy, ley lines run along the surface of the planet like unseen rivers. They subtly influence the natural world; if one were to examine the plant life growing in the path of a ley line the observer would note trees leaning perpendicular to its invisible flux, pine needles and leaves being drawn as if by a magnetic force towards the ley line. Animals, when crossing a ley line, can be seen to subtly shift direction ever so slightly, as when crossing a river one gets pushed downstream by the current.

All ley lines share the following characteristics:

- They exist between two points. The terminus points of a ley line are called the "loci".
- Magical energy can concentrate in the world without connecting to another point. When this occurs the pool of energy that is created is called a "node".
- When two or more lines cross they create a nexus of heightened magical energy.
- Ley lines are typically invisible, except under certain environmental conditions or intense magical concentration.
- The loci are bound to the earth, and the lines themselves do not extend more than a few hundred yards up into the air.
- Each line contains a given amount of magical energy. Nexi contain an amount of energy equal to the sum of the lines crossing at that point.

Each individual ley line has a Power Rating from 1-5, with "1" being the weakest and "5" being the strongest. Since a nexus has a Power Rating equal to the sum of the intersecting ley lines, each nexus will have a minimum PR of 2 and a maximum PR of 20. The Power Rating in a location without a ley line is considered to be 0.

Ley Line Mechanics

Every ley line has two loci that define the end points of the line. These loci are predominantly found in areas of natural upheaval or concentrated elemental forces, but not always. Ley lines do not share loci. In other words, each ley line has two distinct loci that are not used by another line.

Magical energy passes along a ley line in both directions, similar to how alternating current travels along a power line.

A ley line with a PR of 1 has a range of 1d100 miles and an average width of 2d10 feet. For every PR above 1 multiply the length by 10 and the width by 2. A line with a PR of 2, therefore, would have a range of 1d100 × 10 miles and a width of 2d10 × 2 feet. A line with a PR of 3 would have a length of 1d100 × 30 miles and a width of 1d10 × 4 feet. 1 in 6 ley lines have their dimensions (1) decreased by 3/4, (2-3) decreased by 1/4, (4-5) increased by a factor of 2, or (6) increased by a factor of 5.

Ley lines are typically invisible unless viewed through a *detect magic* or similar spell, or under the proper atmospheric conditions. Any line or nexus with a PR of 4 or less can only be seen through magical means, or by deducing its existence through its impact on the physical world. A line or nexus with a PR of 5-9 can be seen at night as a faint, glowing radiance. A nexus with a PR of 10-14 can be seen glowing brightly at night, and faintly during the day (1 in 6 chance in sunlight, 1-4 in 6 when overcast). A nexus with a PR of 15+ can be seen during the day under sunny conditions.

Whenever a character crosses a ley line or enters a nexus roll 1d20, adding the appropriate PR. If the character is

- an arcane caster add +3 to the roll,
- if an elf, add +4,
- if a druid, add +5.

If the roll is 20 or higher the character senses the presence of magical energy, although they might not know what it is if they are unfamiliar with ley lines!

The cumulative strength of a nexus is determined by adding together the PR of all the intersecting ley lines (though the maximum PR is still 20). A nexus formed by the intersection of one line that has a PR of 1 and a second line with a PR of 3 would have a total PR of 4.

A nexus will be formed of:

1-60. Two intersecting lines

61-90. Three intersecting lines

91-99. Four intersecting lines

100. 1d4+6 intersecting lines

Roll 1d20 to determine the strength of the ley line. If it is a node roll twice, taking the lower of the two results.

Table 25: Ley Line Strength

d20	Result
1-9	PR of 1
10-14	PR of 2
15-17	PR of 3
18-19	PR of 4
20	PR of 5

How Common are Ley Lines?

The book *Filling in the Blanks* provides one method for generating ley lines as a part of hex population. This method produces a relatively small number of lines. If the Referee is not using the supplement, or wishes to have a greater density of ley lines in their world, the following method can be used to generate and place ley lines.

Each hex that is generated has a chance of containing some form of ley line. This chance should range between 1 in 100 to 1-5 in 100, depending on the Referee's taste. If the result indicates a ley line, the hex will contain (1-3) a node, (4-5) a locus, or (6) a nexus.

If the hex contains a node the Referee:

- Determines the PR (Table 25).
- Rolls to determine if the node is in use (see Table 26, below).

If the hex contains a locus the Referee must determine:

- The strength of the ley line (see Table 25).
- The direction the line runs (see Figure 2).
- The length of the line.
- If the locus is in use (Table 26).

The existence of a locus in a hex requires there to be another locus at the other end of the ley line, so the Referee can also generate that hex (once the orientation and length of the line are established).

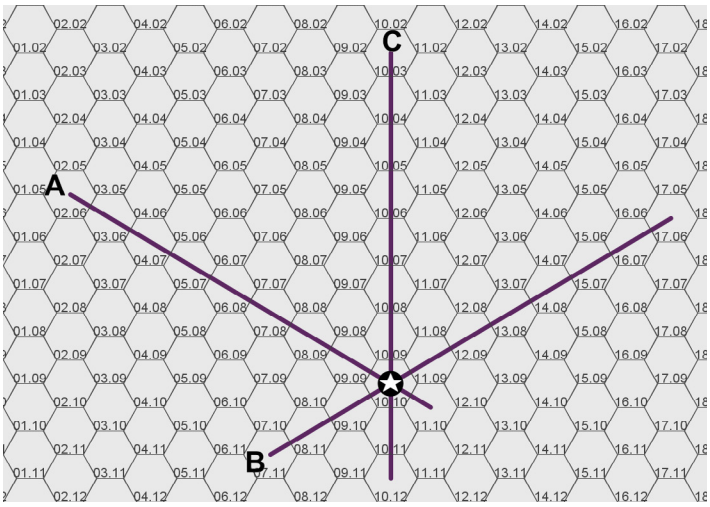
If the result is a nexus the Referee must:

- Determine the number of lines intersecting (see above).
- Determine the strength of each line (Table 25).
- Determine the orientation of each line (Figure 26).
- Determine the length of each line.
- Determine where along the length of each line it intersects with the nexus.
- Determine if the nexus is in use (Table 26).

Figuring out the length of each ley line that feeds into a nexus is straightforward. Once the overall length is determined the referee can roll 1d10 per line to determine where along the line the nexus occurs, dividing the overall length of each line by the roll.

Example. The Referee is generating a nexus where three ley lines converge. They have already determined that it converges in Hex 10.10. For ease of demonstration, each of the three lines is exactly ten hexes long.

The 1d10 roll for line A yields a 9, the roll for line B yields a 4, and the roll for line C yields an 8. The Referee decides that all measurements will be taken from the left side, running towards the right. Line A intersects the nexus at its 9th hex, line B at its 4th, and line C at its 8th.



The orientation of a line can be determined by rolling 1d12 and comparing it to Figure 2. For simplicity's sake the assumption is made that each locus falls in the center of a hex, as shown below, although in reality this might not be the case (especially if using the subhex method of populating hexes described in *Filling in the Blanks*).

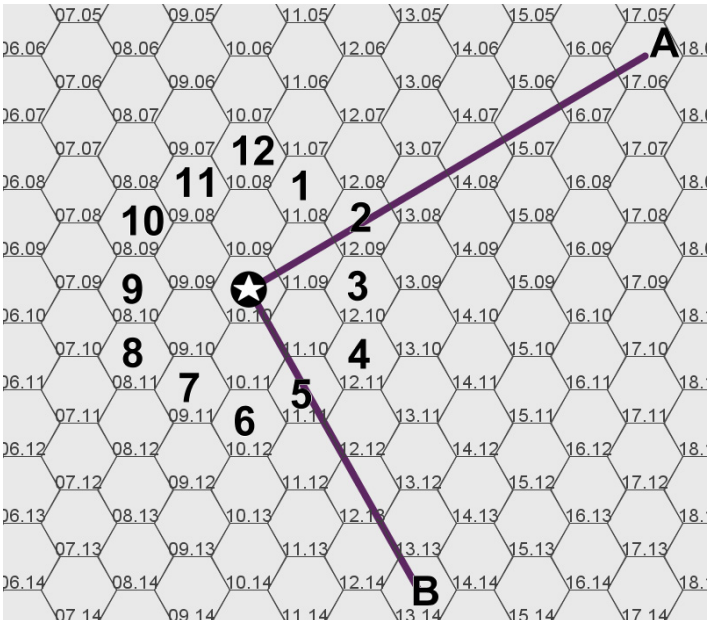


Figure 2

Ley lines are rare enough and possess enough latent power that it is unusual to find one that has not been developed – either currently or sometime in the past. Locations that are developed are those that have been artificially modified to harness and use the ley energy in some fashion, most often through the creation of a ley engine. Table 26 gives the chances that a particular locus or node has been developed. If the hex contains a node roll twice, taking the lower of the

two results; a ley line locus is easier to find than a node, simply by discovering a line and tracing it back to one of its two sources. If the hex contains a nexus roll twice, taking the higher of the two results.

Table 26

d100	Result
1-25	Not used
26-60	Occupied
61-100	Developed

On a result of 1-25 the location has not been used, either currently or in the past, nor is a creature lairing at the location. On a result of 26-60 there is someone, or something, occupying the location, but they are not actively harnessing the ley energy. There is a 1-5 in 6 chance that whatever creature is lairing there has been affected by the concentrated magical energy in some way. On a result of 61-100 the location has been developed specifically to harness (or perhaps protect) the source of ley energy. Roll an additional 1d6 and compare to Table 27 (Wilderness, Borderlands, and Civilized hexes are explained in the book *Into the Wild*).

Table 27

	1d6					
Civ. Rating	**1**	**2**	**3**	**4**	**5**	**6**
Wilderness	Active			N/A		
Borderlands	Active				N/A	
Civilized	Active					N/A

If the result is "Active" there is some creature or entity that is actively lairing at the location and using – to one degree or another – the ley energy. On a result of "NA" the location is currently not being used for its intended purpose, even though there may be someone or something lairing within; the inhabitant likely doesn't even recognize the significance of their lair!

Nodes

The most basic upwelling of magical energy and the precursor to an actual ley line is the "node". Unlike ley lines, which must travel over the surface of the earth, nodes can be found underground as well. 1-2 in 6 nodes, when generated, will be underground. Typically, seismic activities have a chance of both generating nodes and, in cases where a node already exists underground, forcing it to the surface.

An earthquake has a 1 in 10 chance of either producing a new node (1-2) or forcing an existing node to the surface (3-6). The books *Random Weather Generation* and *Into the Wild* have rules for randomly generating earthquakes.

Nodes have a radius within which they radiate magical energy. This radius is determined by the PR of the node (which is generated the same way as a ley line):

Table 28

PR 1	5d20 yards
PR 2	10d20 yards
PR 3	5d100 yards
PR 4	10d100 yards
PR 5	1d4 subhexes

The area within a node's radius is bathed in the magical energy generated by the node. Nodes also have a *potential range*, which is determined as for the range of a ley line of equivalent strength. This represents the maximum distance at which the node can join with another node to create a ley line.

Nodes are also inherently unstable. They seem to have a natural tendency to link with other nodes, producing a much more stable ley line, or otherwise eventually disappear, their magical potential grounded back into the earth. The following rules are likely beyond the scope of many campaigns but are included here for completion's sake.

Every year roll 3d6 for each node and compare it to Table 29:

Table 29

3d6	Result
3	The node disappears.
4-5	The node shifts 1d6 miles (or 1d6 subhexes) in a random direction.
6-7	The node decreases in PR by 1 (if the PR is already 1 it disappears).
8-12	Nothing happens.
14-15	The node increases in PR by 1 (if the PR is already 5 double its current radius and potential range).
16-18	It joins with another node to form a ley line. If there is no other node within range, one spontaneously forms within range.

What Do They Do?

What are ley lines and nodes used for? In Absalom they are relatively rare and little known; magic-users and druids may be aware of their existence, but the ability to harness the magic they possess requires years of study and research. Mortals cannot directly draw on their power, except in rare circumstance, and elaborate

structures or storage facilities are needed in order to contain and safely handle the collected energy.

Some creatures can directly draw upon the power of ley lines, while others are corrupted or altered by the concentration of arcane power. The fabric of reality often wears thin where lines originate or cross, opening portals to other planes and dimensions, creating strange landscapes where the laws of magic and physics are warped, or subtly altered creatures – awakened animals, sentient plants, or mundane beings manifesting magical abilities – can be found.

When humans are most successful harnessing the power of ley lines it is through large, artificial structures that focus, contain, and distill the energy into a usable form. This is similar to how temples concentrate the divine energy of worshipers (see *Hex 14.21*). The structures will be located at either a locus, nexus, or node and not along the length of a ley line. These structures are typically referred to as ley engines, and are most often the size of a house, if not larger. A circle of standing stones – such as Stonehenge – is an example of a rudimentary ley engine.

Every ley line produces a given amount of magical energy, or magic points (MP) that can be used as a substitute for gold, special components, or spells needed to produce magical items or effects.

Table 30 shows the equivalency for magic points.

Table 30

MP	Effect
1	5 gp in value of special components
1	25 gp in value of general components
5	One 1st-level spell
25	One 2nd-level spell
75	One 3rd-level spell
150	One 4th-level spell
300	One 5th-level spell
600	One 6th-level spell

If using ritual spells of a higher level than 6th each level has a multiplier of 2.5.

Therefore, a single MP generated by a ley line or node can be used to substitute 5 gp worth of special components, 25 gp worth of general components (refer to *Hex 17.23* for more information on material cost). 5 MP can be used to replicate the effects of a single 1st-level spell, 25 MP for a single 2nd-level spell, etc. Note that these costs represent the energy required for the user of the engine to cast a random spell of that level. Engines can be built to cast specific spells at a much lower cost.

If used to replicate the effects of higher-level spells, also referred to as *ritual spells* (6th+ for clerical magic, 7th+ for arcane spells) apply a 2.5× multiplier for each level above the normal range. Therefore, a 7th-level arcane spell would cost 1,500 MP (600 × 2.5) while an 8th-level arcane spell would cost 3,750 MP (600 × 2.5 × 2.5).

The Temple of Lhusanar, for instance, is a ley engine designed with one purpose, to cast the ritual 7th-level *gate* spell. As a divine ritual spell it has a base MP cost of 1,875 MP. However, because the Temple of Lhusanar was built with the purpose to cast a single, specific spell, the needed MP are reduced. Below are some guidelines to determine the MP costs for spells that are built into an engine.

First, roll to determine if the location has an affinity for a type of magic:

Table 31: Magic Type Affinity

d100	Affinity
1-50	**No Affinity.**
51-60	**Healing or Death.** Affinity for either (1-3) healing or (4-6) necromantic magic.
61-70	**Life or Fabrication.** (1-4) Life governs the creation of new life forms or modifications to living beings (such as the creations of hybrids), while (5-6) Fabrication governs the creation of non-living items and objects (including constructs).
71-77	**Divination.** The location has an affinity for divination magic.
78-84	**Conjuration.** The location has an affinity for the (1-3) summoning, (4-5) binding, or (6) summoning and binding of extra-planar beings.
85-90	**Travel.** The location has a strong link to (1-3) a specific place on the same plane, (4-5) multiple places on the same plane, or (6) simply enhances all travel on the same plane. To determine the modifier (see below) on this result roll twice taking the higher result if the initial roll is a (1-3) and roll twice taking the lower result if the initial roll is a (6). *Example. When generating a ley node it is determined (rolling a 6) that it has a strong affinity for all intra-dimensional travel. When rolling 1d6 to determine the MP modifier the Referee rolls twice and takes the lower result.*
91-93	**Weather.** The location has an affinity for weather control and associated spells.

Table 31: Magic Type Affinity

d100	Affinity
94-96	**Planar Travel.** The location has a strong link to (1-3) a specific place on a different plane, (4-5) a different plane, or (6) multiple planes. To determine the modifier (see below) on this result roll twice taking the higher result if the initial roll is a (1-3) and roll twice taking the lower result if the initial roll is a (6). *Example. When generating a ley node it is determined that it has a strong connection to a single location on another plane. When rolling 1d6 to determine the MP modifier the Referee rolls twice and takes the higher result.*
97-00	**Other.** Referee's choice.

A node can have any affinity. Two loci connected by a ley line must share the same affinity, but a nexus created by intersecting ley lines can have an affinity that differs from its "parent" lines.

Locations with an affinity have their MP cost reduced by 1d6 × 10% (this number is generated at the creation of the location and is not variable) when used for a purpose consonant with that specific affinity. If used for a different purpose the MP cost is increased by 1d4 × 10%. All fractional MP costs are rounded up.

Example. A PC discovers a ley node that has an affinity for divination magic. The Referee has already determined that a ley engine built for divination purposes will have relevant MP costs reduced by 30%, but if it is used for other purposes all MP costs are increased by 20%.

The MP cost for spells is calculated using an unaffiliated source as the base; if a spellcaster is using the undifferentiated energy produced by an engine to cast any kind of spell it costs 5 MP to cast a 1st-level spell, 25 MP to cast a 2nd-level spell, etc. If the engine is created on a ley source with a specific affinity, however, and that energy is used to cast a spell sharing that affinity, the overall cost of the spell is reduced by the percentage noted above, while spells that are not included in the affinity are increased as above.

Example. The PC builds the divination engine and uses the energy generated to cast Commune, a 5th-level spell. Normally the spell would cost 300 MP, but because it is a divination spell it has its cost reduced by 30%, to 210 MP. Using the energy to cast a non-divination 5th-level spell, however, would cost an additional 20%, or 360 MP.



To further reduce the MP cost of spells, an engine can be created with the ability to cast only a specific number and type of spells. This is similar to the creation of a magical item: the creator (or an assistant) must be able to cast the spell in question, and the level of the spell is added to the difficulty of the creation. However, the MP cost to cast the spell is cut in half.

Ritual spells can be woven into the creation of an engine as well, with the exception that no ritual spell can be cast entirely by the engine; one or more spellcasters must be involved in casting the spell whenever desired.

Example. A ley engine is created with the sole purpose of casting control weather*, a 6th-level magic-user spell. A –6 modifier is applied to the creation process, but the MP cost of casting* control weather *is cut in half, from 600 MP to 300 MP. If the source has an affinity for weather magic the affinity modifier would be applied first before being reduced by half. Because* control weather *is not a ritual spell the engine can be used to cast – or maintain – the spell with no input from outside casters.*

If the engine were designed to cast a single 7th-level ritual spell the MP cost of the spell would be reduced by half, as above, but it would still require the participation of at least one spellcaster when casting the spell.

Hex 14.21 has rules for casting ritual spells. As noted, when using a ley engine to cast ritual spells the Power Rating of the source is added to the chance of success. Additionally, if the source has an affinity for the type of magic or spell being cast the chance of automatic failure is reduced by half the total Power Rating.

Example. A ley engine is created to aid in the casting of the ritual spell open faery road*, a 7th-level magic-user spell. The engine is located at a nexus that has a combined Power Rating of 10 in addition to an affinity for planar travel. The chance of success to cast the spell is increased by 10% and the chance for automatic failure is reduced by 5%, from 86-100 to 91-100.*

Additionally, ritual spells cast using energy from a ley engine can be cast as if from a spell scroll, taking one round to cast the spell rather than the days normally required to cast ritual spells.

Spells that are incorporated into the creation of a ley engine can also be maintained for an extended period. This reduces the MP cost of extending the duration period by 50%, but subtracts a flat 2% from the chance of success for each spell being maintained in this way, regardless of total duration.

Spells that have a duration of "concentration" are considered to have a base duration of one day.

Example. In the example above a ley engine designed to cast the spell control weather *could be designed to maintain the spell as well. Since* control weather *has a duration of "concentration" the default duration is 1 day. Once cast, using 300 MP, the effect lasts for one day. At a cost of increasing the difficulty roll by 2% the engine can be designed to maintain the spell. Doing so, once the initial 300 MP are spent, costs 150 MP per additional day.*

The number of Magic Points that a ley line produces is dependent on the line's (or node's) Power Rating, as shown on Table 32.

Table 32

PR	Magic Points/Day
PR 1	1
PR 2	3
PR 3	6
PR 4	12
PR 5	18

The figures in Table 32 are the amount of magical energy that can be produced by a node or ley line locus. The energy produced by a nexus is calculated by adding the MP produced by each line intersecting at the nexus and then multiplying the result by 1.5; nexi have the curious effect of amplifying the energy produced, which makes them all the more desired and sought after by those with the knowledge of ley energy.

A ley engine is required for most mortals to harness and use latent ley energy. This artificial focus has a base value of 25,000 gp per total PR, plus an additional 100 gp for each MP that can be stored by the engine. While an engine need not be built with storage capacity, most possess some means of storing generated energy.

Therefore, building an engine on a ley line with a PR of 2 has a base cost of 50,000 gp. If the engine has a storage capacity of 100 MP the overall cost would be 60,000 gp. Engines that are built on ley nexi have their total cost increased by a factor of 1.25, although the base cost to build on a nexus is still determined by the total PR of the intersecting lines, not the actual MP produced by the nexus.

Example. A nexus is formed from the intersection of three lines: one with a PR of 1, one with a PR of 2, and one with a PR of 4. The nexus generates a total of 24 MP per day. An engine built of the nexus would use the combined PR of the nexus, 7, to calculate its base cost before multiplying by 1.25.

The cost of building an engine is handled the same way as building a stronghold; these are massive structures: caverns carved with arcane geomantic sigils, enormous

menhirs arranged in significant occult shapes, webs of spun quartz spanning great canyons, and so forth.

Like any construction project, half the cost of construction is in labor and half in material. The actual engine itself can be constructed as a normal stronghold or building, except that both an engineer and spell-casting individual must be present to oversee the construction process. The cost to construct energy storage is divided similarly, but half the overall material cost must go towards quartz crystals, all of which must be of exceptional size and quality.

Table 33: Base Chance of Success, and Production/Week

Caster Level	GP Output	Assistant's Output	Chance of Success
1	4	3	10
2	8	7	20
3	16	14	30
4	40	36	40
5	75	67	50
6	150	135	55
7	300	270	60
8	625	562	65
9	1,250	1,125	70
10	2,000	1,800	75
11	3,000	2,700	80
12	4,000	3,600	85
13	5,000	4,500	90
14	6,000	*	95

* Cannot be an assistant

If using the abstract construction rules found on p. 134 of OSE Core, the delicate nature of ley engines reduces the labor output from 500 gp per day to 250 gp per day. If using the more granular rules presented in *Into the Wild*, the daily labor output is reduced by half.

A 1d100 roll is made by the overseeing spellcaster for every month of construction. A roll of 86-100 is considered an automatic failure. If that roll is between 86-95 the only consequence is that (1d4+1) × 10% of the month's labor and material costs are wasted and must be redone. If the roll is 96 or higher a mishap occurs (see Table 35).

The project is overseen by a spellcaster, and that spellcaster's chance of success is determined by Table 33. Both the building engineer (as detailed on p. 130 of OSE Core) and the overseeing spellcaster must be present while work is being performed. If either is missing, a penalty is applied to that month's chance of success (see Table 34). Work on the engine must be carried out for at least nine continuous months out of each year (unless the entire project takes less time than that), and for each month in which work does not occur a cumulative –1 penalty is applied to the *next* month's chance of success (see Table 34).

The spellcaster's gp output per week can be applied to the labor total and is assumed to consist of various esoteric mathematics, spells to ease the flow of ley energy, the consultation of the stars and planar conjunctions, etc. However, no more than 25% of the overall labor cost of the project can be supplied by spellcasters; the rest must be in actual labor. Note also that the labor value of the engineer is not used in the calculation to build the engine.

Example. A ley engine costs 80,000 gp to construct, of which 40,000 gp must be in labor. Of that, 10,000 gp can be supplied by spellcasters, while the rest must be supplied by actual manual labor. The spellcasting work is spread out over the entire course of the project, as well. If it takes 10 months to build, the spellcasters can only devote 1,000 gp per month into the project.

Modifiers to the supervising spellcaster's roll are given on Table 34.

Table 34: Modifiers to Chances of Success

Per point of prime requisite bonus[1]	+1
Per rank of Magical Engineering	+2
Per rank of Engineering	+1
Alchemical lab onsite worth 1,000+ gp	+1
Library onsite worth up to 2,500 gp	--
Per additional 2,500 gp in library value	+1
No library	–5
Overseeing spellcaster is not present	–2/day

1. Only one prime requisite can be applied, and the score modifier is applied to the chance of success. Clerics use Wisdom, magic-users Intelligence. If the class has two or more prime requisites that could apply, chose the one that best fits the item being created.
2. If the requirement for consecutive time intervals spent working on the project is not met apply a –1 penalty to the following month's roll.
3. Each assistant used on the project increases the chance of automatic failure by 1, but only for the month(s) in which they are working on the project.

Table 34: Modifiers to Chances of Success

Engineer is not present	–1/day
Creation process interrupted[2]	–5*
Each assistant used[3]	–1*
Spells woven into the engine	–1/level
Per spell to be maintained	–2
PR of the node/locus/nexus	–PR

1. Only one prime requisite can be applied, and the score modifier is applied to the chance of success. Clerics use Wisdom, magic-users Intelligence. If the class has two or more prime requisites that could apply, chose the one that best fits the item being created.
2. If the requirement for consecutive time intervals spent working on the project is not met apply a –1 penalty to the following month's roll.
3. Each assistant used on the project increases the chance of automatic failure by 1, but only for the month(s) in which they are working on the project.

Example. The overseeing magic-user brings in three of their apprentices to help with the construction of the engine for two weeks. During the month that the work occurs the range of automatic failure is increased from 86-100 to 83-100.

Mishaps

On a roll of 96-100 a *mishap* occurs during the month's construction. Sometimes the effect of the mishap is obvious; other times it is subtle, and not noticed until the engine is activated – perhaps not even then!

When a result indicates a mishap, roll 1d100 and compare it to the table below to determine what happens.

Table 35: Mishap Table

d100	Mishap
1-10	(1d4+3) × 10% of the labor and material that went into that month's output is wasted.
11-20	Existing work is damaged from magical backlash, doing 1d6 × 1000 gp worth of damage to the existing structure.
21-30	The structure has some minor flaws built into it. The next monthly 1d100 roll is made with Disadvantage, rolling twice and taking the greater of the two results.
31-40	Custom effect.

Table 35: Mishap Table

d100	Mishap
41-50	The range for automatic failure for the next monthly 1d100 roll is increased by 1d12.
51-60	2d4 × 10% of the labor and material that went into that month's output is wasted.
61-70	Weird magical energies leech into the surrounding land. The exact effects are up to the Referee, but should be roughly equivalent to a *curse*, affecting everything within a (1-3) 5d10 yard radius, (4-5) 10d100 yard radius, or (6) 1d4 mile radius.
71-75	Existing work is damaged from magical backlash, doing 3d6 × 1000 gp worth of damage to the existing structure.
76-80	The structure has some minor flaws built into it. The next 1d4 monthly 1d100 rolls are made with Disadvantage, rolling twice and taking the greater of the two results.
81-85	The range for automatic failure for the next 1d4 monthly 1d100 rolls is increased by 1d12.
86-90	All of the labor and material that went into that month's output is wasted.
91-94	A significant flaw is built into the design. If the engine is used to cast a ritual spell the chance of automatic failure is increased by 1d10% and the range for a mishap is increased by 1d6%. Otherwise, every time the engine is used to cast any spell there's a chance equal to the spell's level on 1d20 that it will fail, consuming the required energy but fizzling upon casting.
95-97	The engine explodes, doing (1-3) 3d6, (4-5) 6d6, or (6) 9d6 points of magical damage to all creatures within (1-3) 4d10 yards, (4-5) 10d10 yards, or (6) 10d100 yards of the structure. The engine is totally ruined.
98-99	As above, but the explosion does not occur until the first time that magical energy is used by the engine.
100	A magical backlash occurs, destroying the source of ley energy. If a node, it is completely destroyed; if a ley locus, there's a 1-3 in 6 chance the partner locus is also destroyed; and if a nexus, there's a 1 in 6 chance for each connected locus to be destroyed.

The Lhusanar Temple Nexus

A natural sinkhole atop a plateau was carefully excavated, and inscribed with precisely carved geomantic runes to harness the energy of a pair of ley lines that converged on that spot.

The nexus has a combined MP production of 9 MP per day and a storage capacity of 1,000 MP, which makes the total value of the complex 250,000 gp.

Since it has been built one of the ley lines has shifted, leaving only the single locus feeding the engine and producing a mere 3 MP per day.

The ley engine was built for the specific purpose of casting *gate*, with a base MP cost of 1,875 MP. However, the locus upon which it is built has an affinity for the realm of Lhusanar, reducing the base cost by 50% to 938 MP. Since it is designed to cast a single spell the cost is reduced by a further 50%, to 469 MP.

Using the engine to cast *gate* to reach Lhusanar's realm costs 469 MP per use and requires the casting of a ritual spell as described in *Hex 14.21*. The chance to successfully cast the spell here is increased by 9% and the chance of automatic failure is reduced by 5%, from 86-100 to 91-100.

Masterwork Items

Masterwork items are non-magical items that are well crafted enough to provide some mechanical benefit to the user. They are also often required as the principal to be used in enchanting magical items; a magical item is always of masterwork construction, but masterwork items are not always magical.

Masterwork items can only be created by skilled artisans. If using the skill system presented in *Hex 17.23* the following rules apply:

- Unskilled individuals can only create masterwork items if their skill roll is 25 or higher.
- Proficient individuals can only create masterwork items on a result of 20 or higher.
- Skilled individuals can only create masterwork items on a result of 15 or higher.
- Expert individuals can automatically create masterwork items on any successful roll, assuming they have the proper time and materials.
- A roll of 1 is an auto-failure. 1d10×10% of the material used to create the item is ruined; the rest can be reused.

Masterwork items cannot be created using ordinary, everyday materials. The steel used to craft a masterwork sword must be alloyed with rare minerals or other metals – cold iron mined from Faery, starmetal from a fallen star, etc. The leather used to craft a masterwork suit of leather armor must come from a beast worthy of a principal (see *Hex 17.23*).

Some example benefits granted by masterwork items would be:

- +1 bonus to damage. All weapons.
- +1 bonus to attack. All weapons.
- +25% increase in range (thrown/missile weapons).
- +1 bonus to AC (armor).
- –25% reduction in encumbrance* (armor and weapons).

*Attacking with a masterwork weapon with this upgrade also grants a +1 bonus to individual initiative roll.

The first upgrade costs 500 gp, of which half is materials and the other half labor. For weapons and armor there is no need to add in the cost of the base item; a masterwork sword with one benefit would cost 500 gp, not 510 gp. A second upgrade, which must be different from the first, would cost an additional 750 gp. Masterwork items can have no more than two upgrades.

Example. A masterwork sword that grants a +1 to both attack and damage would cost a total of 1,250 gp to craft.

The value of a masterwork item is used to determine its value as a principal for the purpose of creating a magical item.

Researching Spells

Spellcasters can research spells instead of learning them from books or scrolls. The cost to do so is 500 gp per spell level and research takes one week per spell level.

Researching ritual spells (see below) is more expensive and takes longer: it costs 750 gp per spell level and takes 10 days per spell level.

The caster's chance of success is based upon their level. Regardless of level or modifiers, a roll of 86 or higher is always a failure. On a result of 86-95 the attempt simply fails, ruining the material used. On a result of 96-100 the spell research is a failure but produces a magical mishap.

Like creating magical items, spell research also requires special components. Essentially the entire cost (listed above) of researching a spell is assumed to go towards the purchase of special components. If the adventurers have hired a spellcaster to do the research for them, double the cost of researching the spell to cover labor as well. If the spell is divine in nature, the caster may devote divine energy in place of special components. A divine spellcaster hired to do the research who uses divine energy will still charge the adventurers for the cost of labor.

If the result is a failure, but not a natural 96 or higher, the spellcaster may attempt to research the spell again, in half the amount of time and with half the cost. If the result is a failure yet again the research may be attempted a third time, at one quarter the cost and time. If the third attempt is a failure as well the magic is beyond the spellcaster, and they may not attempt to research that spell again, although they can still learn it from another source.

Apply the following modifiers to the roll:

1. Spellcasters apply the modifier of their prime requisite ability score to the roll. A magic-user with an Intelligence of 16, for example, has a modifier of +2, and would add that bonus to their chance of success. The bonus from only one ability score can be used; if a class has two or more prime requisites, and both provide bonuses, use whichever score makes the most sense in the situation.
2. Other modifiers might be applied if the spellcaster possesses books or previous research germane to the type of spell being researched.
3. The spellcaster can take additional time to research a spell within the following limits: 1 week for 1st- and 2nd-level spells, 2 weeks for 3rd- and 4th-level spells, and 3 weeks for 5th- and 6th-level spells. In addition to increasing the chance of success by +3%, spending additional time reduces the chance of automatic failure to 88-100, and the chance of catastrophic failure to 97-100.
4. The spellcaster must spend at least five days each week in research. If they miss more than two days researching in a given week, assess the penalty listed on the table. Additionally, that week only counts as half a week of the time needed to research the spell. If the spellcaster is utilizing an apprentice they may miss more time without penalty (although see Note 5, below), but they still must personally spend at least half the required time researching the spell.

Table 36: Magical Research

Caster Level	Chance of Success
1	10
2	20
3	30
4	40
5	50
6	55
7	60
8	65
9	70
10	75
11	80
12	85
13	90
14	95

Example. A magic-user is researching a fourth-level spell, which takes four weeks. They have an apprentice, so only need to personally spend two weeks researching the spell.

5. If the spellcaster is being assisted by an apprentice apply the following. They may have up to three assistants, and each assistant must have the ability to cast magic of the appropriate type (at any level). In other words, a magic-user must have magic-users as apprentices, a cleric can only have clerics (or a paladin of a high enough level to cast spells), etc.

5a. Each apprentice used increases the chance of automatic failure by 1 (if two apprentices are used the chance of automatic failure would increase from 86-100 to 84-100).

5b. The apprentice can conduct the research in lieu of the primary spellcaster, as long as the primary spellcaster personally spends at least half the time needed to research the spell. The primary spellcaster can miss three days (instead of two days) per week when using an apprentice, although missing more than three per week counts as missing a whole week for the purposes of #4, above.

6. Spellcasters can attempt to research spells more quickly. This does not affect the component cost. For each 25% reduction in the amount of time needed, increase the difficulty of the spell from 2% to 3% per level, the chance of automatic failure by 5%, and the chance of magical mishap by 2%. The time to research a spell cannot be reduced by more than 75%.

Example. A magic-user is researching a 4th-level spell, requiring four weeks, but they need to do it quickly, in one week. A 4th-level spell typically imposes a 2% penalty per level (for a total of –8), but that is now increased to 3% (for a total of –12). The researcher is attempting a 75% reduction in the time needed, so the chance of automatic failure increases by 15 (to 71-100) and the chance of a magical mishap by 6 (to 90-100).

If the research is successful the spellcaster has been able to transcribe the formula for casting the spell, which can then be memorized as normal. The spell takes up the standard number of pages (1 page per spell level) plus 1d4 pages of notes per spell level. The notes will be relevant to the type of spell being researched. Such books of research are in some ways more powerful (and valuable) than standard spellbooks, because they contain insights into the creation process of spells. Note that it is possible to research new, unique spells as well as spells contained within published sources that aren't otherwise available to the spellcaster. In other words, a spellcaster that really wants the spell *magic missile*, but has been unable to find it, may research that spell in an attempt to discover the formula for themself.

Table 37: Modifiers of Chances of Success for Normal Spell Research

Per point of prime requisite bonus (see Note 1 above)	+1
Per rank of Magical Engineering	+2
Workshop worth 5,000+ gp	+3
Library worth up to 2,500 gp (see 2)	—
Per additional 2,500 gp in library value	+1
No library	-5
Additional time spent on research (see 3)	+3
Research process interrupted (see 4)	-5
Each assistant used (see 5)	-1
Speed up research	(see 6)
Per level of spell	-2

If the magic-user is researching ritual spells the steps above can be used, with the following caveats:

1. Each spell level imposes a 4% penalty to the base chance of success. If attempting to research quickly this is increased to –5% per level.
2. As noted above it costs 750 gp and 10 days per spell level.

In either case (standard spells or ritual spells) spellcasters gain XP from successful spell research they conduct equal to the overall cost of the spell divided by their level. Any apprentices involved in the research do not gain XP.

Ritual Magic

Since **Old School Essentials** only progresses to level 14 there is a potential need for a system that allows for spells of levels 7-9 (for magic-users) and 6-7 (for clerics). These higher-level spells are referred to as **rituals**.

Ritual spells are far too complicated and lengthy to be memorized and cast like normal magics; they must be scribed and cast by reading (unlike normal inscribed spells, a ritual spell does not disappear once cast). They can only be cast by spellcasters who have achieved at least 9th level.

Three distinct requirements must be met in order to cast a ritual spell:

1. **Formula.** The caster must possess the written formula for the spell. A spell formula can be found (as part of a treasure, perhaps?) or researched.
2. **Time.** It takes a given amount of time to cast a spell.
3. **Components.** Like magical item creation, casting ritual spells requires certain components. Most often these components are consumed by the casting, but not always. If the ritual spell is used to create a magical item, use the component cost for that item's creation.

Upon a successful casting the spellcaster may either let the spell take effect as normal or imbue an item with the spell's effect, to be used later (as with a magical item or scroll). A ritual spell bound into an item may be used as a standard magical item, without the need to repeat the three steps above (as they were already carried out during the initial casting). Therefore, a magic-user could cast the ritual spell meteor swarm to create a spell scroll, which could then be used to cast that spell as if from a normal scroll.

The steps needed to cast a ritual spell are described in its formula. If a complete formula is found this is a straightforward process; if a spellcaster is researching a spell, they need to go through the steps required to do so, as with any other spell, and upon success the required steps become clear.

Ritual spells can be cast either quickly, with a chance of failure and potential disaster, or slowly, with guaranteed success.

If cast quickly, a ritual spell takes one day for a 6th-level (clerical) spell, plus one day per additional spell level. An 8th-level magic-user spell, for example, would take 3 days to cast. Doing so requires a roll on the Magical Research table (see above), modified as below. As with spell research, the spell automatically fails on a roll of 86-100, regardless of modifiers. A natural roll of 96-100 indicates a magical mishap occurs.

Casting a ritual spell safely takes longer – a 6th-level (clerical) spell takes seven days to cast, plus three days for every additional spell level. A 9th-level magic-user spell takes 16 days (7 days, plus three days per level from 7-9).

If the spell is simply being cast, the component cost is 300 gp per spell level. If it is being bound into a scroll or a magic item, that item's construction cost becomes the cost of the spell. Scribing a ritual spell onto a scroll costs 750 gp per level instead of 500 gp (as with lower-level spells); creating a magical item costs however much it would normally cost to create such an item.

If the spell requires a focus – a component which is not consumed in the casting of the spell – subtract the cost of the focus from the overall cost of the spell. If the spell is bound into a scroll or magic item, the focus is not needed when using the item, just when first binding the spell into it. Ritual spells bound to a scroll can be cast in one round, as a normal spell scroll.

Divine energy (see Generating Magical Energy above) can be used as a substitute for component cost, although such energy cannot take the place of a spell focus. Refer to the section on divine energy for the exchange rate.

Upon completion of the casting make a ritual casting roll with the chance of success determined by the Magical Research table. Use the same modifiers as described on Table 2, with the following exceptions:

1. Subtract the spell's level × 3% from the roll. A 7th-level magic-user spell subtracts 21% from the roll.
2. Add 5% for each rank of Magical Engineering the spellcaster has.
3. If the spell is being cast within the spellcaster's laboratory or sanctum add a +1% bonus to the roll for every 5,000 gp in value of the laboratory, up to a maximum bonus of +10%.
4. If the caster is being assisted by apprentices apply the following. They may have up to three assistants, and each assistant must have the ability to cast magic of the appropriate type (at any level). Apprentices do not increase the chance of spell failure.

4a. Add 1% for each rank of Magical Engineering the apprentices possesse.

5. Non-spellcasting individuals can assist in the attempt, up to the maximum number of retainers allowed by the spellcaster's Charisma score (even if these are not retainers). For each individual participating in a ritual add 1% to the roll.
6. If the spell is being cast at a ley line nexus or focus add the line's Power Rating to the roll.
7. Divine energy may be spent during casting. Every 25 gp worth of divine energy spent increases the chance of success by 1%. This must be spent separately from any divine energy devoted to components.

Sample Ritual Spells

Control Weather (7th-level clerical)

Duration: 1 day
Range: 0

Upon casting this spell the cleric is able to alter the weather in an area equal to one 6-mile hex surrounding them. It takes 1d4 turns for the new weather to manifest, and the weather must be appropriate to the climate and season: the caster could not make it snow in a temperate region during the summer, but they could make it hail, or rain, or summon a heat wave.

The caster can control the generalities of the weather – the strength of the rain, for instance, or the direction of the wind – but cannot control the specifics: where lightning strikes, or the path of a tornado.

Heal (6th-level clerical, reversible)
Duration: Permanent
Range: Touch

The caster is able to touch a target and cure it instantly of the following ailments: blindness, disease, exhaustion, *feeblemind*, and poison. The spell restores all but 1d4 lost hp.

The reverse of this spell, harm, removes all but 1d4 hp and inflicts the same disease as *cause disease*. The target may make a Save against Spells to resist the effects.

Open Faery Road (7th-level magic-user)

Duration: Sunup to sundown
Range: 30'

When cast, this spell tears open a door between the mortal world and Faery, connecting to the point in Faery that is physically congruent with the caster's location. The door is wide enough for a man and horse

to pass through together and remains open from sunup to sundown. The caster can close and open the door at will, provided they are within 30' of it and the duration has not elapsed.

If this spell is cast at an existing gateway it opens a passage not to a physically congruent spot but to the location that particular gate leads to.

Resurrection (7th-level clerical, reversible)
Duration: Permanent
Range: Touch

Upon casting this spell the target is restored instantly to life, as per *raise dead*, but they return with full hp and all spells they had prepared at the moment of death. As long as even a small piece of the remains are intact this spell will function, provided the target has been dead no more than 10 years per caster level. This spell will not restore to life an individual that has died of old age.

The reverse of this spell, *destruction*, causes the target to immediately die, their body turning to dust. The target is entitled to a Save against Spells.

Casting either version of this spell is draining, and the caster must rest in bed, unable to cast spells or perform other strenuous activities, for one day per HD of the targeted creature.

Simulacrum (7th-level magic-user)
Duration: Permanent
Range: Touch

The caster is able to create a duplicate of any creature with this spell. They must first form a rough copy of the creature using snow, ice, mud, clay, etc., in which is placed some piece of the creature to be duplicated: some blood, hair, a fingernail clipping, etc.

Upon casting, the rough copy transforms into an exact duplicate of the copied creature, albeit one with half the hit dice of the copied creature, and only vague memories of the original's life, able to remember details of their past only on a roll of 1-3 in 10.

The caster may command the simulacrum, but must do so verbally; no telepathic link exists. The simulacrum cannot grow more powerful, nor can it perform class abilities its original has. *Detect magic* reveals a slight aura of magic around the simulacrum, and more powerful magics may reveal it for what it is.

Trap the Soul (8th-level magic-user)
Duration: Permanent
Range: 10'

When this spell is cast, the target's body and soul are forced into a gem if they fail a Save versus Spells. The target remains trapped in the gem indefinitely, without aging or the need to eat, breathe, etc. Breaking the gem releases the trapped creature. The gem must be worth 1,000 gp per HD of the creature to be trapped.

Wish (9th-level magic-user)
Duration: See below
Range: Unlimited

One of the most powerful spells known to Man, *wish* possesses the ability to alter reality in fundamental ways. It can mimic the effects of any other spell, 9th level or lower. It also has the ability to do the following: reverse time or events, bring the dead back to life, heal large groups of people, build fortresses out of nothing, etc.

However, this spell is tricky to use, and the caster must choose their words carefully. Wishing a target dead may result in the caster being transported into the future, to a time when the target has died of natural causes. A million gold coins may come from the lair of a powerful dragon. The Referee and player must work together to find a wording for the wish that does not upset game balance.

Casting *wish* is also not without drawbacks. When cast, the spellcaster ages one year, instantly.

Value of Spellbooks

Spells contained within books and scrolls have a value specifically for research purposes. In written form a spell is worth 150 gold per level. Ritual spells are worth 300 gp per level. This number can be used to calculate the value of a spellbook to buy or sell; if buying or selling scrolls use the cost of creating a scroll to find the price.

Since each spellcaster casts a slightly different version of a given spell, the values are cumulative: a mage with a library containing three different versions of the *sleep* spell would add 450 to the overall value to the library.

If the spell was researched by a spellcaster and contains notes (see above) the value is increased by 50%. Therefore, if a mage has a book containing a 3rd-level spell and the research that went into its creation it would add 675 gp to the value of a library, rather than 450 gp.

Magical Mishaps

When a magical mishap occurs roll 1d100 + the level of spell being cast or researched, and consult the following table.

Removing a magical mishap requires a *remove curse* cast by a 9th-level or higher cleric or other means (noted in the description), assuming those within range survive.

Table 38: Magical Mishaps Table

d100 Roll	Result
1-7	The caster suffers 1d6 points of ability drain from a random ability score. The drain is temporary, and returns in **1** 1d4 hours, **2** 1d8 hours, **3** 2d12 hours, **4** 1d4 days, **5** 1d8 days, **6** 1d12 days.
8-13	The caster suffers the loss of one sense. **1-2** hearing, **3-4** sight, **5-6** smell, **7-8** taste, **9-10** touch. The loss lasts for **1** 1d8 hours, **2** 3d8 hours, **3** 1d4 days, **4-5** 2d4 days, **6** 1d4 weeks.
14-18	The next roll the character makes, regardless of its nature, is rolled twice, the character taking the worst of the two rolls.
19-23	A small explosion of magical energy occurs, dealing **1** 1d4 points of damage to the character, **2** 2d4 points of damage, **3** 3d4 points of damage, **4** 4d4 points of damage, **5** 5d4 points of damage, **6** 6d4 points of damage. A successful Save v. Breath reduces the damage by half.
24-28	The character suffers one of the following effects, which is permanent until removed (see above). **1-2** the character glows as per *faerie fire*, **3-4** the character is affected by *blight*, **5-6** the character suffers a –2 penalty to all 1d20 rolls, **7** the character is targeted by *hold person* (save applies), or **8** the character is subjected to *cause fear* (save applies).
29-33	The character suffers a –4 penalty to one saving throw category. This lasts for **1** 1d4 days, **2** 1d8 days, **3** 3d4 days, **4** 1d4 weeks, **5** 1d8 weeks, **6** 3d4 weeks.
34-37	The character is *cursed*, as per the spell. This is permanent until removed.
38-41	The mishap animates a number of mundane objects. It affects **1** 1, **2** 1d4, **3** 1d8, **4,** 1d20, **5** 3d10, **6** 5d10 objects within a radius of 100', bringing them to life for **1** 1d4 rounds, **2** 1d4 minutes, **3** 1d4 turns, **4** 1d4 hours, **5** 1d4 days, **6** permanently. There's a **1-4 in 6** chance the animated objects are inimical to their accidental creator and move to attack them as quickly as possible. Otherwise they act randomly until the magic sustaining them fades.

Table 38: Magical Mishaps Table

d100 Roll	Result
42-45	The mishap summons random monsters with HD equal to **1-2** 1, **3-4** 2, **5-6** 3, **7-8** 4, **9-10** 5, **11** 6, **12** 7. The summoned monsters attack the character as soon as they arrive and do not cease until destroyed. When determining the number of monsters that are summoned roll the first dice in the Number Appearing entry.
46-49	The caster suffers 1d6 points of ability drain from a randomly determined ability score. This is permanent unless removed by a *wish* or divine intervention.
50-53	The mishap summons an *invisible stalker* that immediately attacks the character.
54-57	The caster loses one spell slot from the highest spell level they can cast. This loss is permanent until removed.
58-61	Everyone within 30' of the primary caster suffers 1d8 hit point damage. Those slain by this effect become wights 1d4 rounds later.
62-65	All within a 1d20 foot radius must Save v. Spells or be affected by *confusion*, lasting 1d8 rounds.
66-69	The caster must Save v. Spells or be affected by *feeblemind*. This can be removed by a *remove curse* cast by an 11th-level or higher spellcaster.
70-73	The caster suffers the loss of one sense (as above). This loss is permanent until removed.
74-77	The caster loses 1d2 hit points per spell level. This loss is permanent until removed by a *wish* or similar magic.
78-81	Everyone within a 1d20 foot radius must Save v. Spells or be affected by *feeblemind*. This can be removed by *remove curse* cast on an individual basis.
82-85	The mishap drains all magic temporarily within a 1d100 foot radius. The dweomers return after 1d8 days, although there's a **1 in 6** chance per item that the magic is drained forever.

Table 38: Magical Mishaps Table

d100 Roll	Result
86-89	A large explosion occurs, dealing 1d6 points of damage per spell level in a radius of 1d20 feet. Those within the radius can Save v. Breath for half damage. Objects and structures are also damaged by the explosion.
90-93	The weather within a 1d4 mile radius changes. On a roll of **1-2** it gets warmer, the temperature increasing by 10 degrees (lasting for 1d8 days), on a roll of **3-4** it gets colder, the temperature decreasing by 10 degrees (lasting for 1d8 days), on a roll of **5-6** violent storms sweep the area, lasting for 1d8 hours.
94-96	The character loses 1 level. This lasts for 1d8 days.
97-99	All those within a **1-2** 1d20 foot radius **3-4** 2d20 foot radius, **5** 1d100 foot radius or **6** 2d100 foot radius lose 1 level. The lost level returns in 1d4 hours, but those reduced to 0 HD by this effect are dead. There's a **1-3 in 6** chance anyone slain by this effect rises as a wight in 1d4 turns.
100-101	The character loses 1d4 levels. This loss is permanent but can be restored via a *wish* or similar spell. A character slain by this result rises as a *shadow* or similar undead after 1d3 days.
102-103	The magical backlash creates a zone on no-magic with a radius of 1d100 feet. Magic ceases to function within this zone for 1d4 days, although there's a **1 in 6** chance it becomes permanent.
104-105	An explosion of maximum intensity occurs, dealing 1d10 points of damage per spell level to all within a radius of 1d100 feet. Those within the radius can Save v. Breath for half damage. Objects and structures are also destroyed.
106-107	The character is slain instantly but can be returned to life as normal.
108	The character is disintegrated and can only be restored to life by means of a *wish* spell.
109+	The character is disintegrated and cannot be returned to life by any means.

Spells

Allure (1st-level magic-user/illusionist)
Duration: 1 minute per level
Range: Self

The caster has an effective Charisma of 18 for the duration of this spell, affecting Charisma rolls and potential loyalty checks. Retainers hired by the caster while under the effects of this spell cannot exceed the maximum number allowed by their normal score, and their loyalty will return to normal at the end of the spell's duration.

Cure Blindness* (divine)

Level: 3
Duration: Permanent
Range: Touch

The target of this spell is cured of blindness, whether magical or physical. The reverse of this spell causes permanent blindness, although a save versus spells avoids the effects completely.

Darkness Globe (1st-level magic-user/illusionist)
Duration: 1 minute per caster level
Range: 10' per level

The caster creates a zone of darkness with a radius of 15'. The darkness defeats all manner of sight, including infravision. The caster can see through their own zone of darkness.

Enlarge (1st-level magic-user)
Duration: 1 minute per level
Range: 5' per level

If cast on a living target they, and all of their carried equipment, double in size for the duration. The target becomes effectively stronger, dealing an extra 1d4 points of damage per attack. Magical items enlarged scale as well; an enlarged potion would need to be drunk in full in order to gain the full effects (though un-enlarged items physically usable by the enlarged character function normally as well).

An object targeted by this spell will also double in size and become proportionally heavier.

The reverse of this spell is *reduce*, which causes the target to roughly halve in size. Living targets reduce their physical damage by 1d4.

In both versions the target is entitled to a saving throw if desired.

False Trap (2nd-level magic-user/1st-level illusionist)
Duration: 1 hour per level
Range: 10'

This spell creates the illusion that an object or location is trapped. If the phantasmal trap is "triggered", potential victims can Save v. Spells; if the roll is failed they take 1d4 points of psychic damage as they believe they have been injured. The trap has normal chances to be detected but cannot be disarmed by normal means.

Gust of Wind (3rd-level magic-user)
Duration: 1 round
Range: See below

The spell summons a blast of wind emanating from the target, 10' wide and 10' long, plus 10' long per caster level. Smaller than human-sized creatures must Save v. Death or be blown back 1d6×5 feet. Human- to ogre-sized creatures cannot advance, and larger creatures may move forward, but at half their normal speed.

The gust extinguishes all unprotected flames and will automatically disperse cloud-type effects (such as *stinking cloud*, *cloudkill*, etc.).

Holy/Unholy Chant (divine)

Level: 2
Duration: See below
Range: 0

This spell lasts for as long as the caster is able to continue chanting the words of the spell. All allies within 30' of the caster add +1 to attack and damage rolls as well as saving throws and morale checks. All of the above rolls made by enemies within the affected area suffer a –1 penalty.

The caster cannot move, attack, or cast another spell without disrupting the chant. Additionally, if the caster is dealt damage or otherwise distracted the spell will be disrupted unless they roll less than or equal to their Wisdom score on 3d6 (roll each time they are distracted by a different source). A *silence* spell also negates the modifiers, although it does not necessarily end the spell.

The effects of the spell linger for one round per four caster levels (rounding down) once the spell ends: if the caster is level 1-3 it ends instantly, if level 4-7 it lingers for one round, if 8-11 for two rounds, etc.

A spellcaster can only have one *prayer* or *holy chant* active at a time, and the effects do not stack, even if cast by multiple casters.

Jarring Hand (1st-level magic-user)
Duration: Instant
Range: 10' per level

The spell creates an invisible, instantaneous hand of force that can jar or push objects within range. The hand has an effective Strength of 3, cannot cause any damage, and cannot manipulate objects. It can push objects – weighing up to 1 pound per caster level – a total of 1 foot per level (a 5th-level caster could push a 5-pound object five feet) or distract targets. If used to distract, the target must Save v. Spells or suffer a penalty of –4 to their next attack roll. A distracted caster loses concentration on their spell.

Mending (1st-level magic-user)
Duration: Permanent
Range: 30'

Casting this spell will repair a broken object; metal objects with but a single break, ceramic or wooden objects with multiple breaks, or cloth or leather objects entirely. It will not affect magical objects, but can be used to heal 1d4 points of damage per casting to constructs (golems, living statues, etc.). The object or area to be affected can be no larger than a few square feet. It may, for example, take multiple castings to repair a door splintered by a battering ram, assuming that all of the pieces can be recovered.

Prayer (divine)

Level: 3
Duration: 1 round per level
Range: 0

A more powerful version of *holy chant*, this spell has a radius of 60' and lasts for a number of rounds equal to the caster's level, during which time they may act normally without disrupting the spell.

A cleric can only have one *prayer* or *holy chant* active at a time, and the effects do not stack, even if cast by multiple casters.

Pyrotechnics (3rd-level magic-user/druid)
Duration: See below
Range: 120' plus 10' per caster level

This spell can transform an existing fire in one of the following ways. Once the spell is ended the fire returns to normal. If the volume of flames being affected is smaller than a campfire the range of all effects is halved and saves are made with a +4 bonus to the rolls. This spell can be cast upon a fire of any size, but the largest volume of flames it can affect is 10'×10'×10'. For instance, if cast on a forest fire it would still only affect a section of fire equal to 10'×10'×10'.

- **Fireworks.** The fire is turned into an instantaneous burst of fiery aerial lights. If cast at night or in a darkened area all within 120' of the initial fire must Save v. Paralysis or be blinded for 1d4+1 rounds. Additionally, if the source was campfire-sized or larger those within 20' of it must Save v. Breath or take 1d6 points of damage.
- **Smoke Cloud.** The source erupts in a billow of thick, acrid smoke, forming a cloud that obscures all vision within and lasts for 1 round per caster level. A normal-sized campfire creates a cloud 40' in diameter; larger fires produce proportionally larger sizes.

Resist Acid (divine)

Level: 2
Duration: 2 turns
Range: 30'

A single creature within range becomes immune to non-magical acid. They gain a +2 bonus to all saving throws against magical acid (such as the breath of a black dragon or the corrosive effects of a black pudding), and regardless of the result of the save, reduce all acid damage by 1 per damage die.

Shagothtlagln's Hunger (divine)

Level: 5
Duration: 1 round per level
Range: 90'

The caster grants a shadowed area within 90' a semblance of life and solidity. The area affected has a radius of 20' and affects all creatures within it. The area to be affected must be in shadows: the spell has no effect in a totally sunlit or totally dark area. All within the affected radius are stymied, as if held in place by the waving tendrils of tenebrous matter. In order to escape they must make a saving throw versus death; even if successful, they are not able to leave until the beginning of their next turn and they must still physically move from the area.

Every round a creature is within the shadowed area they suffer the following effects:

- 1d4 points of negative energy damage as their life force is slowly siphoned into the Shadowlands.
- Cannot cast spells due to the damage and grasping tendrils.

As long as the spell is in effect, and there is at least

one creature within its area of effect suffering damage, Shagothtlagln is distracted, and all of the shaman's spells are treated as being one level lower for the purpose of triggering a sacrifice (a 4th-level spell would only trigger a sacrifice on a roll of 1-3, rather than 1-4, for instance).

Speak with Dead (divine)

Level: 3
Duration: See below
Range: 5'

The caster imbues a corpse with a fragment of life, allowing it to answer a certain number of questions. The condition of the corpse does not matter, although it must have a mouth and have been able to communicate verbally in life. The corpse can only understand languages it spoke in life and is limited to the knowledge it had in life, as well. Refer to the table below to determine particulars. The corpse will be unable to lie, although the answers it gives may be in the form of riddles or half-truths.

Table 39: Speak With Dead

CL	Duration	Time Dead	Questions
1-6	1 minute	7 days	1
7-9	1 turn	Year and a day	2
10-12	1 hour	101 years	3
13-14	24 hours	1001 years	5

Spider Climb (arcane)

Level: 1
Duration: 1 round +1 round/level
Range: Touch

The target of this spell can climb and move on vertical or horizontal (such as the ceiling) surfaces like a spider. The target must have both hands and feet free and bare. Objects that weigh 5 pounds or less cling to the recipient's hands/feet. A person under the influence of this spell cannot cast spells.

Stinking Cloud (arcane)

Level: 1
Duration: Permanent until dispelled
Range: 30'

The caster of this spell summons a cloud of foul-smelling smoke with a radius of 15'. All creatures within the cloud are nauseated, unable to attack or cast spells. They move at half-speed, and all creatures within the cloud have cover (as do those outside to those within the cloud). Upon moving from the cloud individuals remain nauseated for 1d4+1 rounds unless they are able to succeed on a Save v. Poison, in which case they are no longer affected.

Stoneskin (2nd-level cleric)

Duration: 1 turn per level
Range: Touch

The target of this spell gains a +1 bonus to AC and all saves except those against spells as their skin hardens and takes on the texture of stone.

Summon Ooze (arcane)

Level: 3
Duration: 2 rounds +1 round/level
Range: 30'

The shaman summons an ooze or jelly, which bubbles forth from minute cracks in the ground. The summoned creature is unintelligent, but will obey the caster's commands to the best of its ability. Regardless of the HD a normal creature of its type would have, the summoned creature has a number of HD equal to the caster's level. Therefore, if a 5th-level shaman were to summon a black pudding it would have 5 HD, and if they were to summon a green slime it would have 5 HD as well.

Umbral Shield (divine)

Level: 3
Duration: 1 round per level
Range: Personal

The caster draws forth some shadow-stuff which wraps around them as a shroud. It draws in and negates the first physical attack that hits them after casting. The attacker, if within 5' of the caster, suffers 1d4 points of cold damage as the chill shadows dissipate. The caster also becomes difficult to see, surprising on a roll of 1-3 in 6 instead of 1-2.

Shagothtlagln does not grant this spell lightly, however. Treat it as a 4th-level spell when determining if its casting demands a sacrifice.

Summon Lesser Servitor (2nd-level magic-user/illusionist)

Duration: See below
Range: 30'

With this spell the caster is able to draw upon shadow-stuff to temporarily create an artificial construct. The caster has 4 points with which to create a servitor:

Table 40: Lesser Servitor Creation

Quality	Points Needed						
	0	**1**	**2**	**3**	**4**	**5**	**6**
HP*	1d4	1d6	1d8	1d10	1d12	2d8	2d10
AC	8	7	6	5	4	3	2
Damage	1d2	1d4	1d6	1d8	2 x 1d4	2 x 1d6	2 x 1d8
Move	30'	60'	90'	120'	150'	180'	210'
Duration	1 round	1 r/level	1 m/level	1 t/level	2 t/level	4 t/level	1 h/level

Lesser servitors cannot speak, and possess minimal intelligence. They can understand their creator and will follow simple commands but will do so literally. They have the following characteristics:

- 1 HD
- Servitor has a number of hp equal to the roll shown + caster level
- Save as F1
- Morale 12
- Neutral alignment
- No special abilities or qualities

If the caster spends one minute casting the spell they gain another 1 point to invest in the construct. In Absalom, the Shadowlands are only accessible via the Mortal world, so if this spell is cast in Faery or the Dry Lands the servitor receives only half the base number of points. If cast in the Shadowlands the servitor gains +2 points.

If the caster chooses, they may create unique servitors. This gives them one more point to spend. However, if the unique servitor is destroyed it may not be summoned again for 1d4 days as its spirit reforms. A caster may have a number of unique servitors equal to half their HD.

Unseen Servant (1st-level magic-user)

Duration: 6 turns + 1 turn/level
Range: 5' (initial summoning distance)

The spell summons an invisible servant made of force that the caster may direct to perform simple tasks. It can fetch, mend, clean, etc., and is capable of lifting 20 pounds or dragging 40. It cannot attack and can only open normal, unlocked doors and windows.

Miscellaneous

The Cult of the Basilisk

The Cult of the Basilisk is an order of knights established by King Bandored at the beginning of the Fourteenth Cycle. At one point they had outposts scattered throughout the Basilisk Hills, but no more: only in Liwil do the Knights still exist.

They were tasked with protecting the hill-lands from enemies, most notable the basilisks that are commonly found there. A quasi-religious cult has sprung up since then, seeing the duty of the Knights as a sacred obligation, one that keeps the forces of Chaos from overwhelming what is left of civilization.

Petrified knights are venerated as martyrs and heroes and left as statues, brought back to the Knights' keep when possible and displayed as objects of reverence. There are currently 11 statues in Liwil. Through the use of powerful magic, in times of need these statues can be animated, functioning as crystal living statues.

Clerics of the Cult of the Basilisk gain the following benefits:

- When targeted by petrification effects the cleric rolls twice, taking the better of the two results. Even if both fail the cleric does not immediately turn to stone, but does so at the beginning of their attacker's next turn, gaining one round in which to act.
- They may add the following spells to their spell list:
    1. *jarring hand**
    2. *stoneskin**
    3. *slow* (as the reverse of *haste* only)
    4. *transmute rock to mud*
    5. *stone to flesh* (See Appendix)

Ghoul Fever

Ghoul fever is similar to lycanthropy in that it only affects Men. Any human that is reduced to 1/2 their normal hit points by a ghoul's attacks must make a saving throw against poison. This save need only be made once per encounter with ghouls.

If the saving throw fails the target begins the process of slowly turning into a Dreamlands ghoul over a period of one week; their finger and toenails thicken and sharpen, their teeth lengthen, their tongue becomes thick and black, and their jaws lengthen to more closely resemble a muzzle. At night, when they sleep, they have dreams of a ruined, cyclopean city on a barren plain of bones, under a still, red, ever-lit sun. On the morning of the seventh day the transformation is complete.

In order to stop the transformation — which only becomes apparent after 1d4+1 days — the victim must be the target of a *cure disease* spell cast by a cleric of 9th level or higher, and this must occur before the morning of the seventh day.

Once the transformation is complete the new ghoul quickly loses their memories of their previous life — their name, occupation, hopes and dreams, etc., taking on lofty and pretentious names with multiple titles. Curiously, Dreamlands ghouls are able to absorb the memories of the corpses they eat, and often a ghoul will bear significant memories gleaned from their previous meal, although these will fade — or get jumbled with others — within a week or two.

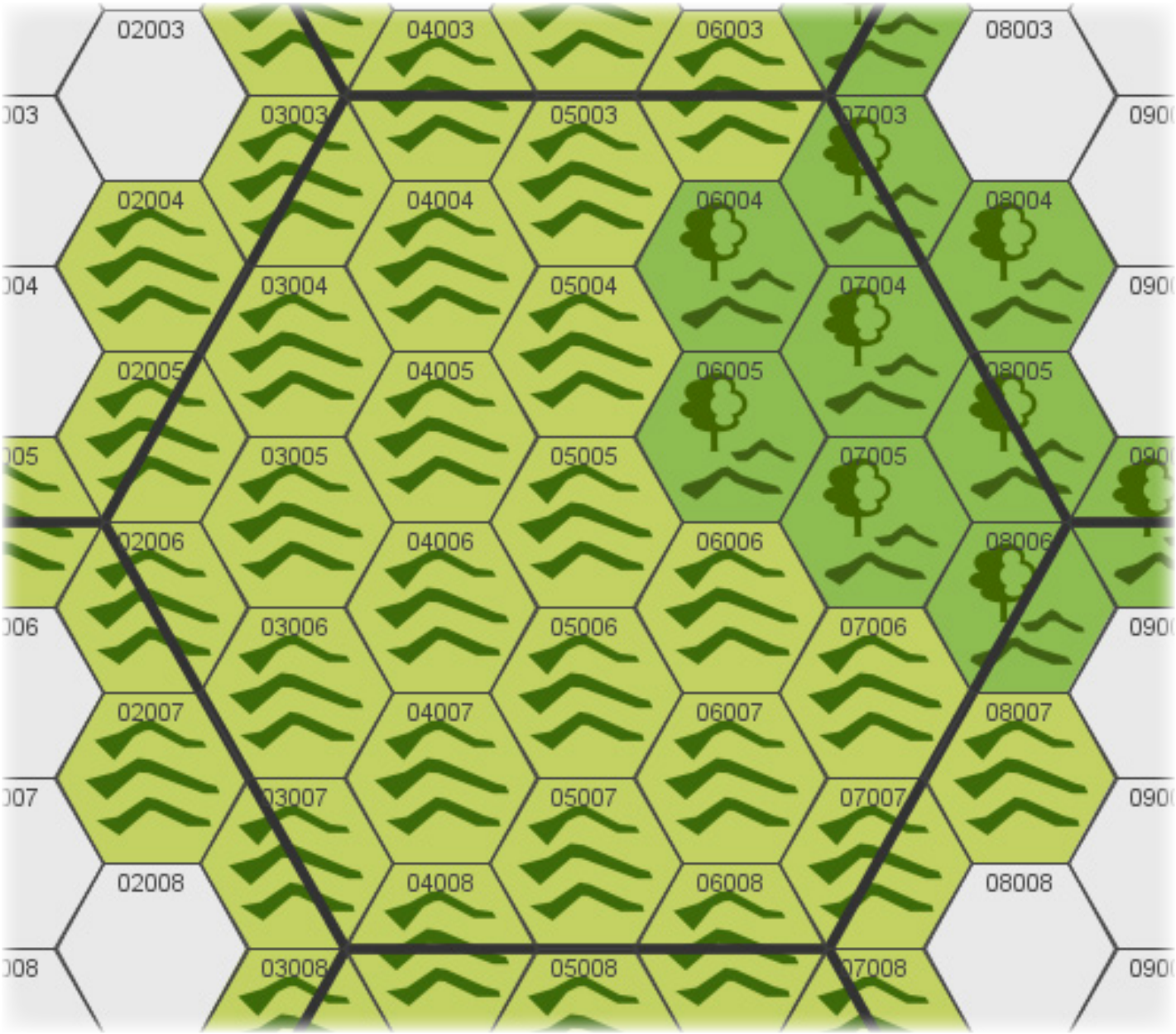
When in the Mortal world, Dreamlands ghouls unerringly know the location and distance to the nearest point of entry to the Dreamlands, even if they may not know how to activate it.

It is said that eventually all corpses buried in the earth are drawn into the Dreamlands to be consumed by ghouls.

Ring of Animal Training

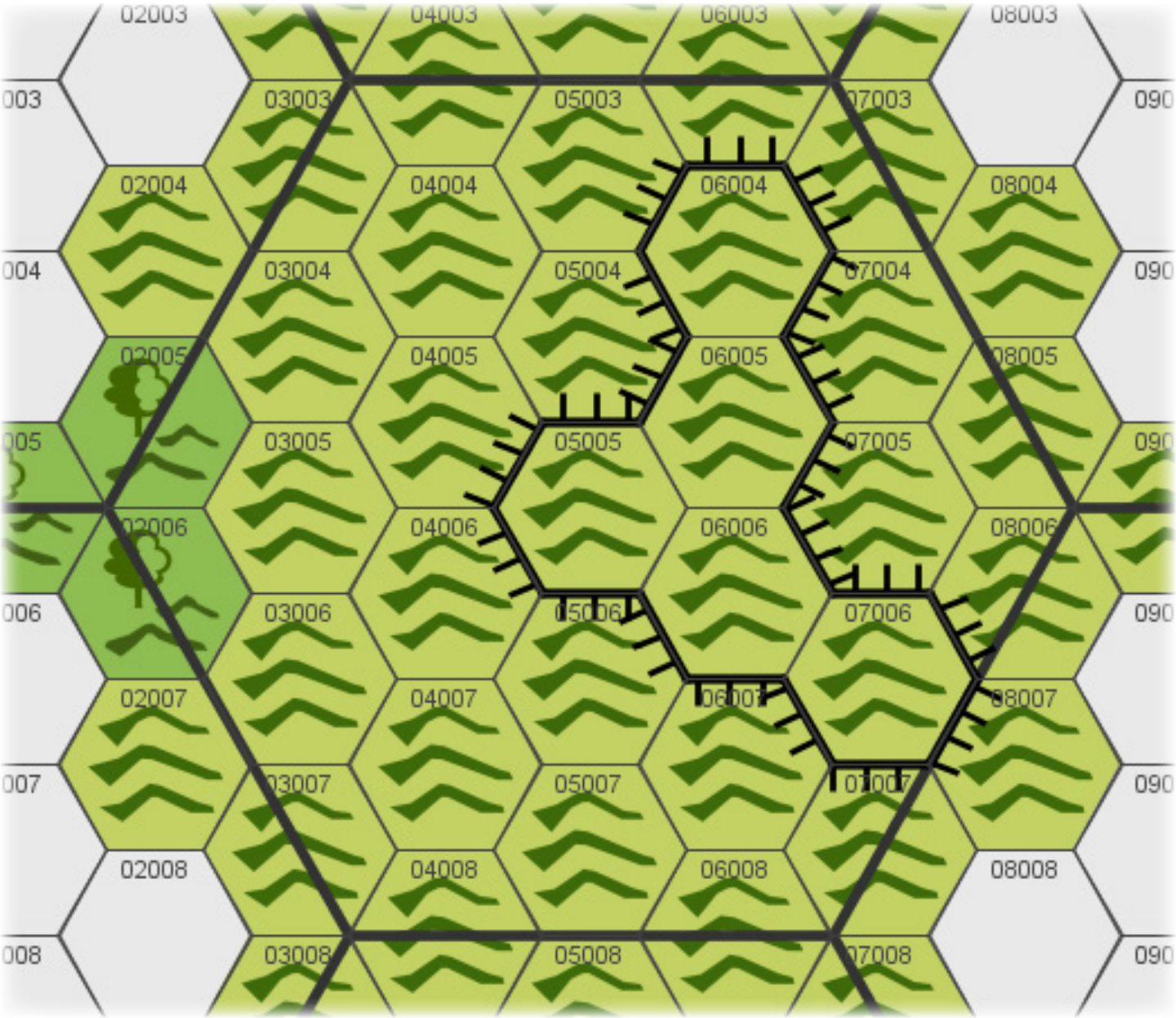
The wearer of this ring is treated as being Expert in Animal Handling. Once per week they can use it to cast *charm animal* (as per *charm mammal,* except that it only works on normal animals).

Hex 14.22 Players Map



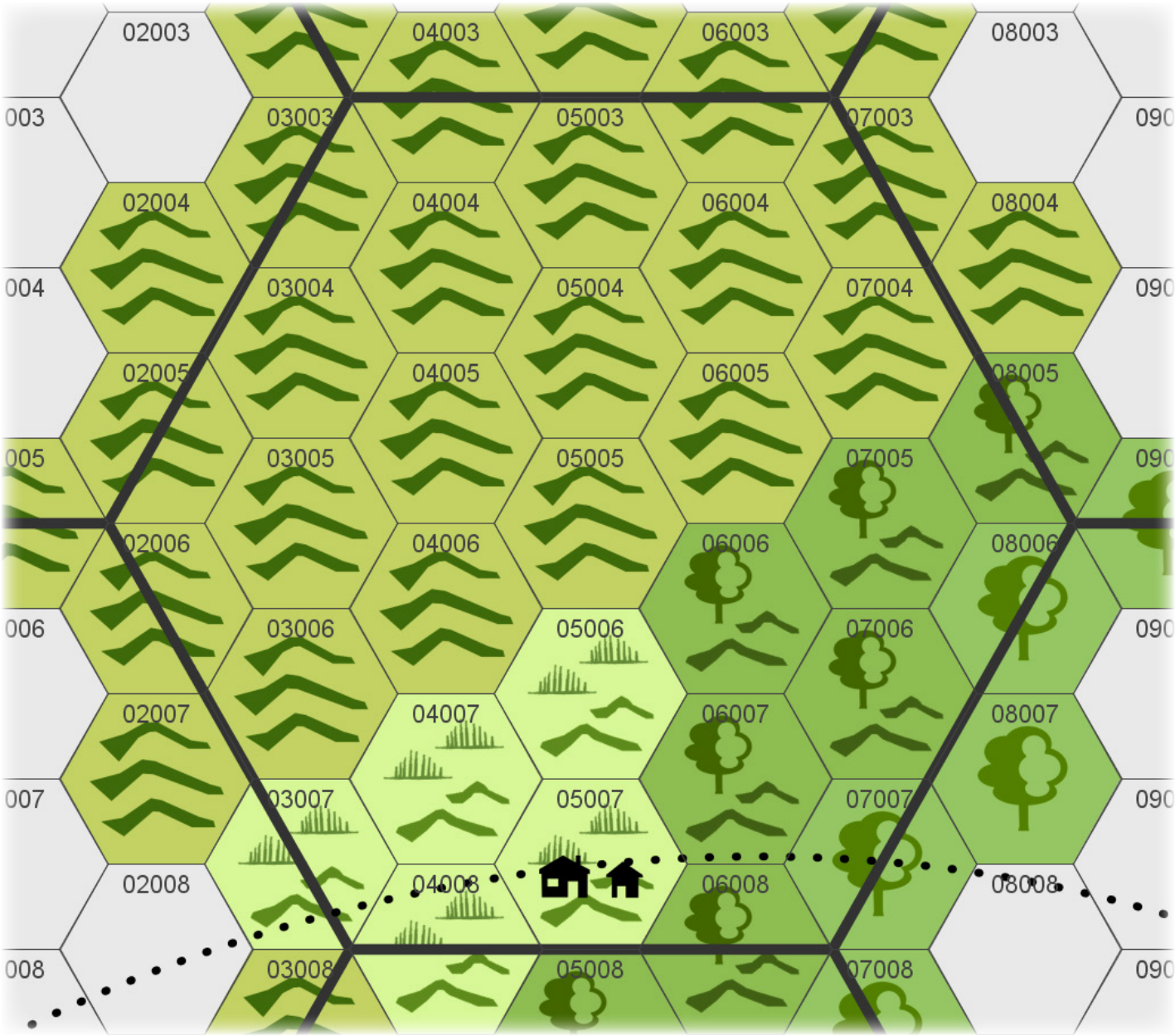
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 13.22 Players Map



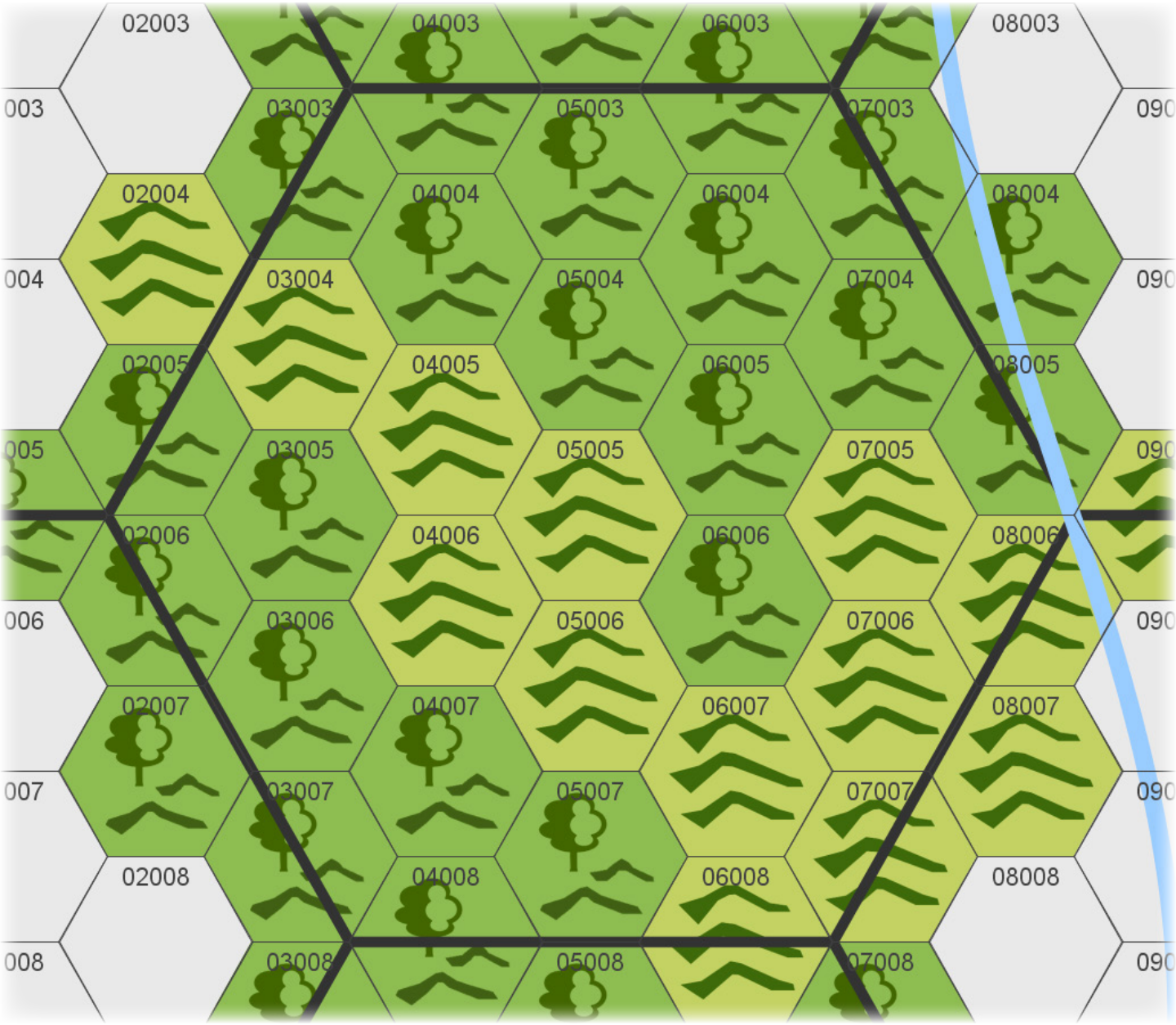
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 14.23 Players Map



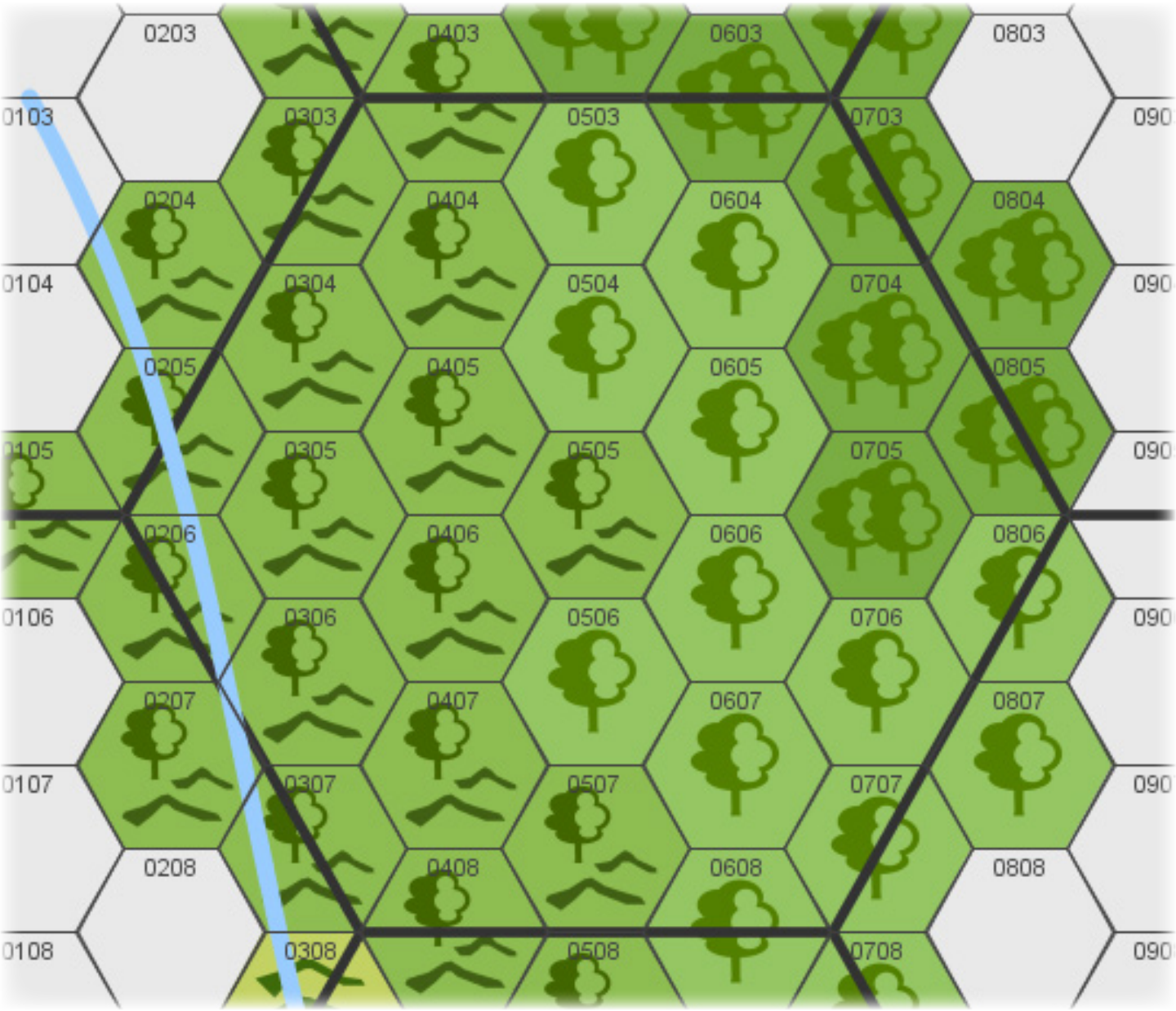
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 15.22 Players Map



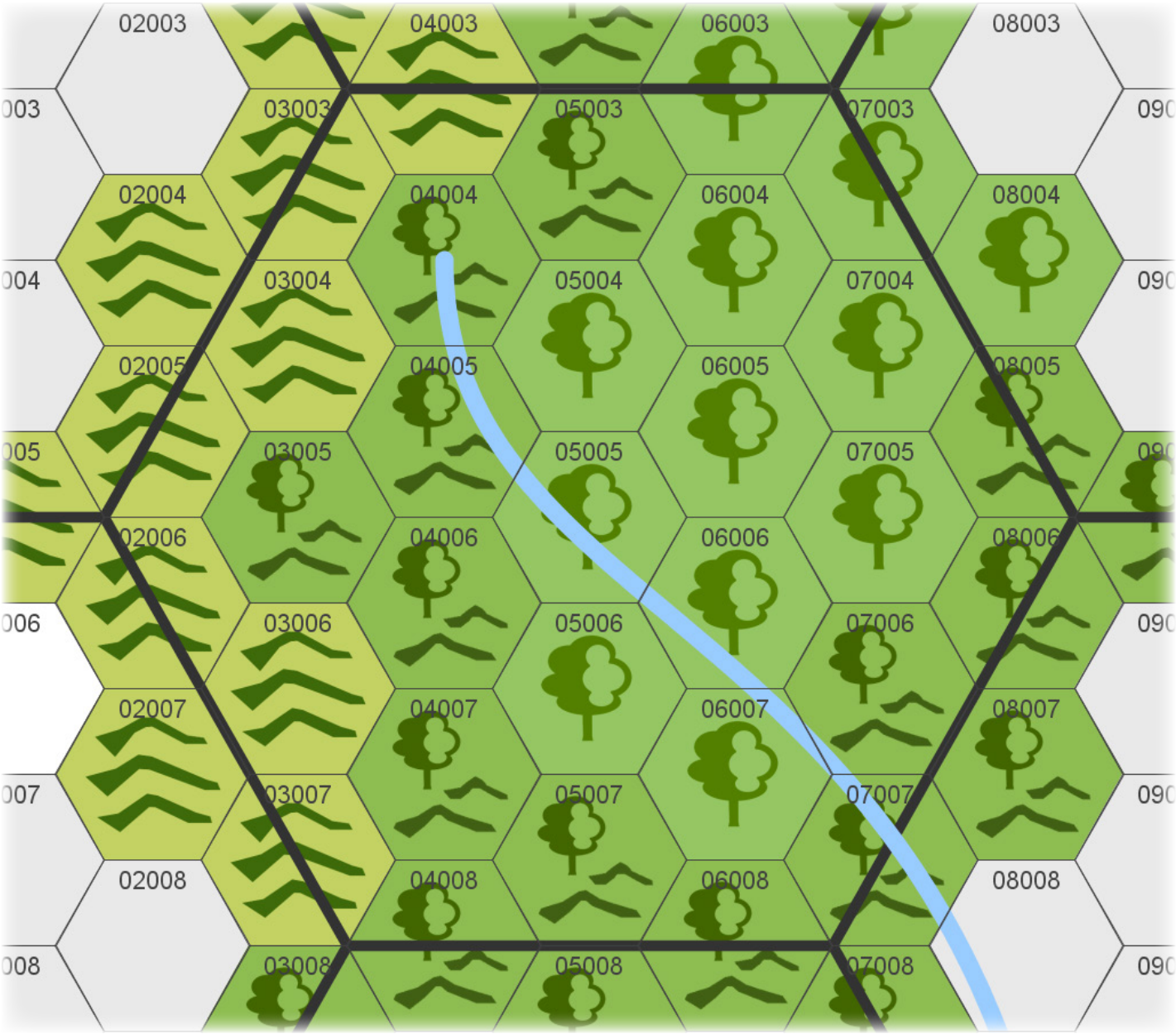
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 16.22 Players Map



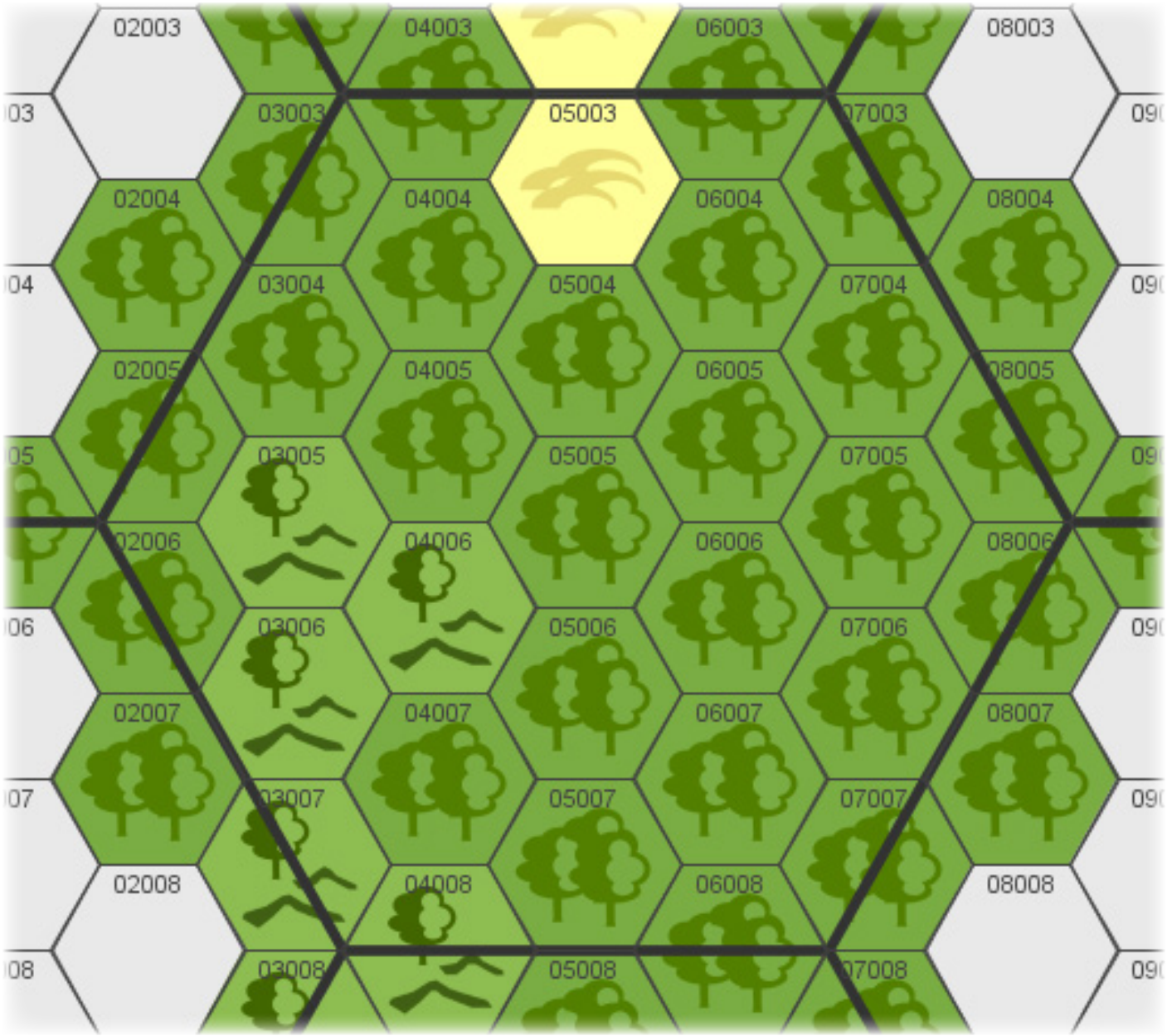
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 15.21 Players Map



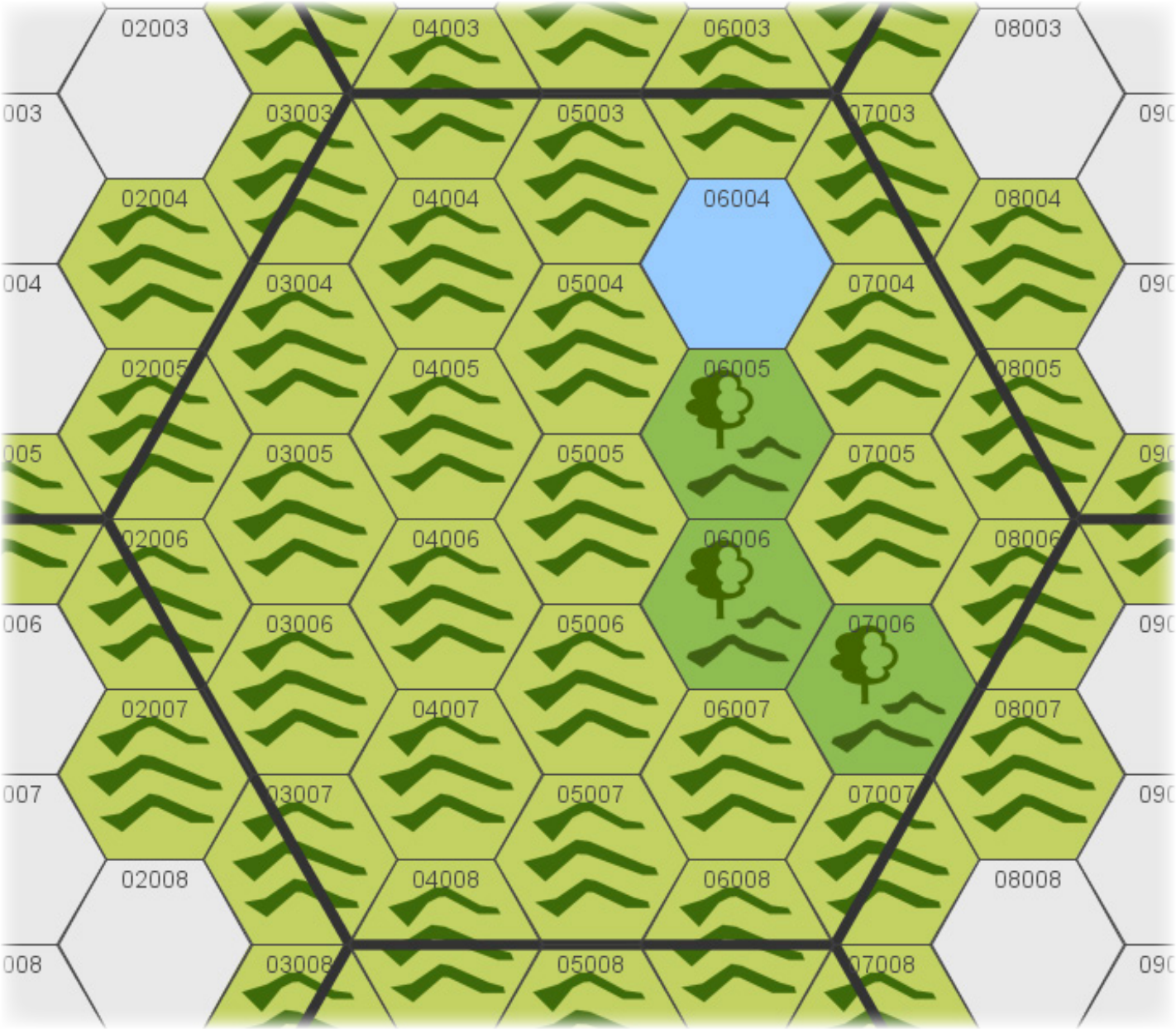
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 16.21 Players Map



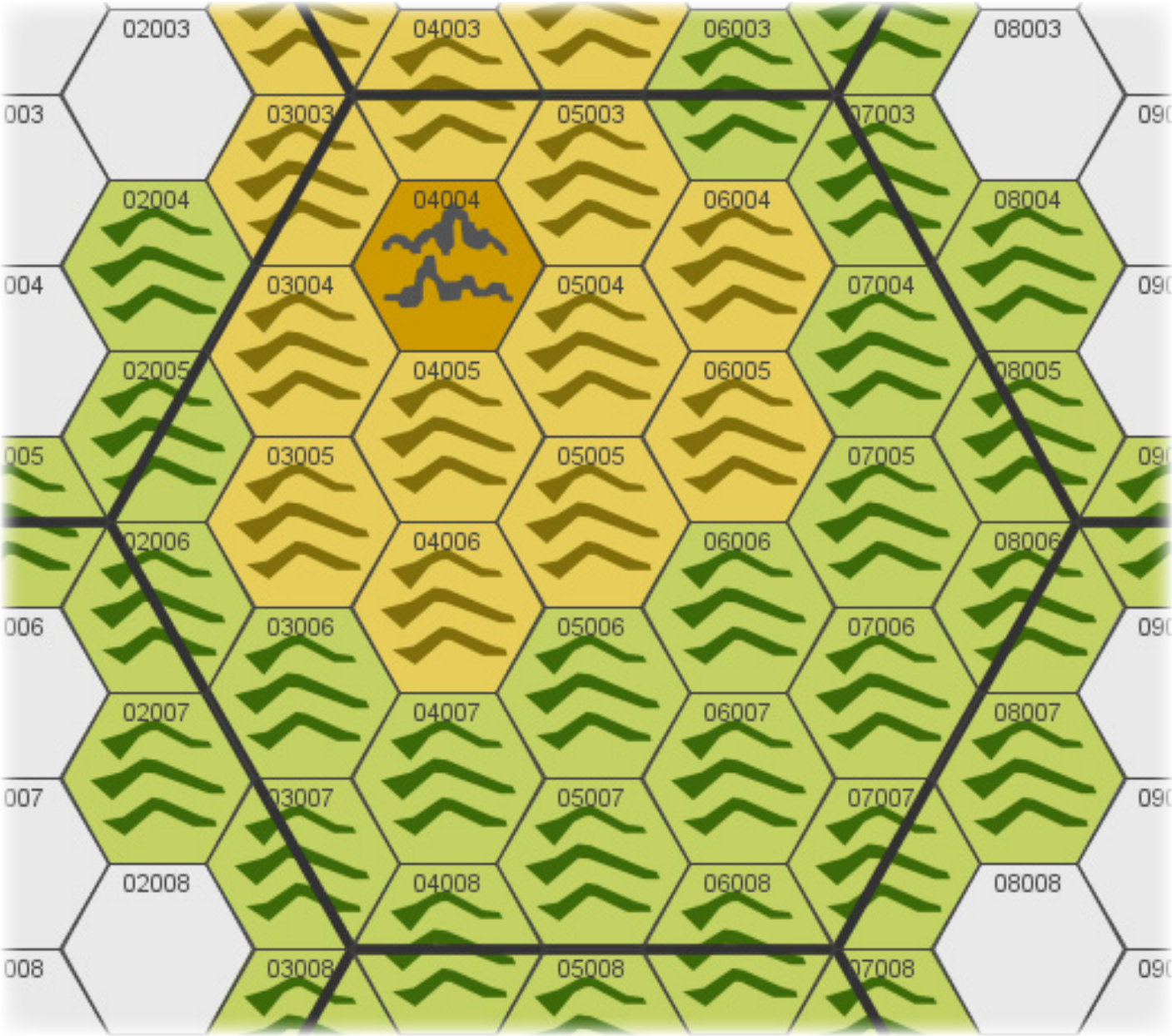
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 14.21 Players Map



Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Hex 13.21 Players Map



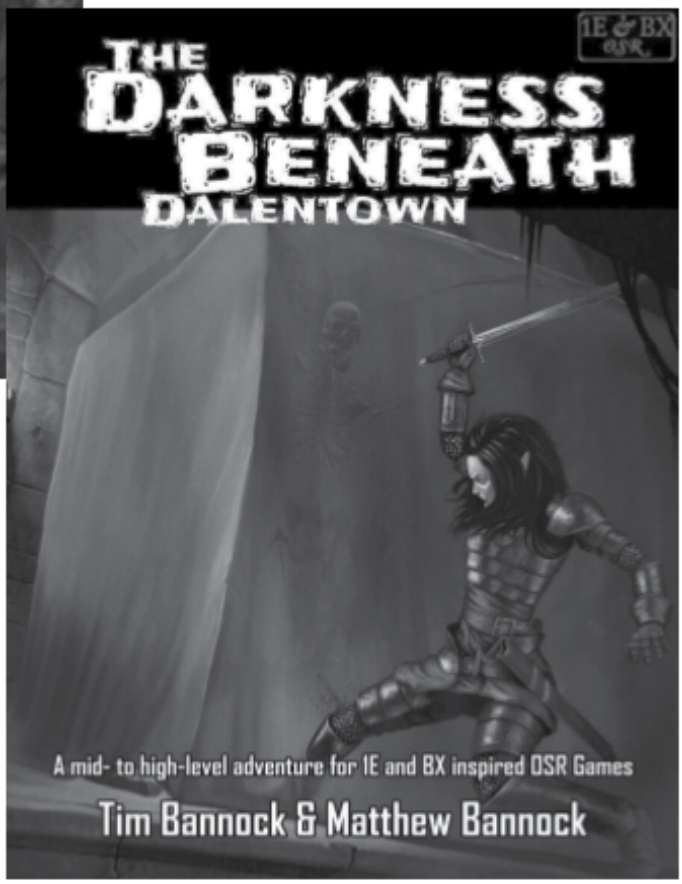
Large hex is 6 miles, face to face
Smaller hexes are 1.2 miles, face to face

Look for OSR titles from Tim Bannock
DriveThruRPG and itch.io

Check out these and many other titles set
in Dalentown and the Western Frontier
at timbannock.com



Get acquainted with the Western Frontier in this free gazetteer for an exciting new campaign setting of intrigue and opportunity



Journey through four dungeon levels with your mid-level player characters and discover what drives The Darkness Beneath Dalentown!

Old School Essentials OGL

Designation of Open Game Content: Any page with a license statement linking to this page is open content.

Designation of Product Identity: The names of contributors are product identity.

Notice: When providing stats for existing adventures, the proper names, plot elements, locations, and so on are usually declared to be product identity or simply not licensed at all. In these cases, fair use is being claimed. Consequently, the license cannot cover these elements.

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 to do so.
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.

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.

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: Treaures © 2018 Gavin Norman. Author Gavin Norman.

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

Monstrosities , © 2012, Frog God Games LLC; Authors Andrew Trent ("the Venomous Pao"), Trent Foster, Salvatore Macri ("Skathros"), Scott Wylie Roberts ("Myrystyr"), Sean Stone ("Stonegiant"), Sean Wills ("Geordie Racer"), Cameron DuBeers, Matt Hoover ("Random"), Mike Davison, Russell Cone ("Grim"), Mudguard, Old Crawler, Michael Shorten ("Chgowiz"), Mark Ahmed, Scott Casper ("Scottenkainen"), The Lizard of Oz, James Malizsewski, Michael Kotschi, J.D. Jarvis, John Turcotte, Guy Fullerton, Michael Coté, Thomas Clark, Tanner Adams, and Matt Finch ("Mythmere").

Domain Building. ©2019 Todd Leback. Author Todd Leback

Hexcrawl Basics ©2019 Todd Leback. Author Todd Leback

Classing up the Joint

Wealth by NPC Level ©2019 Todd Leback. Author Todd Leback

Random Weather Generation ©2019 Todd Leback. Author Todd Leback

A Guide to Thieves Guilds ©2020 Todd Leback. Author Todd Leback

Forest of Plenty – Hex 16.24 ©2020 Todd Leback. Author Todd Leback

Hex 14.43 – Eyrie of the Eaglefolk ©2020 Todd Leback. Author Todd Leback

Hex 17.24 – Village of the Owlfolk ©2020 Todd Leback. Author Todd Leback

Keep of the Rawhide Gang – Hex 15.42 ©2020 Todd Leback. Author Todd Leback

The Lake of Abominations – Hex 17.23 ©2019 Todd Leback. Author Todd Leback

The Pallid Fields, a mini hexcrawl in Faery ©2020 Todd Leback. Author Todd Leback

DESIGNATION OF PRODUCT IDENTITY

The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

DESIGNATION OF OPEN GAME CONTENT

The Open content in this book includes the monster names (with the exception of proper names for Nonplayer Characters), monster descriptions, monster statistics, and monster abilities. No other portion of this work may be reproduced in any form without permission.