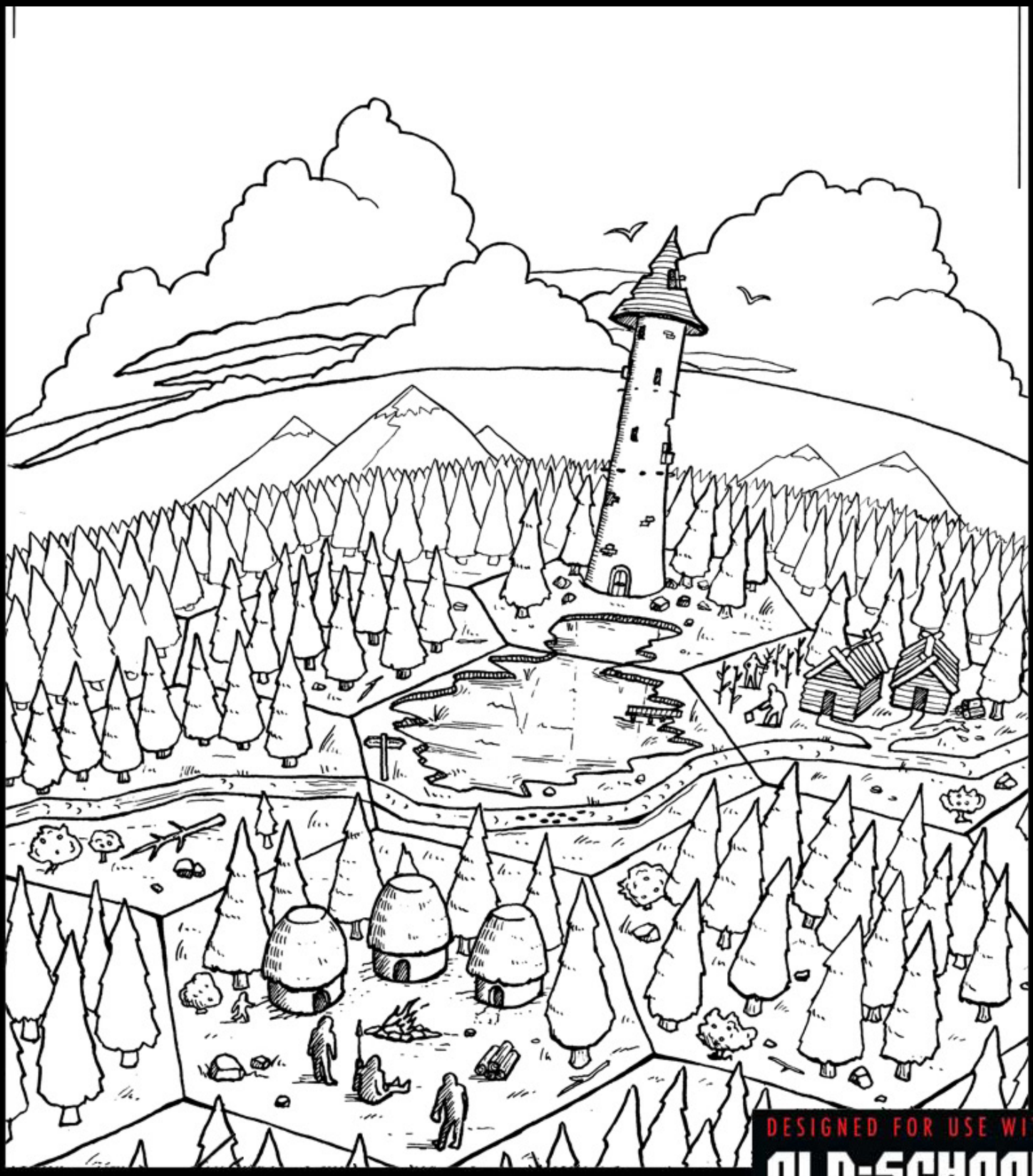
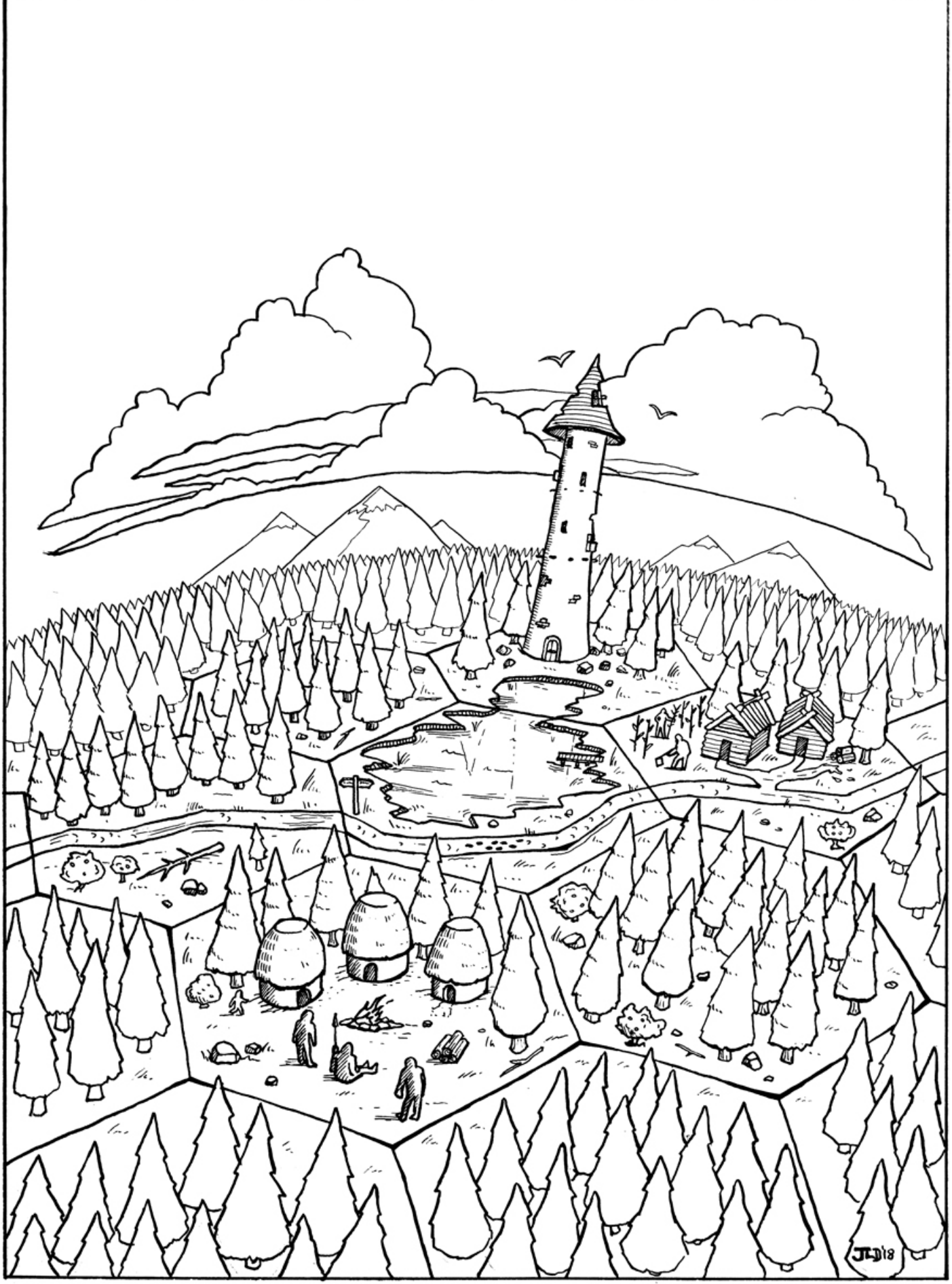
Lake of Abominations Ultimate Hexcrawl



Todd Leback

DESIGNED FOR USE WITH
OLD-SCHOOL ESSENTIALS



Lake of Abominations Ultimate Hexcrawl

Lake of Abominations Ultimate Hexcrawl

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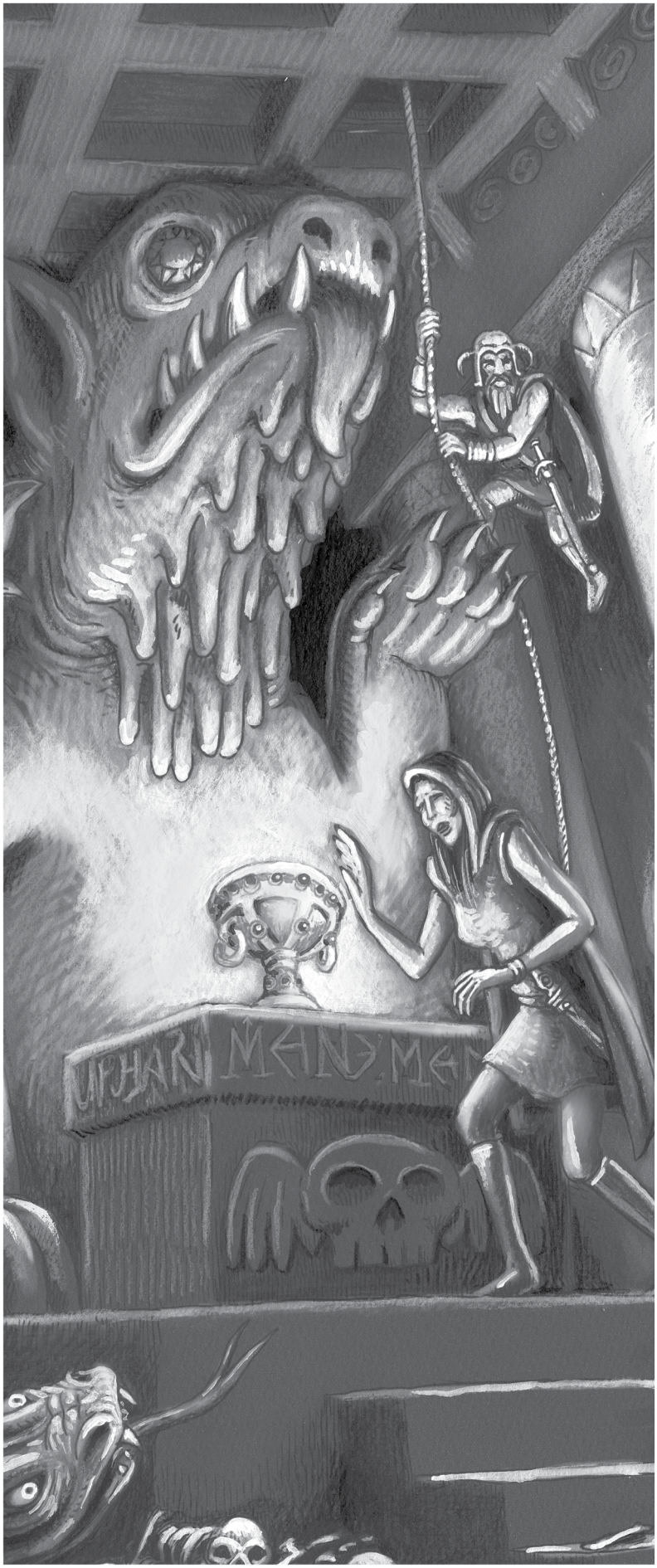
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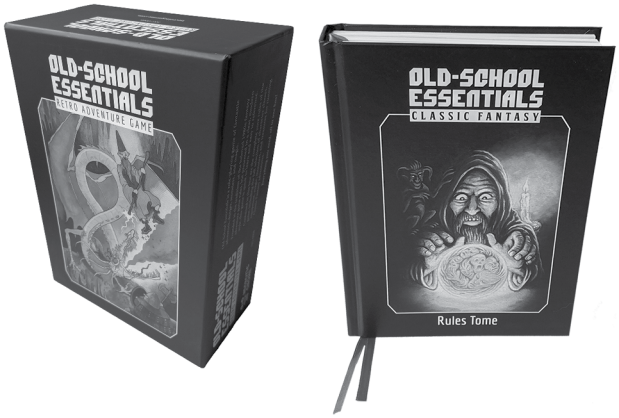
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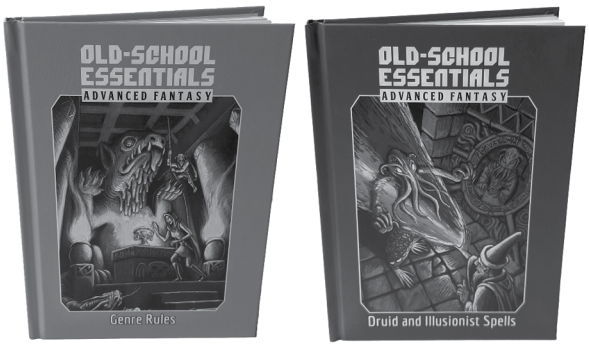


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Introduction to Populated Hexes

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

Thirdkingdom 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!

- 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.

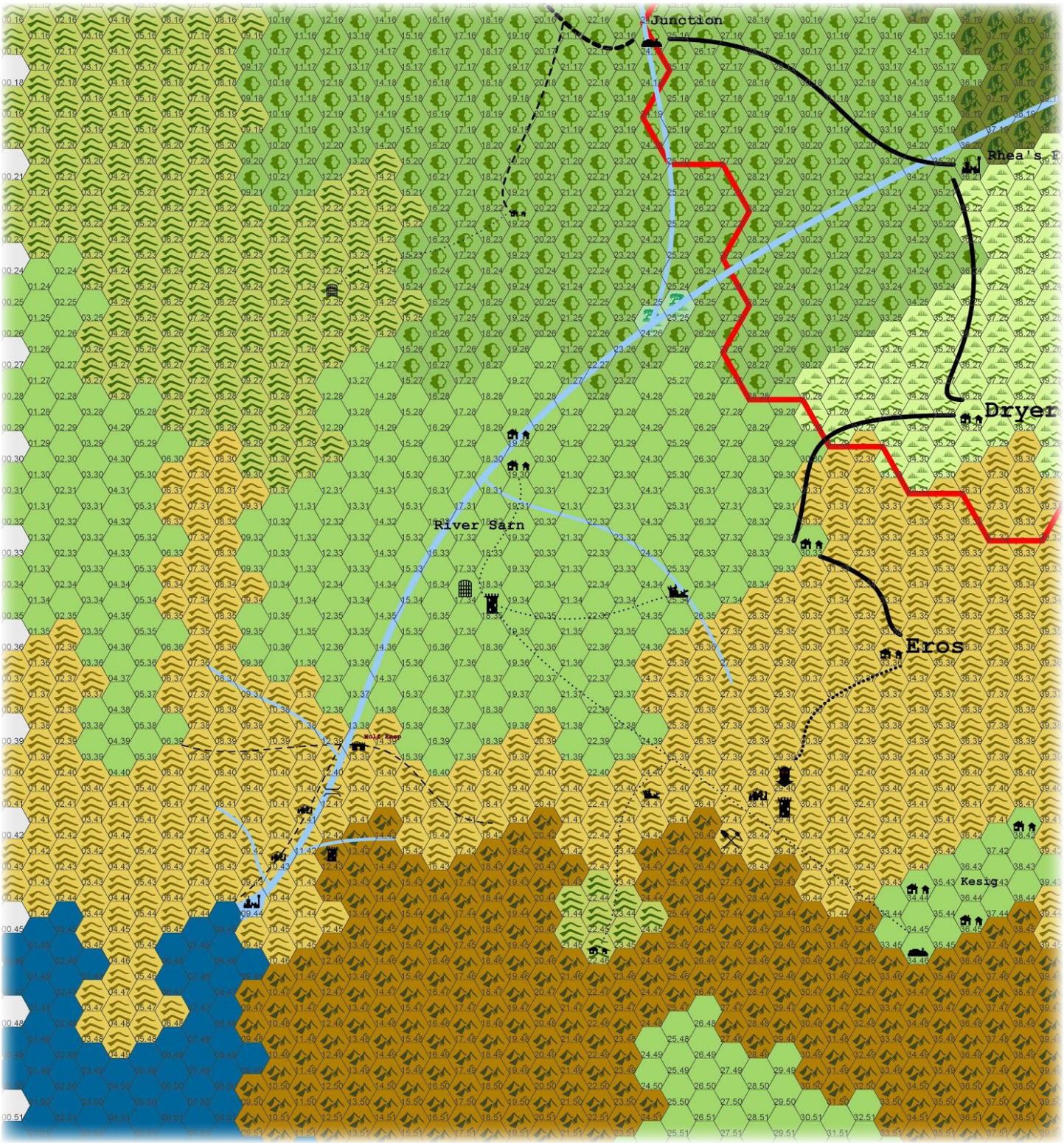
Using Populated Hexes

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.

Introduction to Populated Hexes

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..



Lake of Abominations Ultimate Hexcrawl

This book is a compilation of the seven main hexes in the Lake of Abominations cluster, one bonus hex that is part of the original cluster, and eighty-two additional hexes, creating a sandbox of approximately 2,790 square miles.

The seven main hexes in the *Lake of Abominations Hexcrawl* are:

16.23 The Doom of Cthedrak

16.24 The Forest of Plenty

17.22 Valley of the Sunken Sun

17.23 Lake of Abominations

17.24 Village of the Owl-folk

18.23 Trails of Cabulech

18.24 The Deadwoods

One additional hex — Hex 15.23, the Statue Garden — is also found in the original cluster, as part of Hex 16.24.

These eight 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 region, suitable for sandbox play, containing a variety of smaller, more richly illustrated locations. The Referee is free to expand upon the less detailed hexes as they see fit, as the PCs explore their surroundings.

The new hexes will be detailed in numerical order, starting in the top left corner of the cluster map with Hex 17.15 and working south to the end of the column, then returning to the top and working down the next one. Each new hex will have an entry that describes its 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.

The multi-hex area known as the Darkwoods will be presented in its own section, due to the unique conditions this area presents.

Encounters

There will be three broad types 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.

There are some general encounter types that may be referenced in the text. Those correspond to the following tables, 1.1 through 4. As a general rule, use the quantities given for the number appearing as found in the **OSE** *Classic Fantasy Rules Tome*.

The tables below represent generic encounter types that will be referenced in specific hex encounter tables. There are two broad types of terrain within this hexcrawl: normal woods, and the Darkwoods.

The Darkwoods will be explained in greater detail in their own section, but otherwise, the encounters within the rest of the hexcrawl region will be relatively commonplace, except for the higher chance of encountering an abomination due to the presence of the magically charged, eponymous Lake. Table 3 is to be used when abominations are encountered. As a general rule, this just occurs in the southern portion of the region.

Table 4 is a general encounter table for use when encountering humans. Entries marked with an asterisk are from the **OSE** *Advanced Fantasy: Monsters* book.

Note that some wandering monster entries in a specific hex might note "Table 1" or "Table 2". In these cases roll 1d6. On a result of 1-2 roll on Table 1.1, 3-4 Table 1.2, and 5-6 Table 1.3 (substituting Table 2.1, etc., when in the Darkwoods). Number ranges in parentheses indicate the specific creature type determined by a die roll.

Table 1.1 Forest 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. Boar (1-5 normal, 6 giant)
6. Lizard (1-4 gecko, 5-6 tuatara)
7. Wolf (1-4 normal, 5-6 dire)
8. Another source

Table 1.2 Forest Humanoids, etc. (1d8)

1. Orc
2. Ogre
3. Kobold
4. Gnoll
5. Goblin
6. Human (see Table 4)
7. Owl-folk
8. Another source

Table 1.3 Forest 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
8-10. Basilisk

Table 2.1 Darkwoods 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, 4-6 black widow, 7 tarantella, 8 roll on Table 2.4)
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 Darkwoods Humanoids (1d8)

1. Orc
2. Ogre
3. Goblin
4. Human (see Table 4)
5. Bugbear
6. Owl-folk
7-8. Another source

Table 2.3 Darkwoods Other (1d8)

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

Table 2.4 Darkwoods Spider Table (1d8)

1-2. Kobadd, the seven-legged
3-4. 1d3 Sisters
5-7. 1d10 broodlings
8-9. Tharath
10. 1d6 spiders (1-5 black widow, 6-7 crab, 8 tarantella)
11. 1d6 spiders (1-5 black widow, 6-7 crab, 8 tarantella plus one dire version of the same type)
12. Lamdreshnur

Table 3 Abominations (1d6)

1. Owlbear
2. Carrion crawler
3. Warp beast
4. Dire animal (roll on Table 1.1 or 2.1 as appropriate, then see Table 5)
5. Giant animal (see Table 6)
6. Crossbreed

Table 4 Humans (1d6)

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

Dire Animals

Dire animals are larger, more aggressive, and more dangerous versions of those animals found in the monster chapter of the **OSE** Core book. "Dire" is a template that can be applied to any existing animal. Roll 1d6 to determine the number of traits the dire animal has: (1-3) 1, (4-5) 2, or (6) 3. Once the number of traits is determined, roll below to determine which traits an animal possesses. Unless otherwise stated, trait modifiers stack if rolled more than once.

Table 5: Dire Qualities

d20 Roll	Result
1-3	AC improves by 1.
4-6	Animal gains 1d4 bonus hp, expressed as a "plus" to their HD (*Ex. A dire black bear might have 4+2 HD).*
7-9	Extra +1 damage (if the creature has multiple attacks, this will apply to: 1-4 one attack *type*, such as claws or bite, or 5-6 all attack types).
10-12	+1 to morale.
13-14	Movement increases to next increment (*Ex. 120' (40') increases to 150' (50')*). Only applies once.
15-16	+1 HD.
17-18	+1 to all saving throws.
19	Animal is intelligent. If rolled once, treat as Intelligence 4; if twice, Intelligence 7; and if three times, Intelligence 10.
20	Special quality. Referee's choice.

Each trait increases the creature's XP award by 3 XP/ base HD. Dire creatures will (1-4) be encountered singly, outcast from their own kind, or (5-6) encountered as a leader of a group of similar animals.

Roll on Table 1.1 to determine the type of animal.



Giant Animals

Giant versions of normal animals are just that: otherwise normal animals that have been magically enlarged as a result of exposure to stray arcane energies. Roll on Table 6, below, to determine what type the animal is. Those marked with an asterisk are from the **OSE** Basic *Monsters* book; those with two asterisks are from the **OSE** *Advanced Fantasy: Monsters* book. Those that are not already giant will have suggestions given for easily reskinning them.

Table 6: Dire Versions of Normal Animals

d100 Roll	Result
1-3	Treat as giant shrew, with no echolocation, 4 HD, and one bite attack (2d4) and one claw attack (1d4) per round. Morale of 11.
4-6	**Bat, giant.*** (1-5 normal, 6 vampire. Change to 1-3 normal, 4-6 vampire in the Darkwoods).
7-8	**Bear, giant.*** (use stats for cave bear).
9-11	**Beetle, giant.*** (1 fire, 2-3 oil, 4-6 tiger).
12-13	**Boar, giant.***
14-16	**Cat, mountain lion.*** (use lion stats).
17-19	**Centipede, giant.***
20-22	**Dog, giant.** (use stats for dire wolf but with 3+1 HD).
23-25	**Ferret, giant.***
26-28	**Fish, giant.*** (only in water; reroll otherwise. 1-2 bass, 3-4 catfish, 5 piranha, 6 sturgeon).
29-31	**Fox.** (use mountain lion stats).
32-33	**Frog, giant.**** (1-4 giant mutant, 5-6 giant poisonous).
34-36	**Goose.** Treat as giant shrew, but with 2 HD, no echolocation, and instead of two bite attacks it has two wing buffets, each doing 1d4 damage, and a beak attack doing 1d4. Morale of 11, –2 to all reaction rolls.
37-39	**Hawk, giant.***
40-42	**Herd animal.*** (1-3 small, 4-5 medium, 6 large). Double standard size, add +2 HD, damage increases by one die, AC decreases by 1, number encountered reduced to 1d10.
43-44	**Horse, wild.*** Treat as herd animal.
45-47	**Killer bee.***
48-49	**Leech, giant.*** (only in water).

Table 6: Dire Versions of Normal Animals

d100 Roll	Result
50-52	**Lizard, giant.*** (1-3 gecko, 4-5 chameleon, 6-7 tuatara, 8 monitor**).
53-54	**Mantis, giant.****
55-57	**Rabbit.** Treat as giant rat without chance of disease. Can kick once per round at a target behind them in addition to biting. Kick does 1d4 damage. Number appearing, 1d4.
58-60	**Raccoon.** Treat as giant weasel with 3 HD and the ability to pick pockets as a 6th-level thief.
61-63	**Rat, giant.***
64-66	**Robber fly.***
67-68	**Roc, small.***
69-71	**Shrew, giant.***
72-73	**Snake, giant rattler.***
74-76	**Snake.*** (1-4 pit viper, 5-6 rock python). Increase HD by 1d4, damage inflicted to 1d6 per attack, improve AC by 1.
77-79	**Spider, giant.*** (1-3 black widow, 4-5 crab, 6 tarantella),
80-82	**Squirrel.** Treat as giant rat without the chance of disease, and with the ability to leap 20' as well as move through trees with the same movement rate. Number appearing, 1d4.
83-84	**Toad, giant.*** (1-4 normal, 5-6 poisonous**).
85-86	**Wasp, giant.****
87-88	**Water termite.***
89-91	**Weasel, giant.***
91-93	**Wolf.*** (1-4 normal, 5-6 dire). Add 1d4 HD, increase all damage dice to next larger size, improve AC by 1. Number appearing increases to 1d4 dire or 1d8 normal.
94-100	Select an animal from another source.

Creating Crossbreeds

Table 6 can be used to create animal crossbreeds. Roll 1d6 to determine how many animal types are part of the crossbreed: 1-3 two animals, 4-5 three animals, or 6 four animals.

Roll on Table 6 the indicated number of times, record the results, and mash 'em together using the following rules (Note that when rolling to build crossbreeds it may make sense to disregard some of the giant versions – a bear is still a terrifying addition to any hybrid monster, even if it is not a giant).



The "base" creature is the:

*(for a two-animal hybrid): **1-4** one with the highest HD (or XP total, if a tie needs to be broken), or **5-6** the lowest HD.

*(three-animal hybrid): **1-3** one with the highest HD, **4-5** the median HD, or **6** the lowest HD.

*(four-animal hybrid): **1-4** one with the highest HD, **5-7** the second highest HD, **8-9** the second lowest HD, or **10** the lowest HD.

The base creature is the one which will determine the default characteristics of the crossbreed. For each category (AC, HD, etc.) roll 1d6. Subtract 1 from the roll if three animals are involved, or 2 if four are. On a result of:

–1. The crossbreed uses the lowest or worst relevant stat.

0. The crossbreed uses an average of the relevant stat between all those animals involved.

1-3. The crossbreed uses the base animal's relevant stat.

4-5. The creature uses the base animal's relevant stat, plus an additional one from another animal involved (one additional attack, special ability, movement type, etc.).

6. The creature is dire. Roll on Table 5 to determine what qualities it has, and roll again on this table, re-rolling any further results of 6.

Example. The Referee is creating a crossbreed and rolls 1d6, getting a 4, resulting in a three-animal hybrid. Rolling 1d100 three times the results are 19, 60, and 22, or centipede (giant), raccoon, and dog (giant).

Giant dogs have 3+1 HD, giant raccoons and giant centipedes ½ HD. Rolling 1d6 again, the result is a 4, meaning the animal with the median HD (the giant raccoon) is the base animal. The Referee then goes down the list of attributes, rolling 1d6 each time and subtracting 1 from each roll. The Referee decides to name this animal a "coondog", a creature that would be considered cute and cuddly except for the dozens of long, spindly legs it scuttles about on.

The Lay of the Land

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

1. **Light Forest.** The majority 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*).
2. **Heavy Forest.** The trees are thicker here, with a higher percentage of evergreens. Travel is more difficult, reducing movement by 25%. Vision is reduced by 50%, meaning that encounters often happen at closer range. Additionally, ranged weapons have a maximum range of 100 yards, regardless of their actual max range.

Where the two different terrain types meet there is generally a gradual change, although the border between the normal forest and the Darkwoods is a stark contrast and, in most places, easily discernable. Roll on Encounter Tables 2.1-2.4 in all of the hexes immediately adjacent to the Darkwoods.

Each hex entry has the Referee's map of the hex, with any lairs or areas of interest indicated on it. 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 of interest pre-determined.

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 across; in that case the larger hexes measure 30 miles across.

A History of the Lake of Abominations

The Lake of Abominations region is named after the body of water created one fateful night in the Nadir of the Thirteenth Cycle, when the laboratory of a long-forgotten magician exploded in the middle of a Chaos storm, creating the eponymous lake. Even today, magical currents stir in the still waters of the lake, leading to a higher than normal concentration of aberrations stalking the nearby forests.

For the most part, the area detailed by this book is covered in light, mature forests, with towering stands of oak, maple, chestnut, and other valuable timber, stretching to the River Sarn and the Scarlet Principality beyond. South of the Lake of Abominations can be found a vast swath of forest – thicker than the surrounding woods – a fell, haunted region known as the Darkwoods.

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 woods of the Lake of Abominations make up the southern border of what was known at that time as the Great Forest. In the time before recorded history the Great Forest was 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.

The following is a broad timeline of Absalom in general, and the Lake of Abominations 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 Twelfth 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 Lake of Abominations region 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 Fourth 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 end of the Fifth Apex sees the ecology of the Lake of Abominations region 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).

- The forests of this region remain largely unsettled and wild. The *derevo* having left, the woods grow more tangled and dense, less tended, and fell beasts from the mountains migrate to lower elevations, lairing in the woods and venturing out onto the plains to seek easy prey.

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 in this region, leading to a large swath of forest falling under fell influence.

Known as the Darkwoods, at its height during the Tenth and Eleventh Cycles a majority of the woods lay in malign gloom, but the influence of Shadow has shrunk consistently until the present day – perhaps just biding its time...

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 was 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).

- A short-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, however, and once or twice every Cycle since that time a strong war-leader has emerged and attempted to unite the disparate humanoid tribes. Although short-lived, this empire established the east-west trade routes that exist to the present day.

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

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

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 Eleventh Apex, and claims a wide swath of land as its domain. Nakbaknian largely avoids the forested land to the east, and a number of humans from the hill country move to the relative safety of the forests.

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 after the beginning of the Twelfth Cycle. The present 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 Twelfth 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 Twelfth 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 Fifteenth Cycle.
- A group of reclusive magic-users and sorcerers calling themselves the Seventh Circle wrest control of the Candle from the forces that occupy it, and remain in control well into the Thirteenth Cycle. These mystical monks travel a well-worn path south to Zizdul, facilitating an exchange of magical theory that lasts for many years.

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 sixtieth 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 Fourteenth Cycle sees relative peace to the east of the Basilisk Hills. The influence of the Darkwoods fades, shrinking each year.

- The *mochyn*, or boar-folk, that claimed the remnants of the Great Forest as their territory take advantage of the disintegration of the Skeldrenes and, pressured westward by an expanding Scarlet Principality, begin to raid the communities in the Basilisk Hills (664 AF) and the eastern Zelaia plain. Eventually the disparate *mochyn* tribes are defeated 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.
- The village of Sin is founded by an assortment of brigands, thieves, scoundrels, and mercenaries, drawn by the lingering presence of the Darkwoods.

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. This road passes through the northern portion of the Lake of Abominations, and intersects with an older road that went through Hezli (see Hex 19.22) and westward to Liwil. 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 third year of the Sixteenth Apex (1,170 AF).

Much of the territory described in this book has been unclaimed by any major force throughout history. The Skeldrene Dynasty that ruled the hills to the west only had a minimal presence in the woods, and settlements that did spring up were smaller freeholds that left a much smaller mark on the landscape.

Hex Layout

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 hex, divided into the subhexes standardized by the *Populated Hexes* series.
3. **Resources.** The natural resources of the hex, and their bonus resource value (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.
7. ***Adventure Locations.** In some cases, sites such as dungeons or settlements will be explored in greater detail with a full description following the other entries.

The overview map of the hexcrawl territory is divided as follows:

- The entire perimeter of the area covered is within the solid blue line.
- The original eight hexes in the Lake of Abominations cluster are outlined in solid red.
- The area known as the Darkwoods is outlined in a red dashed line.

Hex Generalizations

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

Sparsely Populated

The Lake of Abominations region is even more sparsely populated than the Basilisk Hills region to the west, even though it is closer to large centers of civilization. The only significant human community is the town of Sin, located on the outskirts of the Darkwoods. To the east, however, across the Sarn River, lies the Scarlet Principality. The town of Junction (Hex 25.18) is the largest community within miles, and most likely will be the adventurers' home base.

However, the Referee may decide that the PCs come

from Hob, a small river trading community southeast of the region (in Hex 19.29 of the regional map), now much past its prime and no longer a major urban center. Liwil, Layge, or even Dry Gulch (see the *Basilisk Hills* hexcrawl) are also possibilities. And, of course, if the Referee is setting this hexcrawl in their own world they can introduce their own communities.

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 12 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. 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 unless using wheeled vehicles (such as carts or wagons). If they are using such vehicles, movement is possible, but rates are reduced by 25%.

The Ruins of the Past

The hexes in the Lake of Abominations Supplemental provide only a broad overview of the Lake of Abominations region, 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 Hexes* series.

The traces of humanity are few and far between in this area, except where obvious (such as along the road leading to Hezli).

Every time the Referee makes an encounter roll during the day while exploring a hex, they can refer to the following list of discoveries on a roll of 6. These will not necessarily lead to an encounter but can be used as flavor. Roll 1d8 and compare the result to the below.

1. An animal trail, leading off in a random direction. Should the adventurers follow it, the trail will (**1-3**) gradually vanish, (**4-5**) lead to either a source of water (1-3) or food (4-6), or (**6**) lead to an animal's lair. The rolled result will occur within 1d4 miles of tracking.
2. The remains of a freehold. It will consist of 1d4 buildings, reduced to (1-3) nothing but a stone foundation, (4-5) rotted wooden walls and a partially collapsed roof, or (6) a building still relatively intact.
3. A forest glade, free of trees and grass-covered. The glade is 1d12 × 50 yards in diameter.
4. One subhex that is covered in undergrowth, making travel difficult, and reducing movement by ½ while in the hex.
5. Ancient battlefields, littered with still-visible skeletal remains and rusted weaponry.
6. A ruined watchpost, half-collapsed and covered in vines.
7. A grove of fruit or nut trees, wild and untended, but once clearly planted to be harvested.
8. Referee's choice.

Using this Book

The Lake of Abominations Supplemental covers a wide swath of land, and when combined with the eight hexes that make up the original Lake of Abominations 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. The best assumption to make is that the adventurers are from one of the following:

- Sin (Hex 22.25)
- Junction (Hex 24.17)
- Hob (Hex 19.29)
- Liwil (Hex 14.23 – See the *Basilisk Hills* hexcrawl)

Unlike the Basilisk Hills to the west, which were once widely settled and inhabited, this region has never been densely populated, and the ruins and leavings of past civilizations are not as prevalent as to the west. There are villages – or the remains of those – and plenty here that has drawn adventurers and explorers over the years.

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

- **Treasure.** Most of the treasure in the area is in the hands of powerful entities or groups. The adventurers may well have heard rumors of:
  - The treasures within Argcertaa's tower.
  - Cycles prior a mace with power over the undead was hidden within a statue to Zaphisdreal the Magnificent.
  - Many treasures of olden days can be found upon the cocooned victims of Lamdreshnur, an ancient spider of unspoken power.
- **Knowledge.** The adventurers have heard that some knowledge or mentorship 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:
  - The spirit naga in Hex 16.23 has potential access to an ancient artifact of immense power, if she (or someone) can figure out how to work it.
  - The owl-folk in Hex 17.24 are a source of knowledge, both oracular and alchemical/herbal.
  - A number of residents of the village of Sin (Hex 22.25) have knowledge of the Darkwoods and surrounding areas.
- **Wealth.** There are plenty of resources to be found in this area, including groves of sought-after ironbark trees and the veins of blood marble found in the northern portion of the region. Some areas that contain especially large amounts of resources are:
  - 19.19
  - 20.15
- **Domain Building.** This area is largely devoid of any civilization and is practically empty canvas, ready to be settled. Mid-to-high level adventurers looking to clear land to claim for their own would find much to like here.
  - The Scarlet Prince, ruler of the Principality to the east, is actively seeking to sponsor adventurers to explore the lands to the west, open up old trade routes, and claim valuable resources (especially ore) for use in the Principality. The Prince is likely to look favorably upon those able to settle new lands in the Prince's name.
- **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 lies 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.
  - This trade route once existed, through the village of Hezli and the eponymous Lake of Abominations, and must be cleared again in order to make it safe.
  - The village of Sin is in the southeastern portion of the area. While it is theoretically easy for the adventurers to exert control over the community, they will not be able to do so freely as long as Argcertaa rules from his shadowy throne.
- **Bounties and Rewards.** The hexcrawl region teems with all manner of monsters as well as other threats. One gang of brigands (the Redfoot Gang) is active in the area, while Sin itself is home to a number of reprobates and ruffians.
  - The Redfoot Gang has a squad stationed in Sin, and the authorities in both Hob and the Scarlet Principality would like them dealt with.

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, if a hex lists "wildfire" as a feature, the wildfire doesn't occur until the adventurers enter the noted subhex(es). Unless otherwise stated, an event won't repeat.

*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, that 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 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).

- 17.20
- 18.21
- 20.15

Moderate Encounter Locations (3-5).

- 17.26
- 19.17
- 19.22

Difficult Encounter Locations (5+).

- 18.25
- 20.24
- 21.22

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

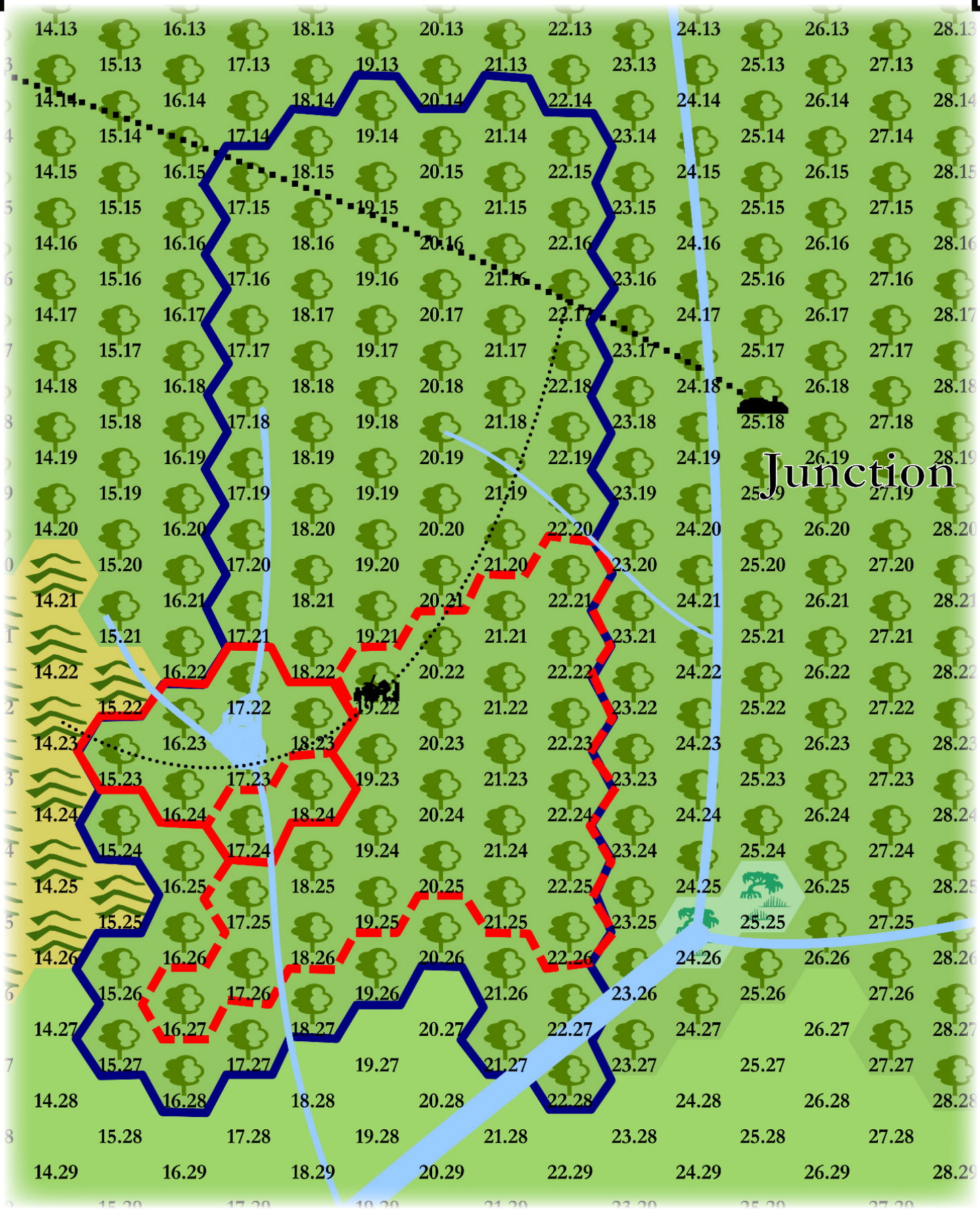
The setting of the *Populated Hexes* series is built on the assumption that the course of history is defined by the cosmic battle between Law and Chaos writ large, divided into centuries-long units of time called Cycles, which are themselves divided into Nadirs, when Chaos is ascendant, and Apexes, when 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 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.




Junction

Hex 17.23 – Lake of Abominations



Resources: Vegetable (Timber, 2); Animal (Fish, 2)

Once just forest, the majority (about nineteen square miles) of this hex is a shallow lake, no more than twenty feet deep, created by a magical experiment that went horribly wrong.

An ancient road once bisected the hex but is reduced to little more than an overgrown trail with the occasional intact paving stone. The road leads into the lake from subhex 0703 and resumes again on the other side of the lake in Hex 16.24.

Several hazards lurk within the hex: a pair of giant catfish cruise the lake while a trio of owlbears terrorize the eastern portion.

An island in the center of the lake is home to a small population of inbred apes, the former servants of the mage who once dwelt here. The basement of the mage's ruined tower is a small dungeon containing a serpent made deadly by exposure to residual magical energy.

Over time the lingering magical energy leaches into the lake's water, concentrating in random eddies and occasionally giving birth to magical hybrids and abominations, hence the lake's name. These magical oddities are common around the lake.

Unless the magical energy is ended somehow there's a 1 in 6 chance per year that a new abomination will be introduced, even if the entire hex is cleared of danger and patrolled. Suitable abomination creatures are owlbears (and other animal hybrids such as chamelions), and oozes and jellies.

0206 and 0406.

The trees in these two subhexes remain standing, years after being submerged, their branches just below the surface of the water. Watercraft entering either of these two hexes run the risk of having their hulls damaged by the branches. Each time a craft enters one of these two subhexes there's a 1-3 in 6 chance the boat hits a submerged tree, taking 4d6 hull points (OSE Classic Fantasy Rules Tome, p. 46).

0303.

A spur of stone emerges from the water here, standing some sixty feet above the surface and measuring about forty feet in diameter. It is inhabited by 24 hungry stirges which relish the chance to snack on an adventurer or two. If the adventurers explore the top of the outcropping, they find a platinum circlet worth 4000 gp. The circlet is half covered by leaf-litter and stirge excrement. Ascending to the top of the outcropping is difficult and requires either a thief (no roll needed to ascend, takes 1 turn to make initial ascent without ropes), a grappling hook and rope (must hit AC 4 to snag on something) or magic.

There's a 1-3 in 6 chance all 24 stirges are perched atop the rock at any given time. 4-6 Otherwise only 4d4 stirges are present; the rest are out hunting, returning in 1d20 turns.

Stirges (24), *AC 7 [12], HD 1* (4 hp each), Att 1 x beak (1d3+ blood sucking), THAC0 19 [0], MV 30' (10')/180' (60'), SV D12 W13 P14 B15 S16 (2), ML 9, AL Neutral, XP 13, NA 1d10 (3d12), TT L*

- **Dive attack:** First attack is at +2 to hit.
- **Blood sucking:** Upon a successful attack, attaches and drains victim's blood: 1d3 automatic damage per round.
- **Detach:** If stirge or victim dies.

0306.

Two giant catfish lair in the shallows here, ready to attack anyone foolish enough to venture into the water. They automatically attack anyone swimming. If a boat enters this hex, roll a d6. On a 1 or 2, the catfish attack the boat, trying to capsize it. If encountered outside this subhex roll normally for reaction.

The giant catfish will only be encountered outside of this

subhex as a result of a wandering monster check. On a roll of 1-4 in 6 both catfish will be lurking in their lair, or a roll of 5 only one is, and on a roll of 6 neither are.

The catfish have absorbed some of the latent magical energy present in the lake, and are highly resistant to magic. Roll any saves against magic twice, taking the better of the two results. Additionally, they have developed the power of speech. They only speak and understand Faery, the language of all Fey creatures.

Feelers: If slain their feelers can be used as special components for magical item creation, each with a value of 2d6x20 gp. If used to create potions of water-breathing they can be used as a principal (see Appendix for more information).

Catfish, giant (2), *AC 4 [15], HD 8+3 (hp 40, 44), Att 1 x bite (2d8), 4 x feeler (1d4), THAC0 12 [+7], MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 8, AL Neutral, XP 650, NA (1d2), TT None.*

- **Magic Resistance:** Roll any saves against magic twice, taking the better of the two results.

0404

Lairing on the northern end of the island are four inbred apes, the last survivors of the servitor simians Slias the Unreasonable bred to do his bidding. These apes have stats otherwise identical to albino apes, except they're smarter than usual. They have no qualms about venturing into daylight and can speak a word or two of the Common tongue.

They retain a deep animosity for the wizard that bred them, and reaction rolls have a -2 penalty if they see the conical hat of a magic-user among the party. They have no treasure, but if their arboreal nest is searched one can find the key to Room 3 in the basement of the ruined tower.

The apes are found in their lair on a roll of 1-2 in 6. If the result is 3-6 none of the apes are present, but they will return in 1d12 turns.

Inbred Servitor Apes (4), *AC 6 [13], HD 4 (17, 19, 24, 24), Att 2 x claw(1d4) or 1 x thrown rock (1d6) THAC0 16 [+3], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 7, AL Neutral, XP 75 NA 1d6 (2d4), TT None*

0405

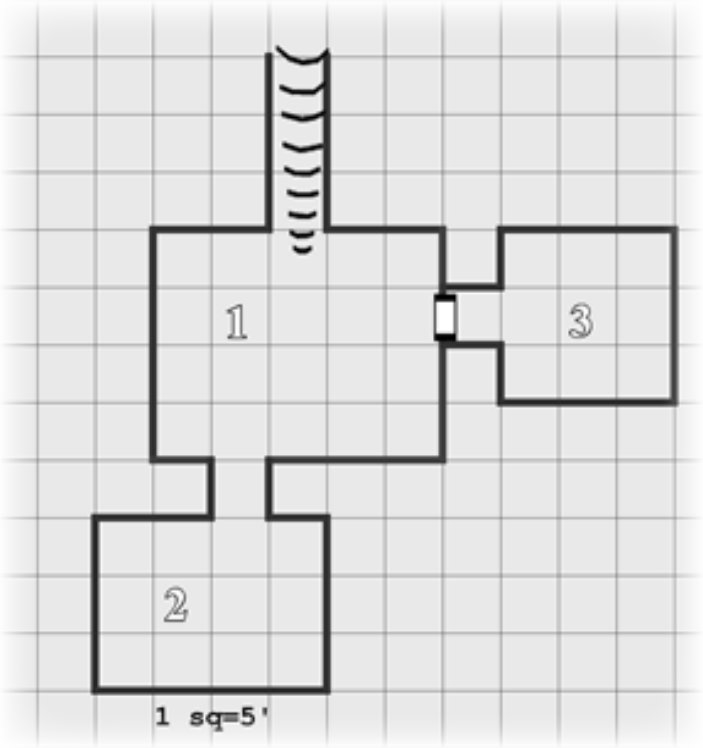
This subhex contains the ruined tower of Slias the Unreasonable, destroyed by the magical explosion that also turned the surrounding land into a lake. Only the basement is still intact, the stairs blocked by massive stones. It takes eight man-hours to move the stones enough to allow a man to pass.

There are several gaps in the fallen stonework, allowing the giant copperhead Azzikil access to the outside world while preventing larger creatures from entering. If Azzikil is within its lair when the adventurers begin moving stones to gain entrance, the snake is automatically alerted to their presence and retreats to Room 2 (see below).

The Tower of Slias the Unreasonable

Room 1

Measuring 25 feet east to west and 20 feet north to south, this room has low ceilings (no more than 6 feet), restricting movement during combat (-1 to attack rolls for human-sized characters). The floor is littered with dirt, leaves and other vegetable matter, underneath which is a flagstone floor. Adventurers searching the room find old bones and discarded giant snakeskins scattered throughout the debris. There's a closed and locked door in the eastern wall and an open corridor, 5 feet wide, in the southern wall.



Room 2

This is the lair of Azzikil, a giant copperhead snake that has

become irrevocably altered by the tower's lingering magical energy. The great snake seldom needs to feed; partially sustained by the magical energies that suffuse the basement, it only needs to eat once every couple of years. There's a 1 in 6 chance that when the adventurers discover the tower the great snake will be out hunting, returning in 2d4 hours.

Azzikil is preternaturally quick and difficult to spot, gaining a +1 bonus to both surprise and initiative. It strikes with its bite twice per round – once during its turn in the round and once at the end of the round – and typically targets different opponents within the same round. In addition to physical damage, those bitten must Save v. Poison with a -2 penalty or die instantly. Azzikil is also somewhat resistant to magic; any spells that specifically target it have a 25% chance of failing. Finally, the giant snake's skin is comprised of a rainbow of coruscating scales that reflect light in an entrancing pattern of colors. Those looking directly at the snake when it is exposed to light (or outside in the sun) must Save v. Petrification or be blinded for 1d4 rounds.

In the snake's lair can be found two flawless diamonds, each worth 4000 gp.

Azzikil, the demon snake of the flooded forest. *AC 2 [17], HD 10**** (59 hp), ATT 2 x bite (2d4+ poison), THAC0 11 (+8), MV 120' (40'), SV D6 W7 P8 B8 S10, ML 9, AL Neutral, XP 3800, NA Unique TT Special*

- **Preternatural Speed:** Azzikil is preternaturally quick and difficult to spot, gaining a +1 bonus to both surprise and initiative.
- **Poison:** Those bitten must Save v. Poison with a -2 penalty or die instantly.
- **Resistance to Magic:** Any spells that specifically target it have a 25% chance of failing.
- **Scales:** Those looking directly at the snake when it is exposed to light (or outside in the sun) must Save v. Petrification or be blinded for 1d4 rounds.

Harvesting Azzikil

Due to Azzikil's age and constant exposure to magical energy parts of its corpse are valuable. The following can be harvested (see the Appendix for more information on harvesting monster parts):

Skin. Its skin, if undamaged, can be used as a principal worth 1,900 gp or a special component worth 3,800 gp. If damaged it can still be used as a special component worth 900 gp.

Fangs. Azzikil's two fangs can be extracted and used as principals worth 950 gp each or special components worth 1,900 gp each. If too damaged to be used for components each fang is still worth 50 gp to a collector.

Poison. The deadly venom can be harvested, yielding a total of 9 ounces minus the number of attacks Azzikil made, if any. The venom is considered equivalent to a wyvern's, for purposes of distilling poisons, although poisons made from Azzikil's venom are extra potent, imparting a -2 penalty to any saving throws and increasing the price of said poisons by 25%. See the Appendix for more information on poisons.

Room 3

This room was Slias's treasure vault and the door is magically trapped. Anyone opening it without the key takes 6d6 points of electrical damage, with a Save v. Spells for half.

Unfortunately, many of the goods within the room have been destroyed by age and dampness, but the following items of value can be found after an hour of searching: a small chest containing 450 gp (chest is trapped with poison dart, attacks as 4 HD monster, coated with a save or die poison, death in 1d4 turns), a moldy velvet sack containing a dozen agates worth 25 gp each, three finely carved tusks, each worth 250 gp and weighing one pound each, a potion of healing, and a potion of flying.

There are a number of books and scrolls scattered about, as well, of which only one scroll has survived, stored in a brass case. It contains notes relating to crossbreeding and is worth 1000 gp if added to a laboratory designed for such purposes.

0408.

A single small river flows south out of the lake. It is about fifty feet wide, and no more than six feet deep in the middle, moving slowly and sluggishly through the forest. It is easy to ford, although in the spring when the rains are heavy there's a 2% chance every time it is forded that one or more individuals will lose their footing and be swept downstream. Roll 1d8 to determine the number affected. Each must roll under their Dexterity on 1d20 to avoid losing their footing. Characters that fall take 1d4 points of damage and are swept downstream 5d20 yards. They also likely suffer damage to their dignity, as the river really isn't that deep.

0608.

Two giant hawks nest here in the branches of a large oak.

On a roll of 1-2 in 6 both hawks will be out hunting; on a result of 3-4 one will be hunting and the other will be present, and on a 5-6 both will be in the nest. In springtime there's a 1-3 in 6 chance there will be 1d4 eggs in the nest.

Hawk, giant (2), *AC 6 [13], HD 3+3 (13, 14 hp), Att 1 x talons or beak (1d6), THAC0 16 [+3], MV 450' (150') flying, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Neutral, XP 50, NA 0 (1d3), TT None.*

- **Swoop:** Can dive onto victims visible from above. If the victim is surprised, the attack inflicts double damage. On an attack roll of 18 or more, the victim can be carried away (if of appropriate size).
- **Carry Prey:** Up to halfling-sized.
- **Feathers:** If slain each hawk yields 1d6-1 feathers suitable for use as quills to scribe magical scrolls. Each quill is worth 10 gp.

0703.

A trio of owlbears lair here, descended from the original crossbreeds created by Slias before his untimely demise. They roam the nearby woods in search of prey.

The owlbears nest under the shelter of a partially fallen pine. In their nest can be found the gnawed corpse of a human adventurer. The adventurer wears a backpack containing 3 gems, worth, 100, 100, and 500 gp as well as a potion of delusion and a potion of fire resistance.

Owlbears (3), *AC 5[14], HD 5 (22, 23, 30 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*

- **Bear Hug:** If a victim is hit by both paws in the same round, the owl bear hugs for an extra 2d8 automatic damage.

Wandering Monster Tables

Island of Slias the Unreasonable

1. Ape servitors (1d2)
2. Ape servitors (1d4)
3. Giant hawk (1d2)
4. Stirges (1d6)
5. Stirges (1d12)
6. Azzikil (1 (unique))

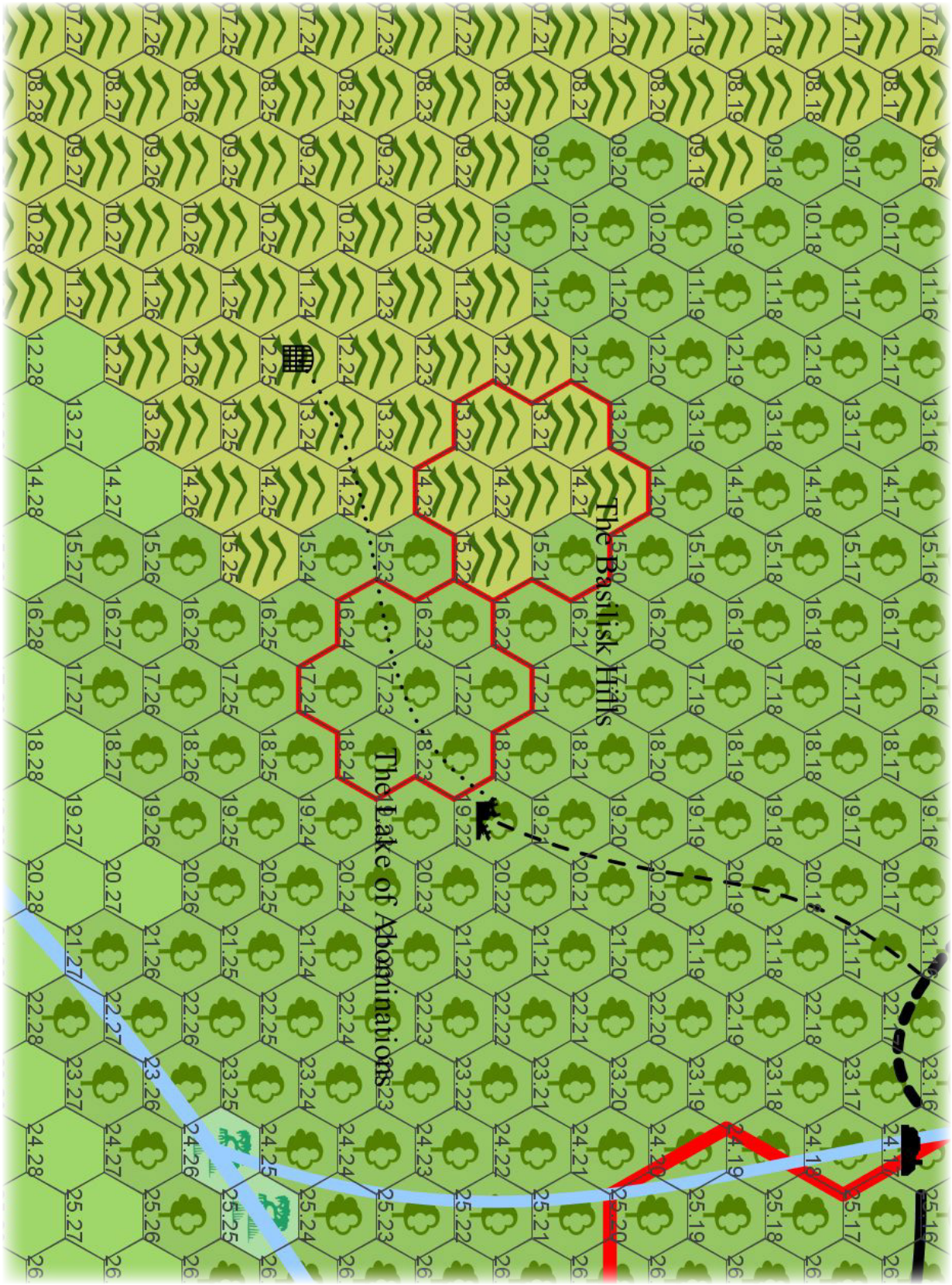
Lake

1. Catfish, giant (1)
2. Catfish, giant (1d2)
3. Stirges (1d6)
4. Stirges (2d4)
5. Pegasus (1d2)
6. Hawk, giant (1d2)

Surrounding Forest

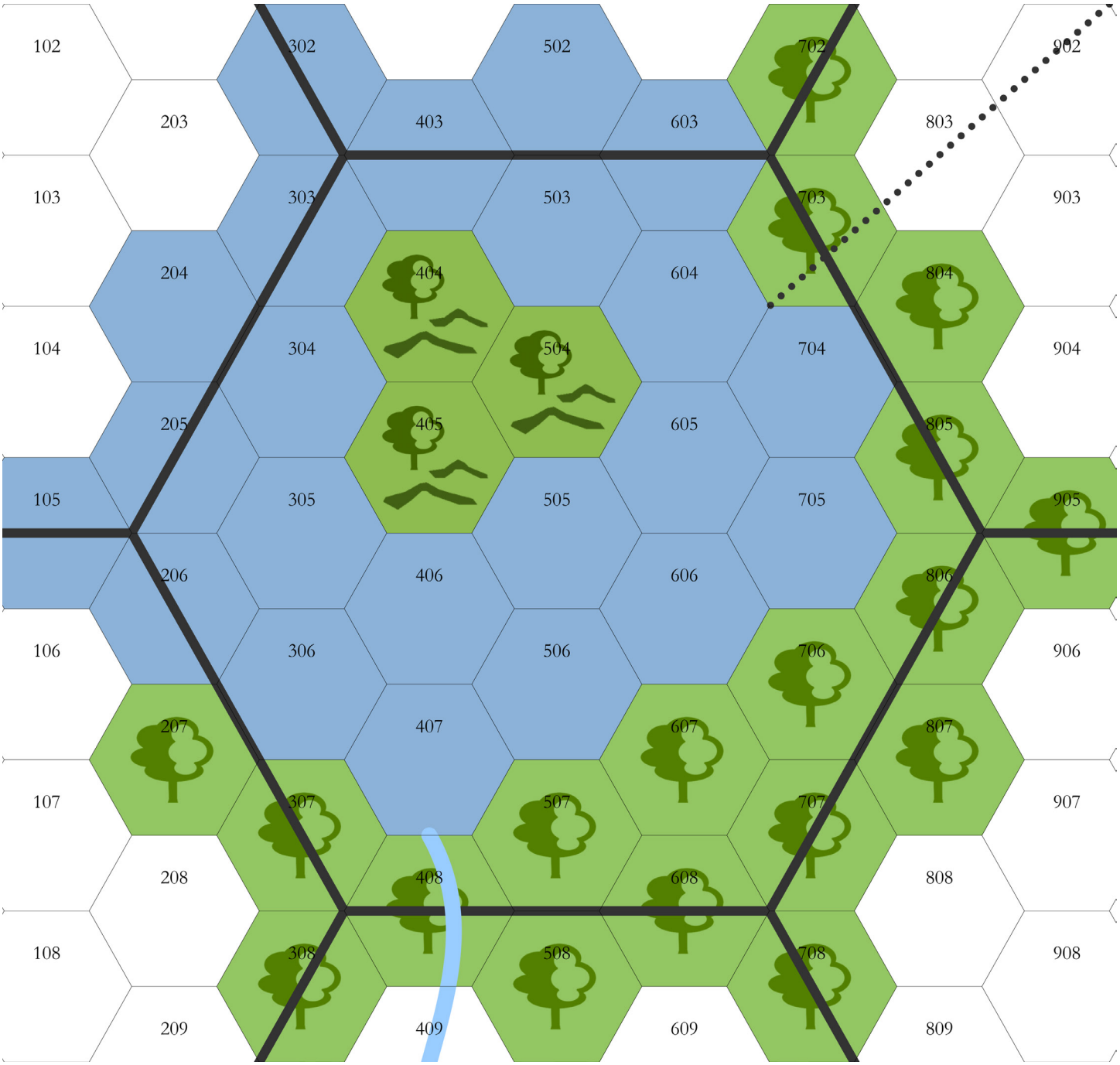
1. Stirges (1d12)
2. Hawk, giant (1d2)
3. Owlbear (1d3)
4. Pegasus (see Hex 16.24; 1d2)
5. Strigi (see Hex 17.24; 1d4)
6. Gnolls (see Hex 18.23; 1d6)
7. Goblins (see Hex 18.24; 2d4)
8. Goblins (see Hex 17.22; 2d4)

Hex 17.23 – Lake of Abominations

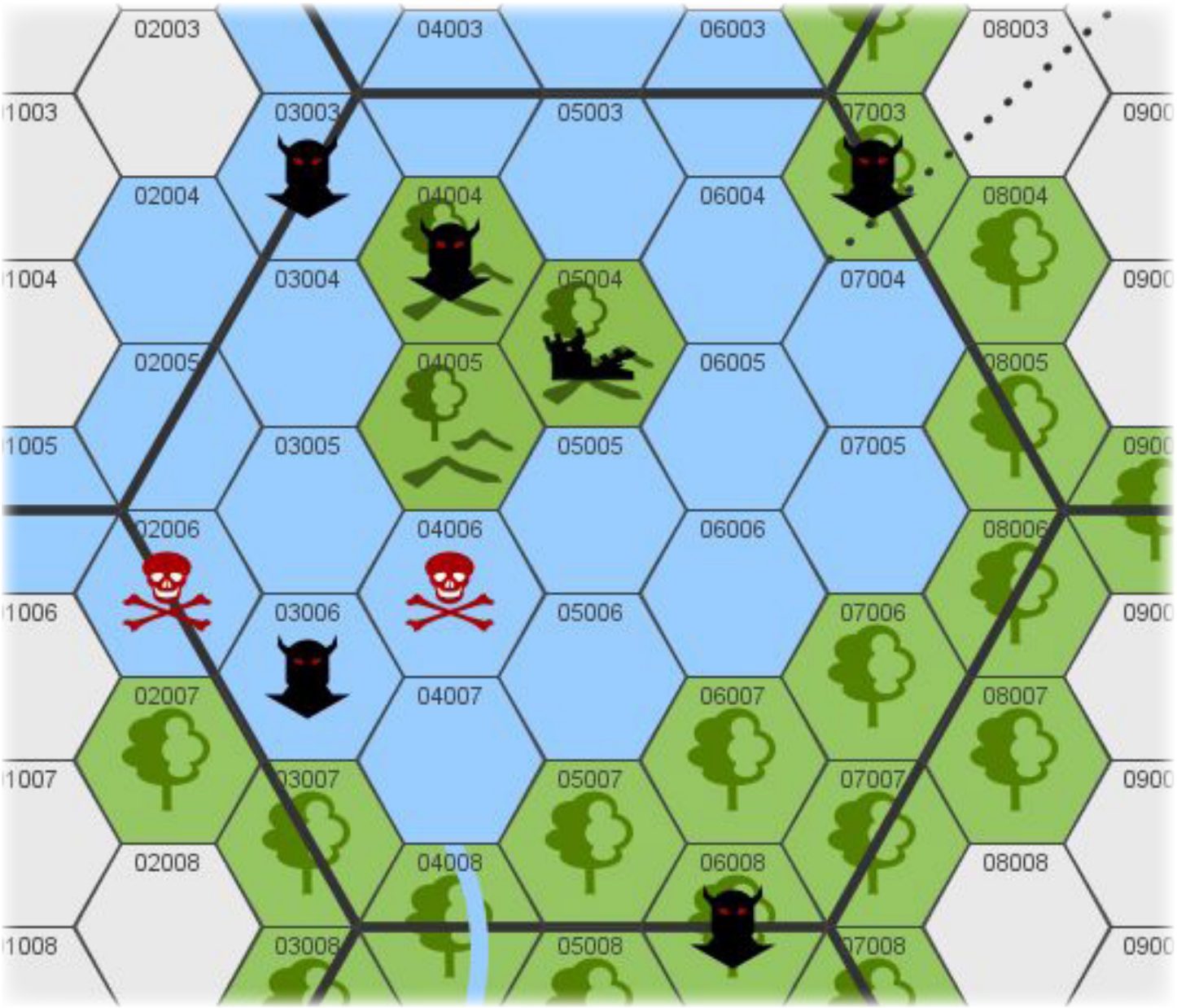


Regional Referee Map

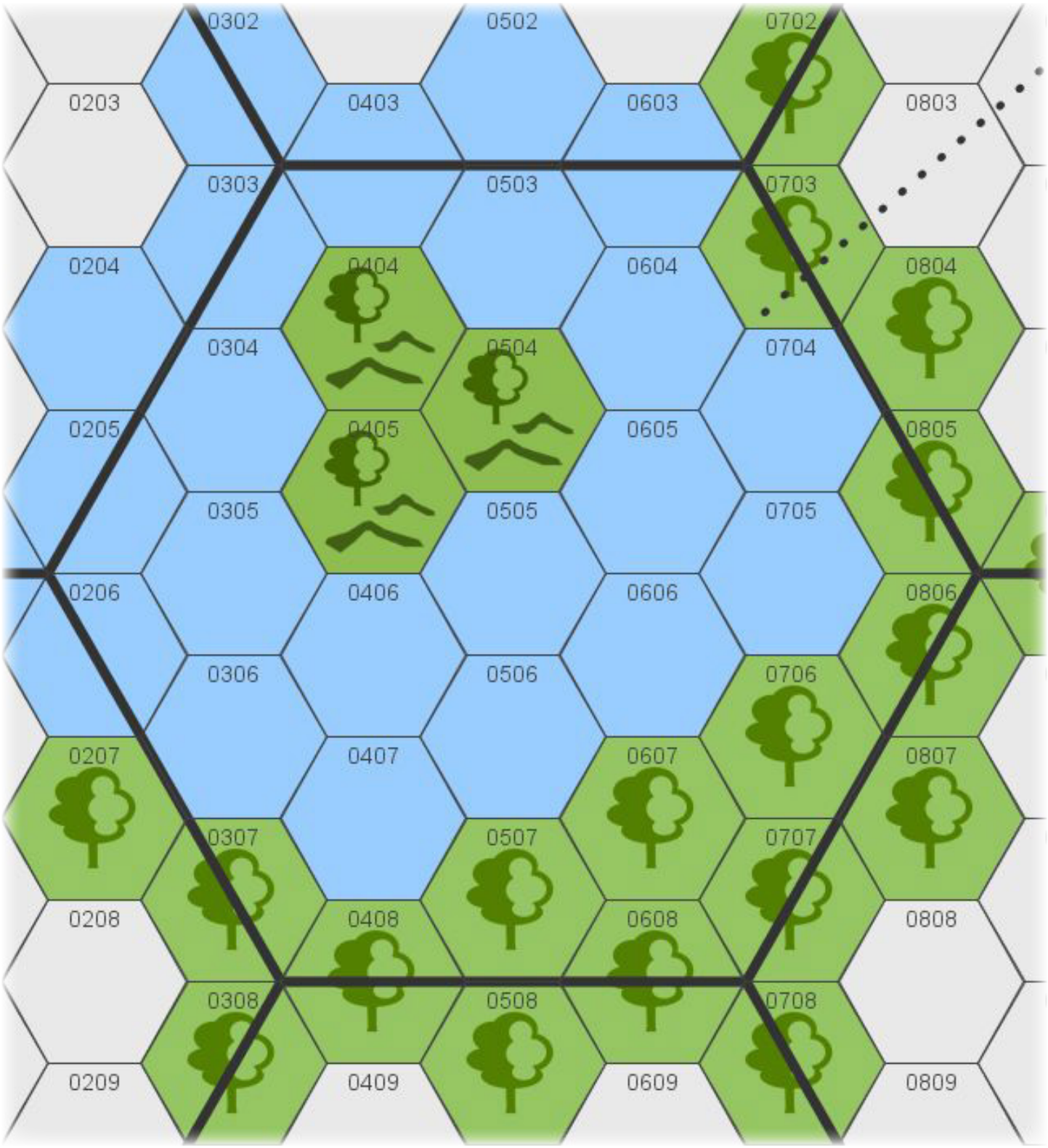
Hex 17.23 – Lake of Abominations



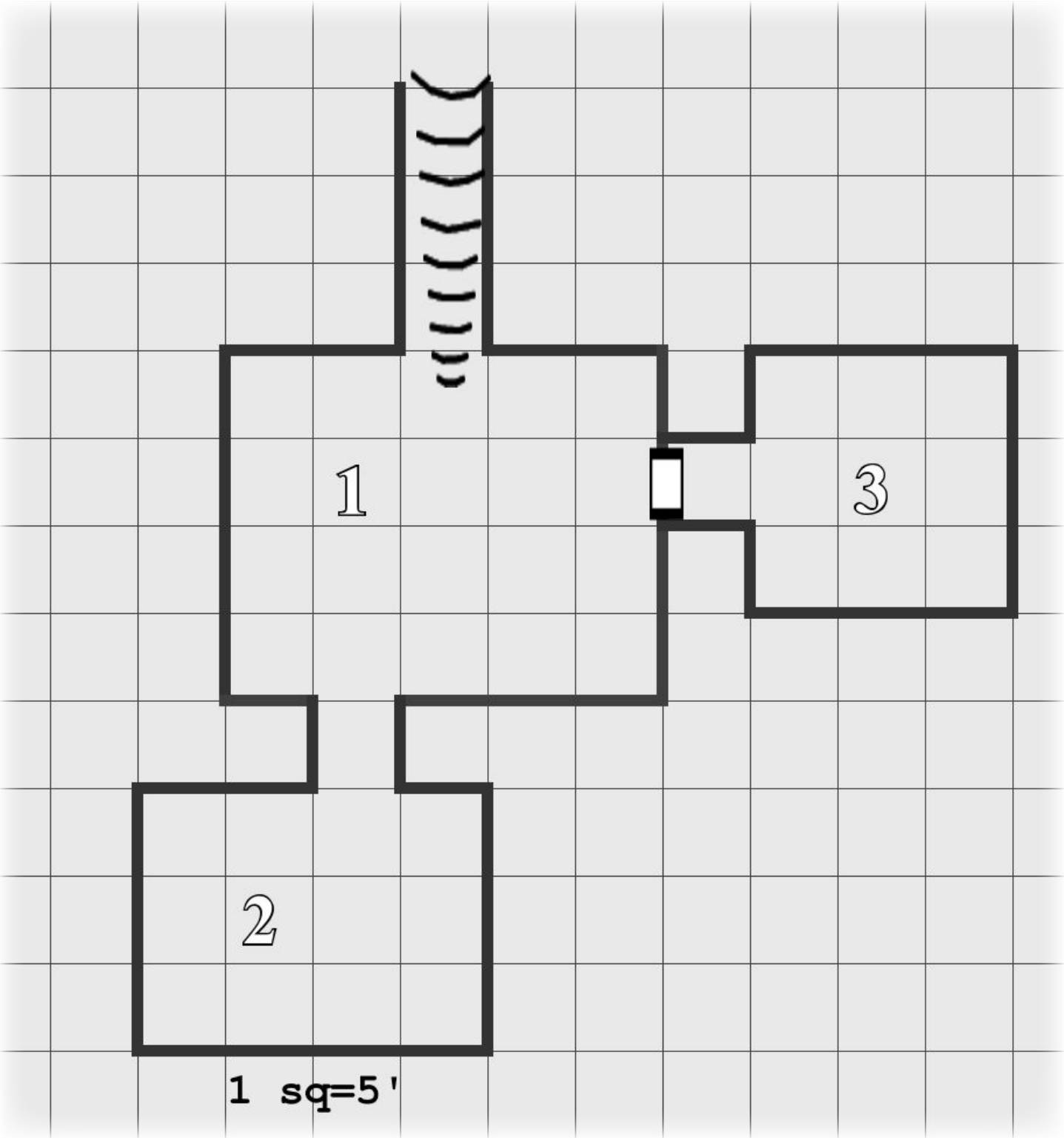
Player Map



Hex 17.23 Referee Map

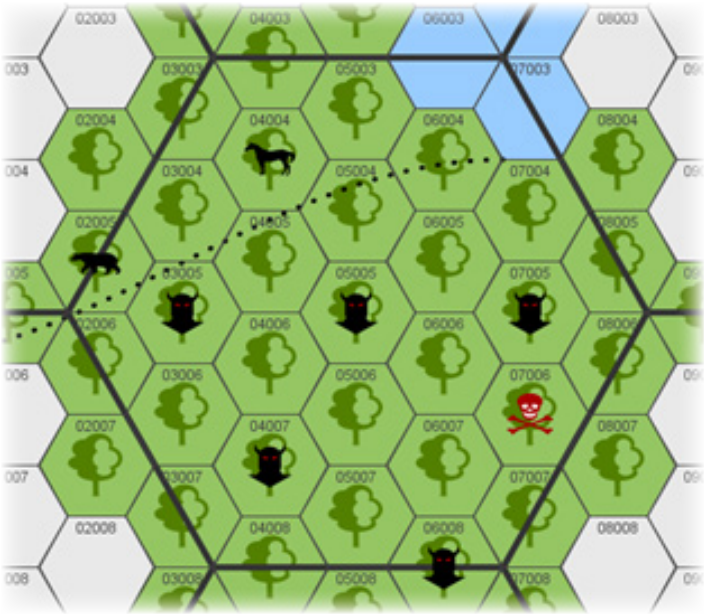


Hex 17.23 Player Map



The Tower of Slias the Unreasonable
Referee Map

Hex 16.24 – Forests of Plenty



Resources: Vegetable, industrial (Timber, 4); Vegetable, agricultural (Nuts, 2)

This hex is largely wooded, with the Lake of Abominations in Hex 17.23 just entering the northeast section. The ancient road, submerged under the southern portion of the lake, re-emerges here and leads roughly westward. It's an extremely rich hex in terms of resources, with both timber and nuts being in great abundance. Wilderness Survival skill checks to find food are made with a +5 bonus.

206. Chestnut Grove.

There's an exceptionally fine stand of ancient chestnut trees in this subhex, occupying roughly the entire area. The stand has a Land Value of 5 and a base value of 22,700 gp.

A sounder of boars, led by a giant boar with maximum hit points, are currently residing in the hex, gorging themselves on the plentiful chestnuts and aggressively defending their territory. The giant boar has grown tired of eating nuts and would welcome the chance to feast on man-flesh! As such, a –2 penalty is applied to all reaction rolls involving the giant boar. Unfortunately, the ancient road leads right through the center of this subhex, making it likely the giant boar will get a chance to feast on something a little more to her liking.

There's a 1 in 6 chance that 1d4 boars will be in an adjacent subhex, returning in 1d6 hours. Otherwise, the entire sounder will be found in this subhex.

Boars (5), *AC 7 [13], HD 3 (11, 13, 16, 17, 19 hp), Att 1 x tusk (2d4), THAC0 17 [+2], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 1d6 (1d6), TT None*

Boar, Giant (1), *stats on p. 66 of LL Basic. AC 6 [13], HD 5 (30 hp), Att 1 x tusk (3d4), THAC0 15 [+4], MV 120'(40'), SV D10 W11 P12 B12 S14 (F5), ML 9, AL Neutral, XP 175, NA 1d4 (1d4), TT None*

This boar is roughly the size of a cow. If slain, its tusks can potentially be used as a principle for a charm or fetish, or as a special component for magical items. If used as a special component for potions of heroism or invulnerability increase the potions' value by 30%. For more details, see the Magical Item Components section in Hex 17.23 — The Lake of Abominations.

305. Pegasi.

A mated pair of pegasi nest here, in a clearing atop a slight rise. They are skittish and not used to being around Men.

There's a 1-3 in 6 chance that when this subhex is entered 1d2 pegasi will be elsewhere, returning in 1d12 hours.



Pegasus (2), *AC 6 [13], HD 2+2 (hp 11, 11), Att 2 x hoof (1d6), THAC0 17 [+2], MV 240' (80')/ 480' (160') flying, SV D12 W13 P14 B15 S16 (F2), ML 8, AL Lawful, XP 25, NA 0 (1d12), TT None*

The pegasi are on good terms with the sprites in subhex 0407 and the strigi dwelling in Hex 17.24.

404. Deer.

A herd of two dozen deer dwell within this subhex, led by two adult males with 12 and 10 hp. The deer don't actually lair in this hex. 1d4 weeks after the hex is first entered the deer will migrate south 1d12 subhexes.

Deer (24), *AC 7 [12], HD 2 (Avg 9 hp), Att 1 x butt (1d4), THAC0 18 [+1], MV 240' (80'), SV D12 W13 P14 B15 S16 (F1), XP 20, NA 0 (3d10), TT None*

In the spring and summer there will be an additional 1d6 fawns. Each deer will yield 40+2d20 pounds of meat. If the herd fails a morale check they will stampede. Determine which direction they flee in at random. Any adventurers in their path must Save v. Breath Attacks or take 1d20 points of damage.

A thorough search of the subhex will reveal signs of a long-ruined city here. Slight ridges in the ground form a grid-like pattern, and here and there traces of an ancient culture have worked their way up through the soil. Whatever city once stood here has been ruined for thousands of years, likely since the beginning of the history of Man.

For every full day spent digging here there is a 1 in 10 chance per laborer of unearthing a treasure hoard of Type U; a positive result of coins, gems or jewelry has a 1-3 in 6 chance of being random artifacts instead of coins, gems or jewelry (magical items are still magical and not converted to trade goods). It will take approximately 5000 worker-days to uncover the whole city and discover all there is to find. Artifacts are a new trade good discussed in the Appendix.

407. Faerie Grove.

A clan of a dozen sprites have made their home here among ancient oak trees. Their lair is carved into the trunk of one of these trees, accessible via small burled doors that hinge open. They call themselves the Silverhairs, for obvious reasons, and are part of a clan that is loosely affiliated with the Pallescent Duke, a minor noble of Faery. Their Duke is a member of the Winter Court, and as such it is always ten degrees colder in this subhex than the surrounding areas; trees lose their leaves a month earlier and gain them a month later than the surrounding subhexes.

The leader of the Silverhairs is a matronly sprite named Old Coney. The clan is generally harmless, if prone to pranks, but have a serious dislike of clerics. The sprites are on friendly terms with the giant hawks in Hex 17.23, which on occasion bring them news of the surrounding lands. The sprites can speak with all manner of woodland creatures. They appreciate gifts of mint, which when dried and smoked is a mild soporific.

There's a 1-2 in 6 chance that 1d6 sprites will be away from their lair, returning in 1d6 hours.

Sprites (11), *AC 5 [14], HD ½ (avg. 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 U*

Vulnerable to bronze (bronze weapons provide +1 to hit and damage against the sprites). Five sprites may cooperate to curse a target (no attack roll, although the target may Save v. Spells). This curse has a comical effect, determined by the Referee.

Old Coney is a 1 HD sprite with maximum hp (8) and the following abilities:



- Once per day she may cast Charm Person.
- Once per month she may Commune (as per the clerical spell) with Neluthien, the Pallescent Duke. The Duke is not omniscient, having only a 10% accuracy with most subjects. However, topics related to Faery, winter or cold are answered with 55% certitude, as are questions that deal with the events, history or residents of the land within 30 miles of Old Coney's home. Asking him questions almost always requires a favor, so Old Coney is hesitant to do so on another's behalf unless offered appropriate recompense.
- Once per year, on the Twentyeighthday of the Twelfthmonth, Old Coney can open a passage to her Duke's demesne, the Pallid Fields.

They have the following treasure: 3 Man-sized bottles of lloer, or moonwine (see Appendix), worth 500 gold apiece, and three small moonstones, each worth 50 gold.

505. Bats!

This subhex is dense with trees, creating a canopy of leaves that blocks out most sunlight. Within this area lives a swarm of bats. There's a 1-4 in 6 chance they panic when this hex is entered by humanoids, flapping and flying around in confusion, triggering the confusion effect (see Old School Essentials Classic Fantasy: Monsters). Otherwise they will sleep through the day.

Bats (73), *AC 6 [13], HD 1 hp, Att 1 x swarm (confusion), THAC0 20 [-1], MV 9' (3')/ 120' (40'), SV D14 W15 P16 B17, S18 (NH), ML 6, AL Neutral, XP 5, NA 1d100 (1d100), TT None*

608. Vale of Statues.

There is a small, bowl-shaped clearing featuring several extremely lifelike crystalline statues of animals: two wolves, a deer, a badger, three boars. The clearing is the lair of a quartet of cockatrices. Unfortunately, their lair is remote enough that they have yet to petrify any intelligent – read: treasure-bearing – creatures.

There's a 1-2 in 6 chance 1d4 cockatrices will be away from their lair, returning in 2d4 hours.

Cockatrices (4), *AC 6 [13], HD 5** (18, 22, 23, 25 hp), Att 1 x beak (1d6 + petrification), THAC0 15 [+4], MV 90' (30')/ 180' (60') SV D10 W 11 P12 B 12 S14, ML 7, AL Neutral, XP 425, NA 1d4 (1d8), TT D*

These cockatrices are a rare subspecies that, instead



of turning their victims into stone, petrify them into a smoky white quartz. The statues themselves are valuable, worth 75 gp per HD of the creature petrified to a collector, but weighing 50 pounds per HD.

705. Wood Drake.

This subhex is densely wooded with little to no undergrowth hindering travel. A wood drake – a dragon-like creature about fifteen feet long – lairs here in an abandoned hermit's hut. The dwelling has been long deserted and is shaped somewhat like a lopsided mushroom, with a wooden shake roof covered in a thick layer of vibrant green moss.

The wood drake hunts during the day. Like many reptilian creatures it needs to feed only intermittently, and when not hunting spends much of its time drowsing on the small hoard it has amassed.

There's only a 1 in 8 chance the wood drake is away from its lair, returning in 1d12 hours.

Wood Drake (1), *AC 2 [17], HD 6* (21 hp), Att 2 x claw (1d4), 1x bite (1d8 + venom), THAC0 14 [+5], MV 120' (40'), SV D9 W10 P11 B11 S13, ML 9, AL Neutral, XP 500, NA 0 (1d4), TT C. The wood drake drowses atop a pile of 8000 ancient copper coins. See the Appendix for more on the Wood Drake.*

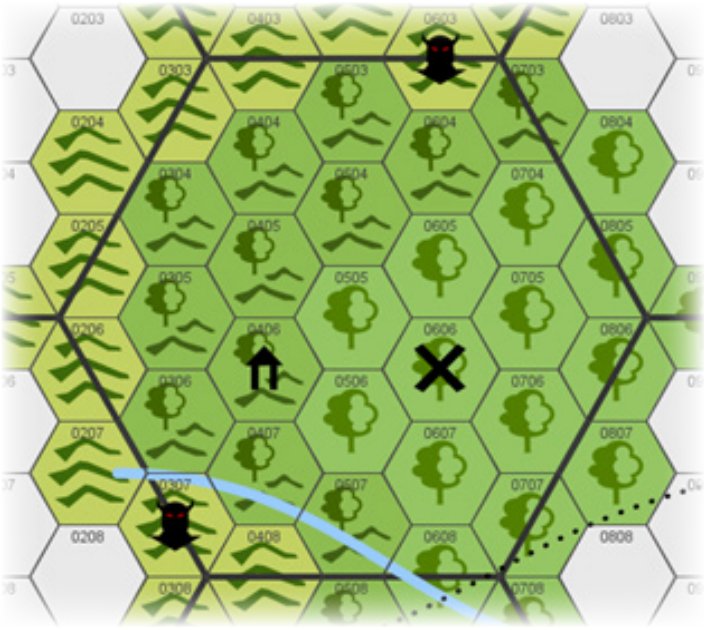
706.

The first time the adventurers enter this hex a tree will fall across their path, hitting 1d4–1 random members of the party unless they make a Save v. Breath Attacks, inflicting 3d6 damage on a failed save and no damage on a successful save. Any mercenaries, henchmen, hirelings, etc. should also be potential targets. Note that if an adventurer hit by the falling tree is mounted, their horse will be targeted as well and will get its own save.

Lairing within this hex, in a shallow cave, are a pack of ten wolves, led by a grizzled she-wolf with tan fur streaked with gray. They recently tangled with the boars in subhex 206 after entering the chestnut grove and many of the wolves are nursing wounds as a result.

There's a 1-4 in 6 chance that 1d10 of the wolves are off hunting when this subhex is entered, returning in 1d4 hours.

Wolves (10), *AC 7 [12], HD 2+2 (4, 7, 7, 8, 9, 10, 11, 12, 14, 15, 16 hp), Att 1 x bite (1d6), THAC0 17 [+2], MV 180' (60'), SV D12 W13 P14 B15 S16 (F1), ML 6 (8 in pack of 4 or more; reduced to 6 if 50% of pack is lost), AL Neutral, XP 25, NA 2d6 (3d6), TT None*



Hex 15.23 The Statue Garden

Resources: Animal, game (2)

This hex is adjacent to the northwest face of Hex 16.24 and is transitional from woods to hills. A small river flows from the western hills through the bottom of this hex, then takes a sharp jag south, skirting the western edge of 16.24. This river is called the Alcar by the strigi that dwell in Hex 17.24, and is barely larger than a creek, perhaps ten to fifteen feet wide.

The primary inhabitants of this hex are twofold; a medusa and her brood dwell in an ancient, abandoned temple in the wooded foothills, and a sad, lone zombie is trapped in the northern hills.

0307. Scorpion Nest.

A nest of five giant scorpions can be found dwelling in a shallow cave in this subhex. They hunt in the surrounding hills and are never encountered in the woods.

Scorpion, giant (5), *AC 2 [17], HD 4* (11, 14, 22, and 23 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*

Giant scorpions are aggressive, normally attacking on sight. Apply a –4 penalty to reaction rolls. Their poison causes death in 1 round on a failed save. If at least one claw attack hits, the scorpion gains a +2 bonus on the sting attack that round, assuming they attack the grabbed target.

At the back of the scorpions' cave a chunk of amber worth 100 gold can be found.



0406. The Garden of Statues.

Long have Hargcarath and her brood dwelled in the ruins of an ancient shrine to Law, and just as long have they spent artfully decorating the hills surrounding the shrine with the statues of their victims.

Upon entering this subhex the adventurers notice a bewildering number of statues placed seemingly at random; most are animals, but a fair number are human or humanoid. There are a total of 443 statues in this subhex, of which 327 are animals: deer and rabbits, squirrels, birds, the occasional wolf, two black bears, and many more. The remainder are humans, orcs, bugbears, goblins, two elves, a dwarf, three centaurs, an ogre, and various other unique creatures. Most of the sentient creatures were captured, stripped of treasures, and then petrified at the medusae's leisure, but 1 in 6 were not, and will have the equivalent of TT V on them if unpetrified. Short of magic there is no way to determine which statues have treasure.

The placement of the statues, while apparently arbitrary, actually serves a deep and blasphemous purpose; they are placed in an esoteric geomantic design, the purpose of which is to eventually open a portal to a pocket dimension and free Malorkahudfen, an obscure and ancient god of Chaos that the medusae worship. The meaning of the arrangement is only apparent when viewed from above, and only if the viewer rolls equal to or under their Intelligence on 4d6 or succeeds on a Magical Engineering or Religion skill check. Hargcarath needs but 71 more statues of sentient beings to complete the pattern. Unfortunately for her, and Malorkahudfen, it seems as though she requires specific sentient beings, a requirement that has drastically slowed the ritual. There's a 1-4 in 6 chance that she recognizes 1d4 adventurers as being suitable for her arrangement.

The medusae dwell in a cavern partially concealed by underbrush; it was once a temple to Mirayah, a goddess of Law. Mirayah was the one responsible for Malorkahudfen's imprisonment, and indeed, the temple is the focal point of the spell binding it, as well as the center of the pattern of statues. The cavern itself is clean and dry, about thirty feet wide and sixty deep, narrowing the further back it goes. At one time the natural limestone walls were carved with intricate reliefs and illustrations of Mirayah's teachings and parables, but since it has become a sanctuary of Chaos the carvings have all been defaced, chiseled nearly flat and covered over by blasphemous images and words.

Hargcarath and her children – Dadil, Leeli, Raisa, Midla, and Zazia – dwell in the back half of the cave and have

stretched a curtain of skins across the middle, separating the cave into two sections. Hargcarath is to be found within the cave on a roll of 1-5 in 6; her daughters will be present on a roll of 1-3 in 6 (roll independently for each). Daughters that are not present when the cave is encountered are out hunting and will return within 1d8 hours.

The cavern itself has become a focal point of Chaos. Lawful creatures that enter the cave must Save v. Death or become nauseated, taking a –2 penalty to attack and damage rolls for as long as they remain inside. Further, all divine spells cast by Lawful spellcasters that have a variable effect do so at disadvantage; roll twice and take the lower of the two results.

The Chaotic influences that permeate the temple last for 3d6 days after the medusae have been slain and the temple walls cleaned of their blasphemy.

The medusae are on cordial terms with the naga and her orcish slaves in Hex 16.23, although they are not allies by any means, especially since Hargcarath has petrified several of Cthedrak's servants to add to her garden.

Hargcarath and her daughters are all priestesses of Malorkahudfen; Hargcarath a 5th-level cleric, Dadil, Leeli, and Raisa 2nd-level clerics, and Midla and Zazia 1st-level clerics.

Midla and Zazia, *AC 8 (11), HD 5** (13, 21 hp), Att 1 x snake-bites (1d6 + poison), THAC0 15 (+4), MV 90' (30'), SV D9 W10 P12 B14 S12, ML 8, AL Chaotic, XP 425, NA 1d3 (1d4), TT F*

Each sister wears 1d4x100 gp in jewelry.

Dadil, Leeli, Raisa, *AC 8 (11), HD 6*** (11, 18, 19 hp), Att 1x snake-bites (1d6 + poison), THAC0 14 (+5), MV 90' (30'), SV D9 W10 P12 B14 S12, ML 8, AL Chaotic, XP 950, NA 1d3 (1d4), TT F*

The trio typically have the spell fear memorized. Each sister wears 1d6x100 gp in jewelry.

Hargcarath, *AC 8 (11), HD 9*** (46 hp), Att 1 x snake-bites (1d6 + poison), THAC0 11 (+8), MV 90' (30'), SV D6 W7 P9 B11 S9, ML 8, AL Chaotic, XP 3000, NA 1d3 (1d4), TT F*

Hargcarath typically has the following spells memorized: cure light wounds, detect magic, bless, hold person.

She wears 3d4x100 gp worth of jewelry.

The medusae have a truly impressive hoard they have collected over the years:

- 3,500 cp
- 7,200 sp
- 3,150 gp
- 2,500 pp
- Eleven gems, worth 10 gp (x3), 50 gp (x2), 100 gp (x2), and 500 gp (x4).

Their treasure is located in their sleeping quarters, almost as an afterthought — all except the jewelry, which they wear.

0603. Zombie

A single zombie can be found in this subhex. It has fallen into a narrow cleft and cannot work its way out. The zombie is mostly quiescent during the day, as sunlight causes it pain but no damage, but when darkness falls it begins to scrabble feebly at the rocks that pin it in place. There is a good chance that when first encountered the adventurers will mistake the zombie for a corpse; it will, of course, attempt to brain and devour any creature foolish enough to approach within striking distance.

The zombie has no treasure.

Zombie (1), *AC 8 [11], HD 2 (9 hp), Att 1 x fist (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*

0606. Sinkhole.

The first time the adventurers enter this hex a sinkhole opens up, dropping 1d4 adventurers at random into a hole. If they are mounted, their mounts fall in as well. Those that fall in take 2d6 points of falling damage, which can be halved by rolling equal to or less than their Dexterity on 3d6. Horses automatically take the damage, and if they survive they must Save v. Death or break a leg. Horses that break a leg are lame and must be healed magically.

The sinkhole is about twenty feet deep in the center and forty feet in diameter.

Wandering Monsters for Hex 16.24

1. Sprites (1d6)
2. Wolves (1d10)
3. Boars (1d4)
4. Boar, giant (1-3 in 6 chance of being accompanied by 1d4 normal boars).
5. Pegasus (1d2)

6. Deer (1d12)
7. Cockatrice (1d3)
8. Roll on Secondary Table

Secondary Table

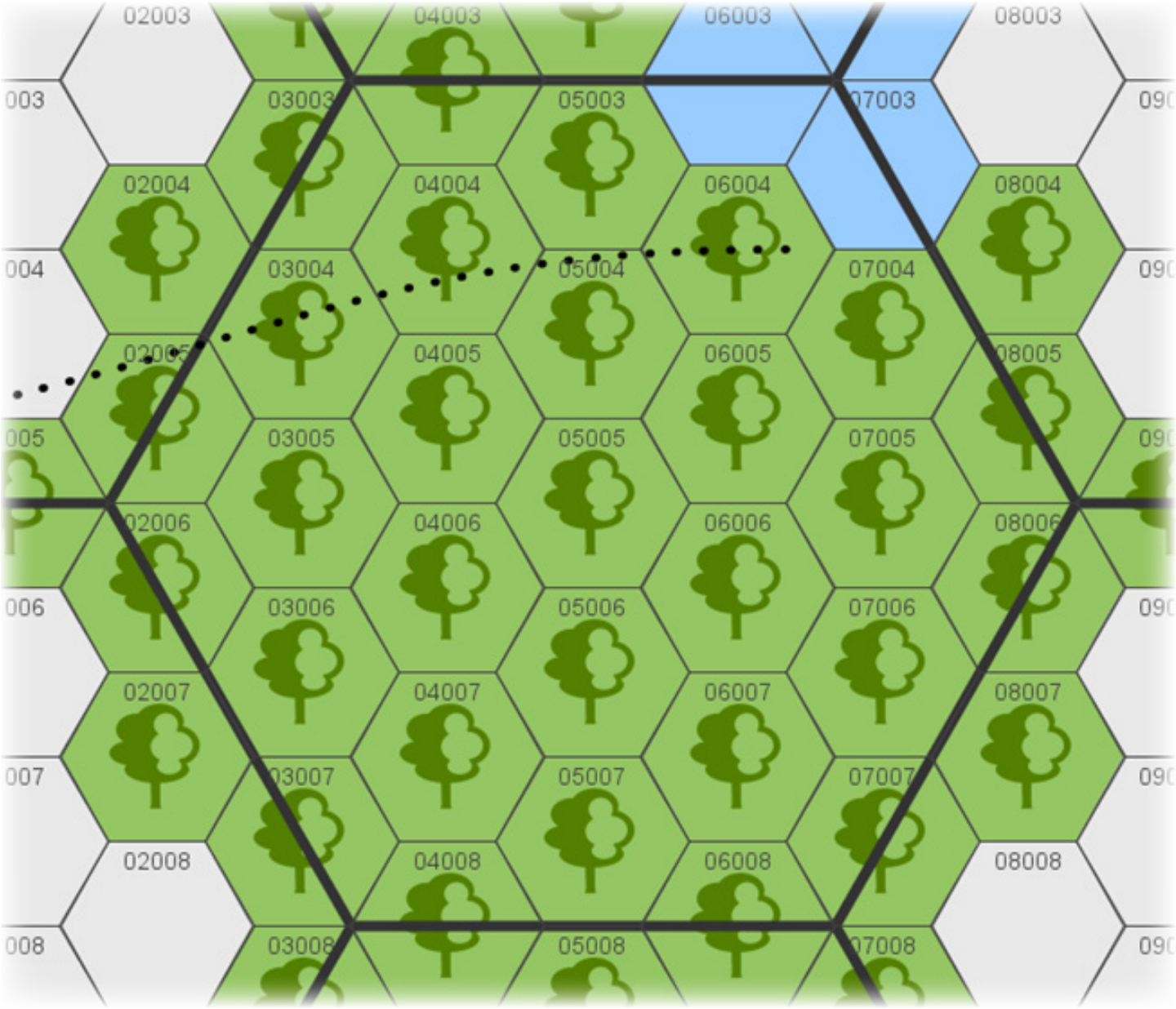
1. Drake, wood (1)
2. Hawk, giant (1d2)
3. Strigi (1d4), see Hex 17.24
4. Owlbears (1d2), see Hex 17.23
5. Goblins (2d4), see Hex 17.24
6. Gnolls (1d6), see Hex 18.23

Wandering Monsters for Hex 15.23

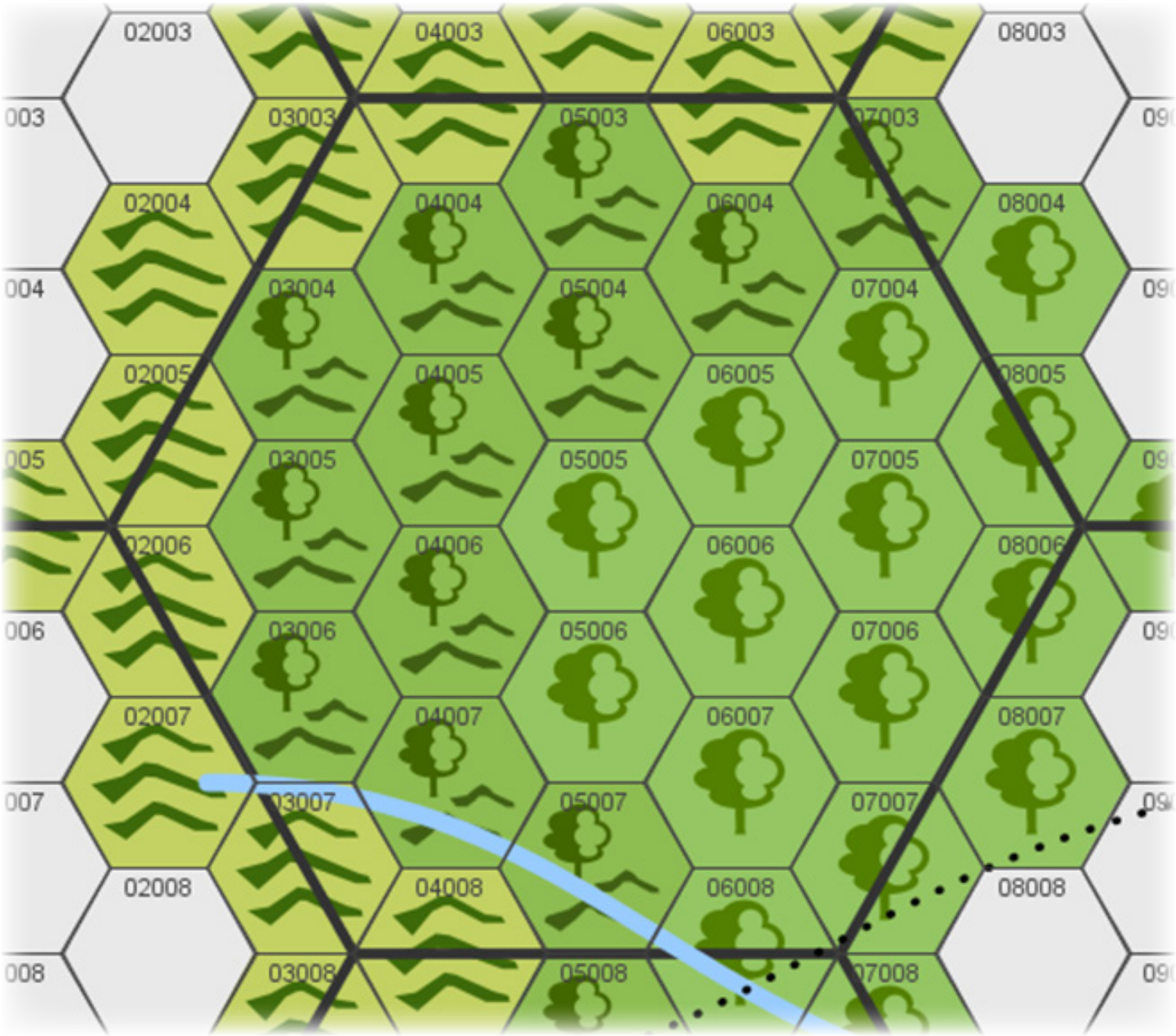
1. Medusa (1d4)
2. Medusa (Hargcarath plus 1d4–1 daughters)
3. Scorpions, giant (1d5, hills only; roll again in other locations).
4. Boars (1d3), from Hex 16.24
5. Wolves (1d10), from Hex 16.24
6. Pegasus (1d2), from Hex 16.24
7. Cockatrice (1d2), from Hex 16.24
8. Roll on Secondary Table

Secondary Table

1. Basilisk (1d4), from Hex 15.22
2. Orcs (2d4), from Hex 16.23
3. Autrak, dragon, from Hex 16.22
4. Roc, small (1d2), from hills to the west
5. Owlbear (1d4), from hills to the west
6. Bulette (1), from Hex 15.22

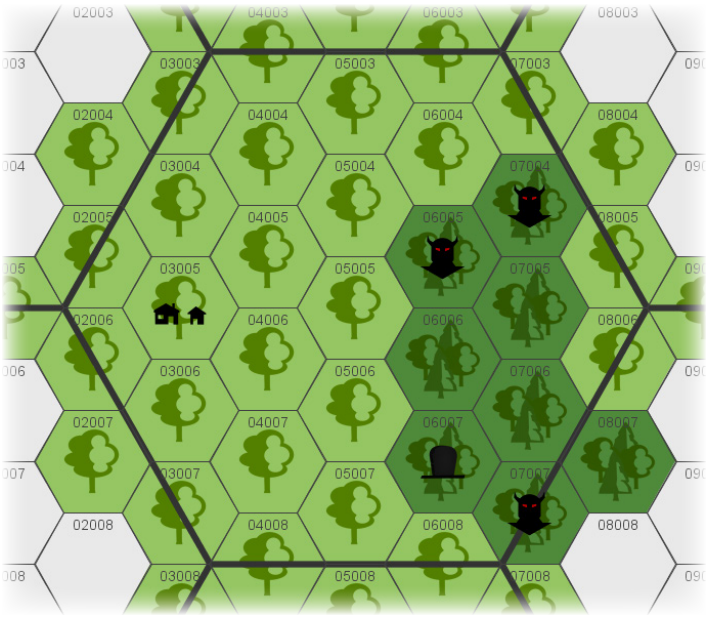


Hex 16.24 Player Map



Hex 15.23 Player Map

Hex 17.24 – The Village of the Owl-Folk



Resources: Vegetable (Timber, 4); Vegetable (Fungus, 3)

This hex comprises almost entirely light oak, chestnut, walnut and other deciduous trees. The trees are old, with plenty of space between them, forming a near continuous canopy that shades the ground and prevents most undergrowth from establishing itself, so travel through the woodland is easy. The one exception is about eight square miles in the eastern portion of the hex where the trees become much more densely packed, with conifers making up about half the species. Home to a brood of deadly giant black widow spiders, and a half-dozen wights lurking in a forgotten mausoleum a half-dozen wights in which, this is the northern tip of the haunted forest known as the Darkwood.

In the lightly forested section, sight lines range from 50 to 300 yards (5d6x10) and encounters occur at intervals of 20 to 80 yards (2d4x10). In the Darkwood, sight lines range from 20 to 80 yards (2d4x10) and encounters occur at intervals of 5 to 40 yards (5d8). The trees in the Darkwood are dense enough that targets more than 20 yards away gain partial cover (–2 penalty to attack rolls against them); those more than 50 yards away gain majority cover (–5 penalty to attack rolls against them); and missile attacks at a range greater than 100 yards are not possible. These penalties are in addition to those imposed by range increments for the weapon used.

Ex. A character with a sling is trying to hit a target 90 yards away. The roll has a –1 penalty due to the range modifier, with an additional –5 penalty for cover).

The Darkwood is a large, densely wooded forest that has been irrevocably tainted by Chaos. It is generally avoided by residents of the nearby hexes, except during the midday hours, when the owl-folk who dwell in subhex 0305 venture within to harvest the rare mushrooms that grow only within these cursed woods.

The Darkwood is one of those infrequent places in the world where the presence of evil is palpable, shaping the inhabitants and those who enter. In this case it is a relatively natural phenomenon; there is no specific cause for it, and no known way to remove it.

Lawful and Neutral characters who enter the Darkwood are affected in the following manner:

- They have an ever-present sense of moving shapes in their peripheral vision, hushed whispers behind them, and the feeling of ghostly fingers brushing the nape of their neck. This state of constant awareness is distracting, and as such they suffer a –1 penalty to avoid surprise. Chaotic characters suffer no such phantasmal delusions.
- Resting within the Darkwood is near impossible for non-Chaotic creatures. All Lawful and Neutral characters must make a Save v. Spells every time they attempt to sleep. Failure indicates a restless night, imposing penalties as though they had not rested (–1 to attack and damage rolls until they've rested a full day). Spellcasters cannot regain lost spells if the save is failed.
- The Darkwood is somewhat inimical to life. Whenever magical healing occurs within its borders roll twice, taking the worse result.
- A *protection from evil* spell will eliminate these penalties, but only as long as the spell lasts and only for those within its radius who have not broken the strictures of the spell (attacking, casting a spell upon or forcing the barrier against an evil creature).

In addition to the oppressive dangers of the Darkwood, the forest itself is heavily shaded; even during the middle of the afternoon it is as dark as dusk under its boughs, allowing creatures sensitive to sunlight to walk freely. It's also noticeably colder within the wood.

The terrain is difficult to navigate. The densely packed trees reduce movement to 2/3 normal. If using the exploration rules in Hexcrawl Basics the number of subhexes that can be explored per day is reduced by 1. It is also difficult to discern a trail or keep one's bearings here; tracking skill

Hex 17.24 – Village of the Owl-Folk



checks are made with a –2 penalty, and the chances of getting lost are doubled.

The three hexes (605, 704 and 707) that contain black widow lairs are even more difficult to traverse, due to the omnipresent strands of cobwebs draped throughout the hexes. The webs reduce overall movement to half normal and increase the chances of getting lost or delayed by a multiplier of three. Desiccated corpses of past victims dangle here and there, like enormous white fruit. The treasure of the spiders can be found, scattered throughout each hex, concealed within the cocoons of their victims.

The highest concentrations of velvet cap mushrooms in the Darkwood are in the three hexes inhabited by giant spiders; the other three hexes contain 1d4–1 pounds of mushrooms. If fully picked, a hex's mushrooms will regrow in a period of one month.

0305. The Village of the *Strigi*

There's a small village of strigi, or owl-folk, in this hex, nestled among and merging with the large, old-growth oaks and chestnuts. It is rather isolated – most of the trade with outsiders occurs to the west, following the road that runs through 17.23 to the human village of Liwil in Hex 14.23, although the strigi do have some trade with the gnolls of the Blistered Skin tribe in Hex 18.23.

The village has no blacksmiths, nor the ability to work with metal harder than bronze, but the owl-folk are expert leatherworkers, herbalists and healers. For trade purposes Highglade is considered a Class 1 market for all goods except herbs, alchemical products, and leather or hides, in which cases it is to be considered a Class 4 market. The inhabitants of the village live communally, using barter rather than coin, although Ranal, their chief, keeps a hoard of coins to use when outsiders visit.

Highglade Demographics

The makeup of Highglade is as follows:

- 26 1st-level strigi
- 4 2nd-level strigi
- 2 3rd-level strigi
- 1 9th-level strigi
- 2 1st-level strigi seers
- 1 2nd-level seer
- 1 3rd-level seer
- 1 6th-level seer
- 4 giant gecko lizards

With the exception of unusual or unique NPCs the 1st-level owl-folk will all have the following stats:

Strigi (1st-level), **AC** *9 [10]*, **HD** *1 (4 hp)*, **Att** *1 x weapon (1d6 or by weapon)*, **THAC0** *19 [0]*, **MV** *120' (40')*, **SV** *D13 W14 P11 B16 S15*, **ML** *8*, **AL** *Neutral*, **XP** *10*, **NA** *0 (1d8)*, **TT** *A*

Assume normal strigi encountered in Highglade are unarmed. Those encountered outside of Highglade (as part of a patrol, for instance) will be armed with simple melee weapons doing 1d6 points of damage, in addition to slings (1-4 on d6) or short bows (5-6) and enough ammunition for ten shots.

The rest of the inhabitants have stat blocks in their location entries.

Strigi live communal and egalitarian lives. Because of their isolation, their belief in shared property, and their reluctance (or inability) to work metal, they do not generally use coins, instead bartering amongst themselves for goods or services, with various drugs being some of the most commonly exchanged commodities. Each *strigi* encountered in Highglade will be carrying 1d3–1 doses of drugs. Rolling a d6, on a result of 1-5 a dose will be a common (i.e. without mechanical benefit) substance such as black lotus, hallucinogenic mushroom, laughweed, etc., while a result of 6 indicates one of the rare drugs found in the index. Seers most often possess astral tea or dream-snuff, while *strigi* on patrol or leading exploration parties often possess one of the more utilitarian substances.

1. The Wind Retreat.

At the very top of the tallest tree in Highglade is a small building, used as a sanctuary and retreat for those *strigi* seeking the solitude needed to hear the secrets the winds whisper into the ears of those prepared to hear. The walls of the hut are thin, with large openings on all four sides to allow free passage of the blowing wind. There's a 1 in 6 chance that this hut will be occupied by a randomly determined *strigi* seer, deep in an oracular trance.

2. Ranal Rilli.

Ranal is the patriarch of Highglade, a 9th-level *strigi* who has been tasked by the Council of Seers with overseeing the temporal affairs of the village. He is young for one with such responsibilities, barely forty years old, but has spent much of his life ranging far and wide. In his youth he traveled as far as the town of Liwil (see Hex 14.23) and made treaty with them, although it is infrequent that trade has passed between the two communities.

Ranal Rilli (9th-level strigi), **AC** *3 [16]*, **HD** *9 (44 hp)*, **Att** *1 x sword or shortbow (1d8+1 or 1d6)*, **THAC0** *14 [5]*, **MV** *90' (30')*, **SV** *D10 W11 P5 B12 S10*, **ML** *9*, **AL** *Neutral*, **XP** *900*, **NA** *unique*, **TT** *see below*

Ranal wears a suit of leather armor crafted from the tanned carapace of a giant black widow spider, an inhabitant of the Darkwood that he slew in single combat in his youth. It is enchanted, possessing a +2 bonus, and granting the same bonus to saves against poison. He also wields a *sword +1*, passed down to him by his mother. Ranal keeps the community's wealth, used largely when trading with outsiders. He currently has 4,300 cp, 4,700 sp, 865 gp, and a large ruby worth 650 gp in a locked chest in his quarters.

If using the Alternate Rules, Ranal has the Toughness, Magic Initiate, and Swashbuckling Knacks (AC bonus is already included in the stat block).

3. Meeting Hall.

The closest thing to passing for an inn or tavern in Highglade, the meeting hall is perched near the top of one of the largest trees. It has a large common room on the main floor, with a number of smaller rooms and chambers spreading over the crown of the tree. Outsiders who are able to scale the heights of the trees and have earned the trust of the owl-folk are welcome to stay here rather than in location 19.

An owl-folk named Leeria Du runs the establishment, aided by her two children, Thanemar and Oredhal. Both children are approaching adulthood and itching to experience the world.

All three are normal 1st-level *strigi*.

4. The Jumbles.

Four families and their broods dwell in this scattershot arrangement of dwellings. Unless otherwise noted all are normal, 1st-level *strigi*. Children have 1d2 hp each and attack as Normal Men. Those with differing class levels will be statted out at the end of this entry.

1. Dalshal and Morilmal. These two women have adopted the two children of Dalshal's dead brother and have been raising them as their own. Their children are named Ril and Mishi, and are good-natured scamps. Dalshal is a 2nd-level seer while Morilmal is a normal owl-folk.
2. Hirgil and Zendar. A married strigi couple with one child, Deldis. Both are 2nd-level *strigi*.
3. Thresrond and Rohira, a married couple, live with Viusand (Rohira's father) and three children: Kraesleon, Kithmo, and Gakraes. Gakraes, an inquisitive 9-year-old, is extremely perceptive and is the only *strigi* to suspect that something is amiss with Ethduil (see area 11). Gakraes can be befriended with sweets or tales of derring-do and adventure.

Dalshal (2nd-level seer), **AC** *9 [10]*, **HD** *2 (8 hp)*, **Att** *1 x weapon (1d6 or by weapon) or spell*, **THAC0** *19 [0]*, **MV** *120' (40')*, **SV** *D13 W14 P11 B16 S15*, **ML** *8*, **AL** *Neutral*, **XP** *20*, **NA** *unique*, **TT** *see below*

One of the leaders of the community, Dalshal is kind and considerate of others. She is likely to offer to tend to a wounded PC, and advocates for sheltering strangers.

Dalshal normally has *cure light wounds* memorized. If using the Alternate Rules at the back of this book she has the Lay on Hands Knack. She has a *potion of healing* in her cupboard, reserved for times of need.

Hirgil and Zendar (2nd-level strigi), **AC** *7 [12]*, **HD** *2 (8, 5 hp)*, **Att** *1 x weapon (1d8 or by weapon)*, **THAC0** *19 [0]*, **MV** *90' (30')*, **SV** *D13 W14 P11 B16 S15*, **ML** *9*, **AL** *Neutral*, **XP** *20*, **NA** *unique*, **TT** *see below*

Both *strigi* are rangers, leading patrols into the woods around Highglade to intercept trouble or hunt for mushrooms in the Darkwood. Both are armed with shortbows and swords. If using the Alternate Rules both have the Toughness Knack (already used to calculate hp) and the Tracking skill.

Thresrond (3rd-level strigi), **AC** *6 [13]*, **HD** *3 (14 hp)*, **Att** *1 x weapon (1d6 or by weapon)*, **THAC0** *19 [0]*, **MV** *90' (30')*, **SV** *D13 W14 P11 B16 S15*, **ML** *8*, **AL** *Neutral*, **XP** *35*, **NA** *unique*, **TT** *see below*

Thresrond is one of the bodyguards to Ranal Rilli. She has a *ring of wishes*, with one remaining, that she is saving for the most dire of circumstances. If using the Alternate Rules she has the Swashbuckling Knack (AC adjustment included above).

5. Borquen's Residence.

The senior seer of Highglade dwells here.

Borquen (6th-level strigi seer), **AC** *9 [10]*, **HD** *6 (20 hp)*, **Att** *1 x weapon (1d6) or spell*, **THAC0** *17 [+2]*, **MV** *120' (40')*, **SV** *D11 W12 P9 B14 S12*, **ML** *8*, **AL** *Neutral*, **XP** *500*, **NA** *unique*, **TT** *see below*

If using the Alternate Rules, Borquen has the Diviner and Prodigy Knacks (already included in the following spell allotment). She can cast three 1st, three 2nd, and one 3rd-level spells, and typically prepares the following: augury, cure light wounds, predict weather, *barkskin, charm person, locate object, dispel magic.*

She possesses the following magical items (an asterisk indicates an item she carries on her person): *broom of flying, scrying bowl* (silver bowl that, when filled with water, functions as a crystal ball. Usable once per day), *potion of diminution, potion of healing*, scroll of protection from undead, spell scroll** (contains *protection from poison*).

Borquen is the senior seer in Highglade, an older female *strigi* who has served the community for nearly five decades. She is wise, but gruff and untrusting of outsiders. Should the adventurers get on the wrong side of her they will soon find themselves shunned by many of the residents.

6. The Depthless House.

Three decades ago a *strigi* seer named Imorwen built a most peculiar dwelling; a house only seven feet deep. Upon completing the house she entered the front door and has not been seen since. Those who have opened the door since her passage behold the empty shell of a house, seven feet deep, fifteen wide, and twenty feet tall, lacking any features save for whitewashed plaster walls.

7. Lizard Lounge.

4 giant gecko lizards are stabled here, trained by the *strigi* for use as mounts. Their trainer, Tinumai, resides in Room 11, just below their complex. There will only be 1d2 geckos in their nest at any given time, as the others will be out on patrol.

There's a 1-2 in 6 chance that Tinumai is in the nest, caring for his charges. Also hanging in the nest are four sets (less the number of lizards out on patrol) of saddles and harnesses that allow the owl-folk to ride the lizards without falling off while they climb.

Tinumai (2nd-level strigi), **AC** *7 [12],* **HD** *2 (4 hp),* **Att** *1 x weapon (1d6),* **THAC0** *19 [0],* **MV** *90' (30'),* **SV** *D13 W14 P11 B16 S15,* **ML** *9,* **AL** *Neutral,* **XP** *20,* **NA** *unique,* **TT** *see below*

Tinumai lost his left leg from the knee down to a giant spider as a youth and as a result no longer goes out on patrol, but instead has been charged with caring for the community's giant lizard mounts. If using the Alternate Rules he has the Skillful Knack, with his additional skills dealing with the care and breeding of animals.

Gecko, giant lizard (4), **AC** *5 [14],* **HD** *3+1 (12, 13, 16, 17 hp),* **Att** *1 x bite (1d8),* **THAC0** *16 [+3],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *7 (8 when ridden),* **AL** *Neutral,* **XP** *50,* **NA** *1d6 (1d10),* **TT** *U*

8. The Conflux.

The arboreal platforms and walkways between the trees meet here, in a wide, flat patio that often sees groups of *strigi* congregate for market or gossip. During the day 2d6 *strigi* can be found here; half that number at night.

9, 12, 15, 17. Communal Housing.

This tree has been hollowed out in such a manner that it remains alive, and the interior has been turned into communal housing for married *strigi* without their own dwellings.

Eeskadril (1st-level seer), **AC** *9 [10],* **HD** *2 (9 hp),* **Att** *1 x weapon (1d8 or by weapon),* **THAC0** *19 [0],* **MV** *90' (30'),* **SV** *D13 W14 P11 B16 S15,* **ML** *9,* **AL** *Chaotic,* **XP** *20,* **NA** *unique,* **TT** *see below*

Eeskadril dwells in the communal housing with his husband. Eeskadril is an older strigi, nearly 35, who came into his abilities as a seer later in life. He is somewhat bitter and jealous of the others, especially Halthos and Kiththi. Ethduil (see area 11) is aware of this, and has begun to whisper honeyed words of poison into Eeskadril's ears.

If using the Alternate Rules, Eeskadril has the Diviner Knack.

Saelior (2nd-level strigi), **AC** *7 [12],* **HD** *2 (10 hp),* **Att** *1 x weapon (1d8 or by weapon),* **THAC0** *19 [0],* **MV** *90' (30'),* **SV** *D13 W14 P11 B16 S15,* **ML** *9,* **AL** *Chaotic,* **XP** *20,* **NA** *unique,* **TT** *see below*

Saelior lives in the communal housing with his wife and young son. He is the most woods-wise of the *strigi*, and can often be found leading patrols into the Darkwood and beyond.

If using the Alternate Rules, Saelior has the Magic Initiate Knack.

10. The Lift.

Bulky goods are brought up to the treetops via this geared pulley system, as are visitors who are unable to make the climb. It is typically unmanned unless in use, and both basket and counterweight are located several dozen feet off the ground.

11, 13, 16. Communal Housing.

This tree has been hollowed out in such a manner that it remains alive, and the interior has been turned into communal housing for the unmarried residents of the *strigi* village.

Ethduil (2nd-level strigi), **AC** *7 [12]*, **HD** *2 (9 hp)*, **Att** *1 x weapon (1d8 or by weapon)*, **THAC0** *19 [0]*, **MV** *90' (30')*, **SV** *D13 W14 P11 B16 S15*, **ML** *9*, **AL** *Chaotic*, **XP** *20*, **NA** *unique*, **TT** *see below*

Ethduil has been corrupted by the evil of the Darkwood, and now willingly serves the Master of Shadows (refer to the upcoming Darkwood supplement). He is careful to not raise the suspicions of his community. He still leads patrols into the Darkwood and performs all of his other duties, but seeks for a way to corrupt more of his companions.

If using the Alternate Rules he possesses the Magic Initiate Knack, but substitute the following spells: charm person for dancing lights, and glamour (from OSE Druid and Illusionist Spells) for predict weather. He also possesses a charm, given to him by his master: a glass marble, reddish in color, that allows the Master of Shadows to see through it when Ethduil holds it up to his own eye. Ethduil can expend its magic to automatically save on any one saving throw, but the *all-seeing eye* then crumbles into dust, its magic spent.

An elderly *strigi* named Viusdril also lives here. The oldest *strigi* in the village, his age and experience affords him the respect of the community. He rarely leaves his room; several of the youngest *strigi* have taken to bringing him his needed meals and emptying his chamber pot.

Viusdril is also the last strigi (besides Ethduil) to have ventured deep within the Darkwood, and, at the bottom of a cedar chest, keeps a map that he made of all but the southernmost reaches of that foul forest. He has mostly forgotten about it, but if anyone were to inquire about the Darkwood in his presence it would likely (1-5 in 6 chance) stir his memories. The Darkwood map can be found at the end of this section. There are several locations of import noted, but no explanation is given, and Viusdril's memory is hazy on what they are.

Viusdril is a 1st-level strigi with 2 hp. Other than the map he has no other treasure.

Edral (3rd-level strigi), **AC** *7 [12]*, **HD** *3 (16 hp)*, **Att** *1 x weapon (1d8+1 or by weapon)*, **THAC0** *19 [0]*, **MV** *90' (30')*, **SV** *D13 W14 P11 B16 S15*, **ML** *9*, **AL** *Chaotic*, **XP** *35*, **NA** *unique*, **TT** *see below*

Edral is one of Ranal's bodyguards. If using the Alternate Rules she possesses the Toughness Knack. She is one of the strongest *strigi* in the community, gaining a +2 bonus to hit and damage with melee weapons (not reflected in stat block). She is also unique in being uninterested in altering her consciousness through drugs, an opinion that would earn her far more criticism were she not able to outfight most of the other villagers. She possesses the second key to area 23, as well as a *sword +1*.

Halthos Gilla (3rd-level seer), **AC** *9 [10]*, **HD** *3 (8 hp)*, **Att** *1 x weapon (1d4)*, **THAC0** *19 [0]*, **MV** *120' (40')*, **SV** *D13 W14 P11 B16 S15*, **ML** *9*, **AL** *Neutral, XP 35*, **NA** *unique*, **TT** *see below*

The second most powerful seer in the community, Halthos is young for his station and has, of yet, not found a mate. He is also intensely curious and can often be found on patrol or with mushroom hunting parties. He typically prepares *speak with animals* and *animal friendship*.

If using the Alternate Rules he has the Prodigy Knack.

Kiththi Gilla (1st-level seer), **AC** *9 [10]*, **HD** *1 (2 hp)*, **Att** *1 x weapon (1d4)*, **THAC0** *19 [0]*, **MV** *120' (40')*, **SV** *D13 W14 P11 B16 S15*, **ML** *9*, **AL** *Lawful*, **XP** *20*, **NA** *unique*, **TT** *see below*

Halthos's sister, Kiththi shares the communal quarters with him. She is only a year younger than the more experienced seer, and shares her brother's curiosity. She is one of the *strigi* who could most likely be convinced to leave the community in exchange for a life of adventure.

If using the Alternate Rules she has the Animal Companion Knack, and a trained mouse named Vel that she has adopted and raised.

14. The Hall of Seers.

Occupying the entire base of a third tree is a sacred space used only by the community's seers for ritual or religious ceremonies. The doors, carved with obscure arcane symbols, are kept locked at all times, and can only be opened with a spell such as *knock*, or by a seer.

The interior is in pitch darkness, and by tradition no light is allowed within; the door is only opened on nights of the new moon, when the owl-folk's sacred ceremonies occur. Once inside, one of the seers drinks the sap from the living tree, entering a trance that allows them to scry as with a crystal ball, but into the past and future as well as the present.

This ceremony is exhausting; the seer who enters the trance must roll at or below their Constitution score using 4d6 or have that score permanently reduced by 1.

18. Stables.

Within the tree opposite the visitors' quarters is another chamber at ground level, this one reserved for the mounts of various guests. It has stalls for six horses. There is access from the stables to the communal chambers above, though the trapdoor between them can be shut and locked, isolating the two.

19. Visitors' Quarters.

Non-strigi who visit the village are invited to stay within this chamber, at the very base of one of the trees. It requires no climbing to reach, and is isolated from the other dwellings within the tree. There is space for 8 human-sized creatures to sleep comfortably within the room, and double that should they cram in. When the village is first encountered there's a 1-2 in 6 chance that 1d4 individuals are currently staying here.

The remainder of the *strigi* village is underground, accessed via a number of hatches set into the ground. The underground chambers are carved out around the root systems of the massive trees above, and are used by the owl-folk to both care for the trees as well as for other purposes. Unless otherwise stated none of the hatches or doors here are kept locked. As a whole the *strigi* do not use the underground chambers that often, so it is rare to encounter individuals down here unless otherwise noted.

20. Chamber of Steam.

Fissures in the rock here let steam from an underground hot spring into this chamber, creating a sauna-like space that is the most frequented of these underground rooms. There will typically by 1d4–1 *strigi* in this chamber at any time, relaxing in the heat, either in the middle of or coming down from a drug-induced euphoric state.

21, 22. Root Cellars.

These two chambers are largely used for food and herb storage.

23. Oubliette.

Deep in the earth, further down than the root network of the massive trees extends, is a room with walls of brick, reinforced by wooden posts and rafters. The door is one of only two in the whole community that are locked – Ranal and Edral both have keys – and the chamber is used as a dungeon to contain those who have broken the laws of the community, which is a rare occurrence. When the adventurers first encounter the village there is a 1 in 6 chance it will contain a prisoner.

605. Lair of Kobadd, the Seven-Legged.

This hex is home to an enormous black widow spider with seven legs, the eighth lost decades ago to an adventurer who nonetheless succumbed to her poison. Kobadd is unusually large and tough for a giant spider, with twice normal HD and a lower AC. She is so old that leaf mold has collected in the crevices of her carapace, and growing on her shell are two pounds of velvet cap mushrooms. The s*trigi* have no doubt these mushrooms must be more potent than any they have sampled before and would pay extremely well to procure them. Otherwise, there are a total of 9 pounds to harvest from this subhex. All nine pounds will be found if the entire subhex is explored.

The following treasure can be found with a thorough examination of the hex: 4,000 gp, an agate worth 25 gp, a bloodstone worth 50 gp and a topaz worth 500 gp. In addition, assuming Kobadd is slain without the use of fire or area-affecting spells such as *fireball* or *lightning bolt*, the adventurers can harvest two pounds of velvet cap mushrooms from the back of her shell.

Kobadd the Seven-legged, **AC** *4*, **HD** *6* (31 hp)*, **Att** *1 x bite (2d8 + poison)*, **THAC0** *14 [+5]*, **MV** *60' (20')/120' (40') in webs*, **SV** *D9 W10 P11 B11 S13*, **ML** *8*, **AL** *Chaotic*, **XP** *600*, **NA** *Unique*, **TT** *Unique*

Kobadd's venom has intensified with age. Those bitten make their save with a –2 penalty, and if they fail they die in 1 round. Even those who save successfully take an extra 1d4 damage. Three times per day Kobadd can move at twice her normal rate, scuttling at surprising speed. She uses this ability to either close quickly with her prey or to beat a hasty retreat should she be outnumbered. She can chose to automatically succeed on a saving throw once per day.

Kobadd's carapace can be used as a principal for magical item creation, as per p. 11 of Hex 17.23.

607. House of the Undying.

Located approximately in the center of this subhex, surrounded by dying oak and hemlock trees, is a mausoleum roughly fifteen feet wide and thirty feet long. It's built from laid and mortared stone, with a steep slate roof. The door to the mausoleum is rusted iron and is unlocked. Lurking within are six wights. The tree-cover here is less than in the

rest of the Darkwood, since many of the trees are dying, and as such the wights only emerge at night. There are no velvet cap mushrooms growing in this subhex.

The entire subhex is tainted with an even more malevolent evil than that which permeates the rest of the hex; it is this which caused the dead within the tomb to rise as wights. Within the subhex clerics turn undead as though they were two levels lower than their actual level. Any intelligent beings that die within its borders have a 35% chance of rising after 1d6 days as zombies, unless they are slain by the wights, in which case they become wights themselves.

The wights were once members of a minor noble family of the Skeldrene Dynasty that once ruled the hills to the west (see the Basilisk Hill hexes); they have a large trove of treasure: 4000 silver coins, 3000 electrum coins, a zircon worth 75 gp, two jades worth 100 gp, 2 opals worth 750 gp, three pieces of bronze jewelry worth 30, 100, and 110 gp, two potions (both of delusion as they've spoiled from their long exposure to evil energy, but which register to cursory inspection as potions of healing and human control), a scroll of ward against lycanthropy, and a ring of protection +1 and medallion of ESP (both worn by the wight with the most hp). The coins are all embossed with the profile of a griffon on one face and a crown with three points on the other.

The *strigi* never venture within this subhex.

Wights (6), AC *5 [14],* **HD** *3* (9, 10, 13, 14, 14, 21 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*

The wight with 21 hp wears the medallion of ESP and ring of protection.

704. The Three Sisters.

Three giant black widows dwell in this hex, called *The Sisters* by the *strigi* who harvest the velvet caps. The three hunt in a pack; one of them will attack from the front to distract their prey while the other two approach from the sides or above.

There is no treasure to be found amongst the corpses of the dead in this subhex, but because of the three adult spiders there are more velvet caps than would otherwise be expected; adventurers can find a total of 16 pounds.

The Three Sisters, **AC** *6 [13],* **HD** *3** (11 hp each),* , **Att** *1 x bite (2d6 + poison),* **THAC0** *17 [+2],* **MV** *60' (20')/120' (40') in webs,* **SV** *D12 W13 P14 B15 S16 (2),* **ML** *8,* **AL** *Chaotic,* **XP** *50,* **NA** *1d3 (1d3),* **TT** *U*

If two or more of the Sisters are attacking a single target they each get a +2 bonus to hit.

707. The Brood.

A mated pair of giant black widow spiders dwelt in this hex until recently, when they both perished in a trap set by the *strigi*, leaving their adolescent offspring to fend for themselves. There are eleven black widow spiders, each possessing 1+2 HD.

The Brood have begun to cannibalize one another, and every month after the adventurers first enter the hex their numbers will dwindle by another 1d4. This will continue for three months, at which point any remaining spiders will have reached adulthood. 1d3 will remain in this subhex, while the rest will move to other subhexes within the Darkwood.

The brood are not nearly as cunning or coordinated as adult spiders; upon entering the hex the adventurers will encounter 1d6 every three turns until they're all encountered. Their poison is still weak, and those bitten suffer 2d4 hp damage and Save v. Poison with a +2 bonus.

On the edge of the hex, right at the border of subhex 0706, the adventurers will find two enormous trees that have been felled and lie across each other; the trees have been purposefully cut and underneath them are the desiccated corpses of the two parent spiders.

A search of the subhex will reveal a total of 2 pounds of velvet caps; two bloodstones, a tourmaline, and a star ruby (worth 50, 50, 100 and 750 gp); and a *short sword +1* with the name *Bigir* engraved on the flat of the blade.

The Brood, **AC** *7 [12],* **HD** *1+2 (3, 3, 5, 5, 6, 8, 8, 8, 9, 10, 10 hp),* **Att** *1 x bite (2d4 damage + poison),* **THAC0** *18 [+1],* **MV** *60' (20')/120' (40') in webs,* **SV** *D12 W13 P14 B15 S16,* **ML** *7,* **AL** *Chaotic,* **XP** *19,* **NA** *1d3 (1d3),* **TT** *U*

Random Encounter Table

The Darkwood

1. The Brood (1d6)
2. The Three Sisters (1-4 in 6 chance of encountering all three, otherwise it will be 1d2)
3. Kobadd Seven-legged
4. Wights (1d6)
5. Strigi (5), gathering mushrooms (see C, below)
6. Skeletons (2d4), pile of bones that animate and attack as the adventurers approach
7. The Brood (2d6–1)
8. Zombies (1d6)

Everywhere Else

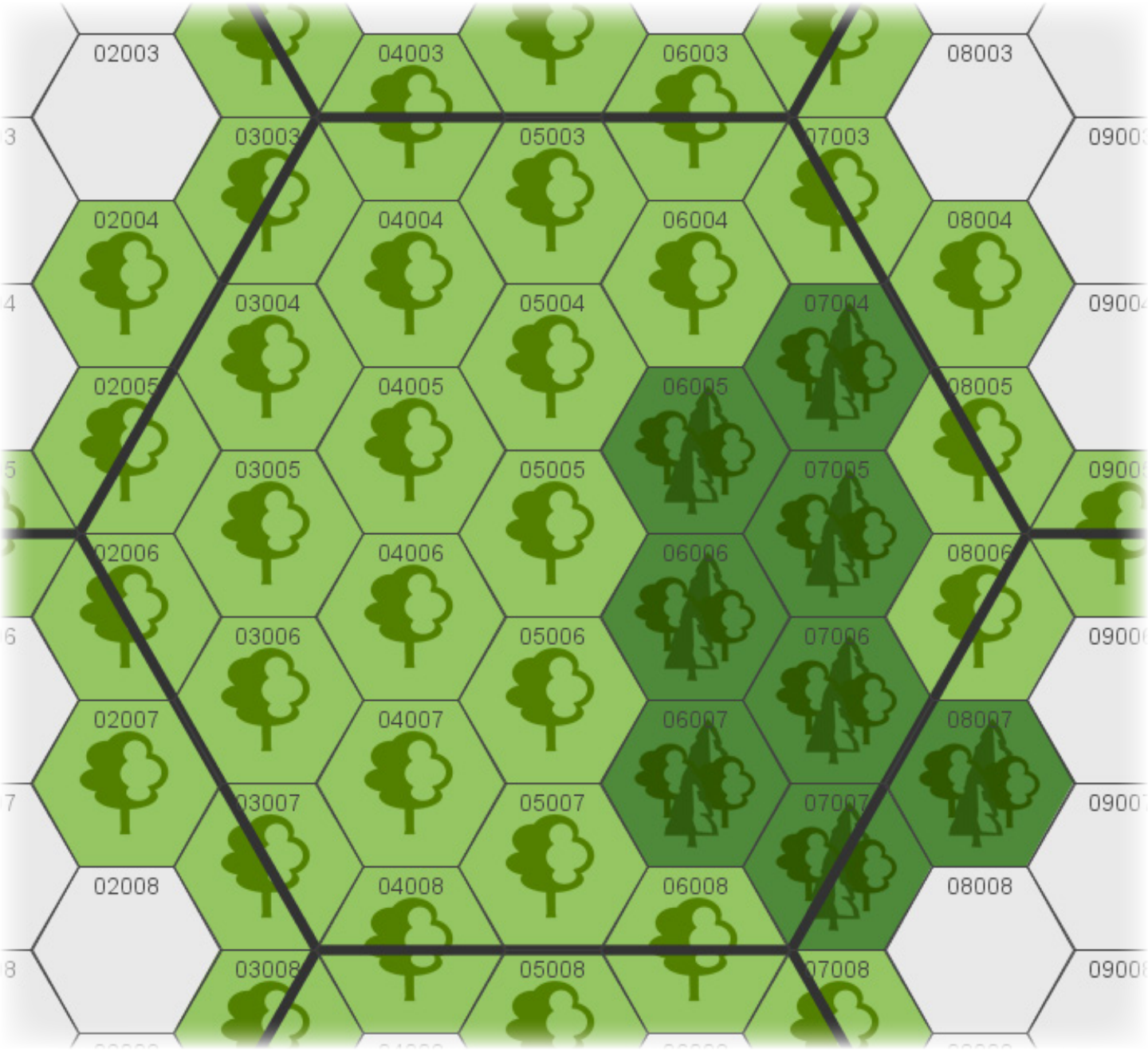
1. Strigi (1d6) hunting party (see A, below)
2. Strigi (5) patrol (see B, below)
3. Strigi seer, collecting rare herbs (see C, below)
4. Goblins (3d4) from hex 18.24
5. Pegasus (1d2) from hex 17.23
6. Giant hawks (1d2) from hex 17.23

A. A hunting party will be 1st-level *strigi*, with a 1-3 in 6 chance of being accompanied by a 2nd-level *strigi* (determine which one randomly), 4-5 chance of a 3rd-level *strigi*, and on a 6 Ranal himself. If accompanied by a higher-level *strigi* there's a 1-3 in 6 chance they will also have a riding gecko with them.

B. Better armed and equipped than hunting parties, patrols consist of four 1st-level *strigi* led by a 2nd-level *strigi*. The second-level *strigi* is always riding a giant gecko.

C. Seers, when they venture out to collect herbs, will do so either singly (if in the normal part of the hex) or with a patrol (see above) if in the Darkwood. When seers venture into the Darkwood the party will be accompanied by the normal contingent on a roll of 1-3, the normal contingent plus a 3rd-level *strigi* on a roll of 4-5, or a normal contingent plus a 3rd-level *strigi* and Ranal on a roll of 6.

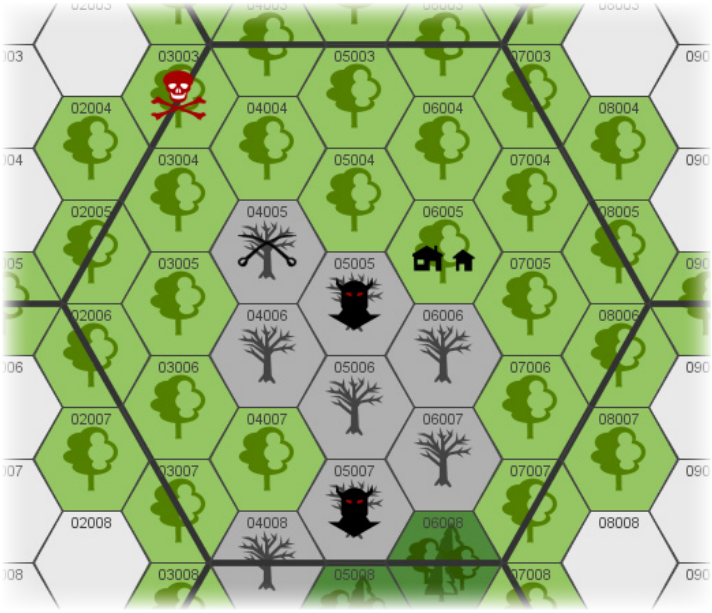
Hex 17.24 – Village of the Owl-Folk



Large hex = 6 miles face to face

Smaller hexes = 1.2 miles, face to face

Hex 18.24 – The Deadwoods



Resources: Vegetable (Timber, 2)

This hex is notable chiefly for the woods to its south; the northern tip of the Darkwood (see Hex 17.24) extends about 9 square miles into this hex. This spur of the Darkwood is composed almost entirely of dead trees and, appropriately, harbors a large number of undead. It is referred to as the "Deadwood".

There are two main threats lurking within this hex: an undead treant lairs in subhex 0505, and a trio of spectres haunt subhex 0507. In addition, adventurers are likely to encounter large numbers of lesser undead as they traverse the area. Few living creatures venture into or lair within even the normal forest in the rest of this hex, with the exception of a small tribe of goblins that has found some measure of security by dwelling near to the haunted woods.

In the lightly forested section, sight lines range from 50 to 300 yards (5d6×10) and encounters occur at intervals of 20 to 80 yards (2d4×10). In the Darkwood, sight lines range from 20 to 80 yards (2d4×10) and encounters occur at intervals of 5 to 40 yards (5d8). The trees in the Darkwood are dense enough that targets more than 20 yards away gain partial cover (–2 penalty to attack rolls against them); those more than 50 yards away gain majority cover (–5 penalty to attack rolls against them); and missile attacks at a range greater than 100 yards are not possible. These penalties are in addition to those imposed by range increments for the weapon used.

Ex. A character with a sling is trying to hit a target 90 yards away. The roll has a –1 penalty due to the range modifier, with an additional –5 penalty for cover.

The Darkwood is a large, densely wooded forest that has been irrevocably tainted by Chaos. It is generally avoided by residents of the nearby hexes, except during the midday hours, when the owl-folk who dwell in subhex 0305 venture within to harvest the rare mushrooms that grow only within these cursed woods.

The Darkwood is one of those infrequent places in the world where the presence of evil is palpable, shaping the inhabitants and those who enter. In this case it is a relatively natural phenomenon; there is no specific cause for it, and no known way to remove it.

Lawful and Neutral characters who enter the Darkwood are affected in the following manner:

- They have an ever-present sense of shapes moving in their peripheral vision, hushed whispers behind them, and the feeling of ghostly fingers brushing the nape of their neck. This state of constant awareness is distracting, and as such they suffer a –1 penalty to avoid surprise. Chaotic characters suffer no such phantasmal delusions.
- Resting within the Darkwood is near impossible for non-Chaotic creatures. All Lawful and Neutral characters must make a Save v. Spells every time they attempt to sleep. Failure indicates a restless night, imposing penalties as though they had not rested (–1 to attack and damage rolls until they've rested a full day). Spellcasters cannot regain lost spells if the saving throw is failed.
- The Darkwood is somewhat inimical to life. Whenever magical healing occurs within its borders roll twice, taking the worse result.
- A *protection from evil* spell will eliminate these penalties, but only as long as the spell lasts and only for those within its radius who have not broken the strictures of the spell (attacking, casting a spell upon or forcing the barrier against an evil creature).

In addition to the oppressive dangers of the Darkwood, the forest itself is heavily shaded; even during the middle of the afternoon it is as dark as dusk under its boughs, allowing creatures sensitive to sunlight to walk freely. It's also noticeably colder within the wood.

The terrain is difficult to navigate. The densely packed trees reduce movement to 2/3 normal. If using the exploration rules in *Hexcrawl Basics* the number of subhexes that can be explored per day is reduced by 1. It is also difficult to discern a trail or keep one's bearings here; tracking skill

checks are made with a –2 penalty, and the chances of getting lost are doubled.

This spur of the Darkwood is called the Deadwood by those who know of it, and it possesses some features in addition to those of the rest of the Darkwood. Dead trees have a malevolent tendency to fall at the worst possible time. Every time a Deadwood hex is entered there's a **1-2 in 6** chance that a tree will fall, targeting **1d6–1 individuals** in the party (a result of 0 indicates the tree merely falls nearby), selected at random. All of those targeted must Save v. Death to avoid being hit by the fallen tree. Those who fail suffer 3d6 points of damage.

The Deadwoods are surprisingly resistant to flame; the dead trees are soft and punky, saturated with water. Any wood collected within will burn feebly, providing both less heat and illumination than a standard fire, and will require constant care to keep burning. Any food cooked over the flames will have a foul, oily taste regardless of how it is prepared. Fires started by other means, such as lit oil, *fireballs*, etc. only have a **1 in 6** chance of starting a subsequent wildfire, which will burn feebly for only **1d4 turns**.

Finally, the Deadwood is an unhallowed place, with the following effects:

- For every night the corpse of a sentient being remains in the Deadwood there's a 1 in 6 chance it rises as a zombie. The only way to prevent this is cremation – even burying the dead with ritual sacraments only delays the inevitable; those so treated have a 1 in 6 chance of rising for every year they remain within.
- Undead are turned as if they had 2 more HD than they do.

The creation of the Deadwood is linked to the existence of Imgashkril, the undead treant, and the perversion of the natural order it represents. Should Imgashkril be destroyed the following occurs:

- There's no longer a chance of trees falling when adventurers enter a subhex. Do not remove the entry from the random encounter table, through.
- The chance of the dead rising is reduced from 1 in 6 per night to 1 in 6 per week, and consecrated dead will never rise.
- Undead are turned as normal.

0303. A Slippery Slope

A shallow incline in this subhex is covered in downed branches and leaves, concealing a number of tripping hazards. While not dangerous to adventurers moving on foot at normal speeds, it is dangerous for horses or those running. Those at risk must make a Save v. Wands. Failure indicates they fall, sliding 5d10 feet, taking 1d2–1 points of damage per 10' they slide.

If a horse falls in this subhex it takes 1d2 points of damage per 10', as does its rider.

0405. The Charnel Field

The dead trees in this hex open up into a large clearing, some two hundred yards in diameter, littered with the bones of the dead from some forgotten battle. A close inspection reveals the bones are those of humans and orcs.

If the adventurers move to search the field of bones, a number of skeletons will animate and attack, both orcish and human. There is no statistical difference between the orcish and human skeletons, and 4d6 of each kind will animate. There's a **1-2 in 6** chance that the skeletons will ignore the adventurers and attack each other, their ancient enmity overcoming even the lure of living flesh.

If the skeletons do not fall to infighting they will attack anything living within the field, but will not pursue anyone who flees back into the shelter of the trees. This encounter "resets" at midnight each night; any skeletons that were destroyed the previous day will rise again. There are enough bones littered throughout the battleground that, unless significant time were taken to remove them, the same quantities rise anew. The only way to prevent the skeletons from rising is to first destroy Imgashkril (see subhex 0505), then sprinkle 500 gp worth of holy water over the field or have it blessed

Charnel Field Treasure Results

1d100 Roll	Result
01-10	3d6 gold pieces
11-25	3d6 silver pieces
26-40	3d6 copper pieces
41-50	1d4 gems worth 2d10 gp apiece
51-55	1 gem worth 6d20 gp
56-59	1d2 trinkets worth 1d4×10 gp apiece
60-62	1 piece of jewelry worth 3d6×10 gp
63-64	A gold tooth, worth 3d6 gp
65	A weapon +1*
66	A suit of armor +1*
67-71	1d4 weapons
72-76	1d2 suits of armor
77-00	Nothing

by a cleric of 7th level or higher.

There is some treasure to be found here but it requires a collective total of 100 turns to search. Every turn of searching per individual yields a roll on the following table:

Roll on the Charnel Field Treasure Results Table to determine the type of weapons and armor found. There's a **1-3 in 6** chance that the weapon or armor found will be rusted, broken or otherwise damaged, worth **2d4×10% base price**, unless it is magical.

Weapons. (1d6 result): 1 sword, **2** dagger, **3** warhammer, **4** mace, **5** battleaxe, **6** club.

Armor. (1d6 result): 1-2 shield, **3-4** ring mail, **5** chain, **6** banded mail.

Skeletons. **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*

0505. The Trees Have Eyes

This hex is the lair of an undead treant named Imgashkril. Immensely old, he was ancient before the Deadwood encroached on his territory and transformed him into a horrid undead creature.

Imgashkril shares the resistance to fire that all of the trees in the Deadwood enjoy, taking half damage automatically from any fire-based attacks (and ¼ damage on a successful saving throw). His existence is intimately tied to the forest itself; every time the adventurers enter a new subhex within the Deadwood there's a **1 in 6** chance Imgashkril instantly becomes aware of the presence of living creatures and their general location; he automatically becomes aware whenever anything living enters **subhex 0505**, regardless of his location at the time. Imgashkril cannot actually leave the Deadwood, due to his connection to the area.

Whenever the adventurers enter the Deadwood roll **1d100** to determine where Imgashkril is:

1d100 Roll	Resulting Hex
1-5	0406
6-10	0506
11-15	0606
16-30	0405
31-45	0506
46-60	0606
61-10	0505

Imgashkril has a treasure hoard buried in the ground where he roots in hex 0505; It consists of the following, collected over the Cycles he has been in existence: 1000 sp, 5000 ep, 1000 gp (note that the coins are a mixture of mintings ranging over six Cycles and various sources), a gold necklace worth 575 gp, and a gold ring worth 200 gp.

For a full write-up of undead treants refer to the Appendix.

Imgashkril. **AC** *1 [18],* **HD** *10*** *(52 hp),* **Att** *2 x fist (2d6),* **THAC0** *19 [0],* **MV** *60' (20'),* **SV** *D6 W7 P8 B8 S10 (F10),* **ML** *10,* **AL** *Chaotic,* **XP** *3000,* **NA** *Unique,* **TT** *C*

- **Surprise:** Imgashkril surprises on a roll of 1-3 in 6, encounter distance is within 30'.
- **Animate trees:** He can animate up to two dead trees within 60' as treants (with movement of 30'). He can switch this effect between trees at will. Animating can be done in addition to a normal attack, but not at the same time as a special ability. Once the trees have been animated they function without guidance.
- **This is my home!:** Imgashkril cannot be turned in subhex 0505.
- **Resistance:** Once per day Imgashkril can chose to automatically succeed on a saving throw.

0507. The Ebon Trees

The vast majority of the dead standing trees in the Deadwood are pale, the color of sun-bleached wood, except in this hex, where three of the trees are stained a deep black, as if by soot. The blackened trees form a triangle forty feet to a side, within which no other trees can be found. Three spectres dwell within the clearing formed by these trees, their undead state tied to the trees themselves. As long as the spectres remain within the clearing, and the trees still stand, they will regenerate 1 hp per round.

If reduced to 0 hp or destroyed by turning the spectres will reappear after 1d6 days. To permanently destroy the spectres one of the following needs to occur:

- The spectres are destroyed outside of the triangle of trees.
- They are destroyed within the triangle of trees and their corpses *blessed* by a cleric of 9th level or higher.
- Cutting down the three trees will destroy the spectres instantly. However, the spectres are instantly aware of any harm being done to their trees.

All three spectres are to be found within their lair on

a roll of **1-5 in 6**. If the result is 6, **1d3** spectres will be roaming the hexes immediately surrounding subhex 0507.

The spectres have no treasure, but the ebon trees are incredibly valuable to magic-users and necromancers as special components, as follows:

Each tree, if felled, yields 2d4 units of rare woods, each worth a base of 500 gp. In addition, each tree has a **1-4 in 6** chance of yielding wood suitable to use as a principal (see p. 11 of *Hex 17.23*) for the purposes of magical item creation. If a tree is not usable as a principal it can be used as material for special components with equal value. The value of the principal that can be harvested from each tree is equal to **1d4+1 × 1000 gp**. If the wood is used to create any of the following items, however, the value of the principal is multiplied by 5:

1. *Staff of Withering.*
2. *Wand of Fear.*
3. *Arrow +3, undead slaying.*

However, the chance of creating a cursed item is increased by two if wood from the ebon trees is used as a principal and one if used as a component.

0605. Village of the Bloody Bones

A small tribe of goblins has taken up residence in this hex, relying on the ill reputation of the Deadwood – even amongst Chaotic humanoids – to protect them from greater threats. It doesn't hurt that they have a potent shaman to ward them from any undead that wander out of the Deadwood.

There are a total of 17 goblins in the village, as follows:

- Goblin chief, Thaknosh, 3 HD goblin
- Goblin shaman, Harbal, 4 HD goblin shaman
- 4 goblin bodyguards, each with 1+1 HD
- 13 regular goblins.

The Bloody Bones village contains three huts, fashioned from branches, leaves, and mud. One of the huts is for Thaknosh and his three wives, the second – located some hundred yards away from the other two – for Harbal and his wife, and the third housing the remaining goblins and two mangy dire wolves the tribe has managed to tame. Two bodyguards are with Thaknosh at all times – or at the least, stationed outside of his hut when he's with his wives.

The goblins have been here nearly three years, having fled from the north after being attacked and almost wiped out by a larger tribe of goblins (the Sunken Sun tribe, found in Hex 17.22). Rather than be assimilated at the low end of the totem pole, the surviving goblins moved south and found refuge here, at the edge of the Deadwood.

The goblins have four guards (three normal goblins, one bodyguard) posted at all times. They are mostly active during the night, although the tree-cover around their village is such that they can function during the day without penalty.

When encountered, there's a **1-3 in 6** chance that all of the goblins are present in the village. If the result is 4 or higher, then 2d4 goblins are out on patrol; on a result of 5 Thaknosh, 1d4 bodyguards and 1d6 goblins are out; and on a result of 6 Harbal, 1d6 goblins, and 1d2 wolves are in the Deadwood.

Thaknosh is not especially powerful for a goblin chief, and only has 3 HD. The real power behind the throne is Harbal. Harbal and Thaknosh are in discussions with Salmarend, the gnoll sorcerer of the Blistered Skin tribe in Hex 18.23, hoping to provide help in overthrowing the current gnoll chieftain in exchange for being inducted into the tribe for protection. The cunning gnoll sorcerer has no intention of keeping to this promise and plans to enslave the goblins as soon as he takes control.

Thaknosh (goblin chief). AC *5 [14],* **HD** *3 (19 hp),* **Att** *1 x weapon (1d8+1),* **THAC0** *17 [+2],* **MV** *60' (20'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *9,* **AL** *Chaotic,* **XP** *35,* **NA** *unique,* **TT** *None*

If using the Alternate Rules from the Appendix, Thaknosh has the Toughness Knack and has 1d8 hp per HD. He has a personal treasure of 450 cp, 315 sp, and 74 gp, kept hidden in a shallow pit dug in his hut and covered by skins, as well as a belt pouch in which he keeps 6 gems worth 50 gp each. Thaknosh wields a battle axe doing 1d8 points of damage.

Harbal (shaman). AC *7 [12],* **HD** *4 (16 hp),* **Att** *1 x weapon (1d6),* **THAC0** *19 [0],* **MV** *60' (20'),* **SV** *D10 W11 P13 B15 S13 (S4),* **ML** *9,* **AL** *Chaotic,* **XP** *125,* **NA** *unique,* **TT** *None*

Harbal is a shaman of Luggrat. She usually prepares *sanctuary*, *berserker rage*, and *hold person*. Harbal does not suffer penalties during the day. She has a personal treasure consisting of ten gilded human knucklebones worth 15 gp total, and wears a wolf-skin that, once per day, absorbs the damage from one melee attack.

Bodyguards (4). AC *6 [13],* **HD** *2 (10, 10, 11, 15 hp),* **Att** *1 x weapon (1d6+1),* **THAC0** *18 [+1],* **MV** *60' (20'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *8,* **AL** *Chaotic,* **XP** *20,* **NA** *3d4 (3d10),* **TT** *None*


VAULT

- Bodyguards do not suffer penalties in daylight.

Goblins (13). AC *6 [13],* **HD** *1–1 (3 hp),* **Att** *1 x weapon (1d6 or by weapon),* **THAC0** *19 [0],* **MV** *60' (20'),* **SV** *D14 W15 P16 B17 S18 (NH),* **ML** *7 (8 with bodyguard, 9 with chief or shaman),* **AL** *Chaotic,* **XP** *5,* **NA** *1d4 (2d6),* **TT** *R × 2 (C)*

Dire Wolves (2). AC *6 [13],* **HD** *4+1 (16, 17 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*

Collectively, the goblins have a treasure of 3000 cp.

Random Encounters

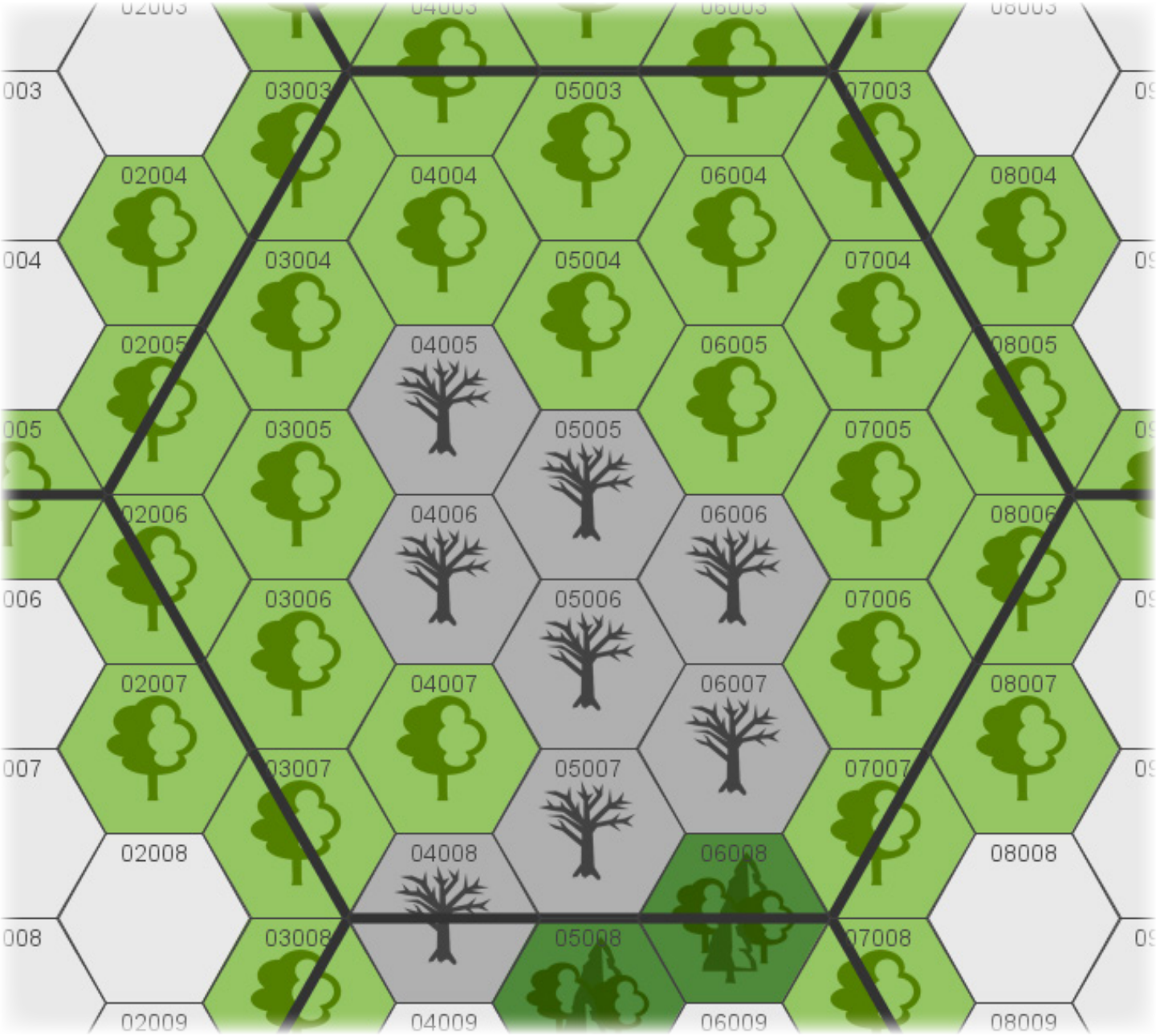
Deadwood

1. Imgashkril
2. Imgashkril
3. Goblins (2d4, with shaman)
4. Skeletons (3d4)
5. Skeletons (3d8)
6. Zombies (3d4)
7. Spectres (1d3) from subhex 0507
8. Wights (1d6) from Hex 17.24

Rest of Hex

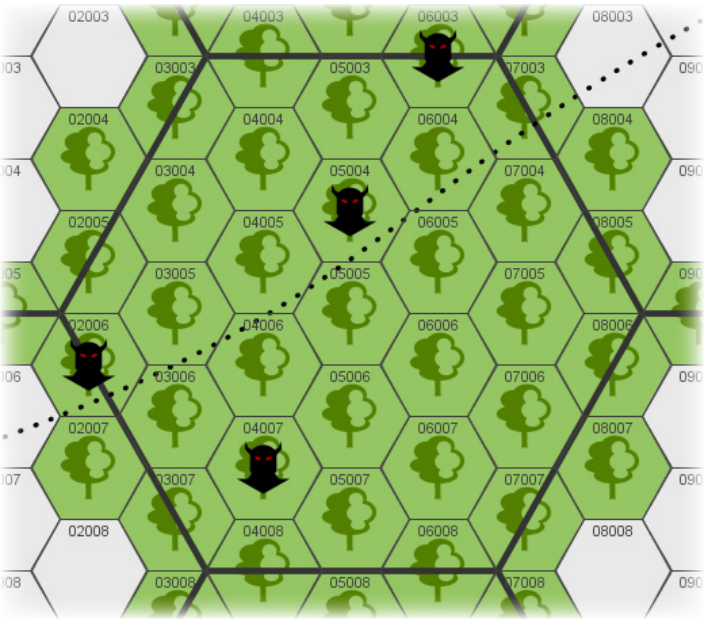
1. Goblins (Bloody Bones tribe, 1d6+2)
2. Goblins (Bloody Bones tribe, 3d4)
3. Skeletons (1d6)
4. Zombies (1d6)
5. *Strigi* (1d4)
6. Gnolls (2d4, from Blistered Skin tribe in Hex 18.23)

In addition to the undead found in the designated subhexes there are a total of 24 skeletons and 13 zombies shambling through this Hex. Keep a tally of the total number of wandering skeletons and zombies that have been destroyed, and as they are eliminated remove them from the wandering encounter tables.



Player's Map. 1 subhex = 1.2 miles, face to face.

18.23 — The Trails of Cabulech



Resources: Vegetable, industrial (timber, 2); Animal, game (hides, 1); Mineral, mined (limestone deposit, 3)

There are three primary inhabitants of this hex: a village of gnolls dwelling in the northeast corner; a family of five rhagodessa to the south, in a series of caverns exposed by an ancient sinkhole; and a giant snail that has left trails of glistening, hardened slime criss-crossing its territory.

The hex itself is lightly wooded, with a mix of oaks, chestnuts, walnuts and other old-growth deciduous trees. There are a number of small game animals that can be trapped for their hides.

The remains of an ancient road run at a diagonal through this hex, from the northeast face to the southwest face, starting in subhex 0703 and exiting in subhex 0206. The road is visible only as a strip largely clear of trees – save for a few small saplings here and there – and the occasional flagstone poking up through the leaf litter covering the ground. Traveling on this trail does not improve the party's movement rate.

0206. Bat, giant

A solitary giant bat lairs here, hanging upside down from the branch of an enormous pine tree overlooking the road. The tree provides decent cover, and the bat is spotted as if it were a secret door while in its lair (on a roll of 1 in 6 for most characters, 1-2 in 6 for elves, halflings, and other woodswise characters).

Bat, giant. AC 6 [13], HD 2 (6 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 1, TT None

- Unaffected by effects that impair, modify, or rely on sight. Magical silence blinds.

0407. Cave of the Hunters

Four rhagodessa dwell within a sinkhole that has formed in this hex. The sinkhole is some forty feet deep, the bottom opening up into a cave that the monstrous arachnids use as their lair. They emerge at night to hunt, preying upon the gnolls that dwell in subhex 0603 when possible, ranging to the north and east when not.

Scattered at the bottom of the sinkhole are 2000 silver coins, accumulated over years from prey the rhagodessa have dragged back to their lair. The coins are almost all submerged in the shallow pool of water that has collected at the base of the sinkhole. It takes one adventurer-hour to collect all the coins.

The sinkhole exposes a vein of limestone especially suited for building materials. It has a base value of 493 gp and a resource value of 2.

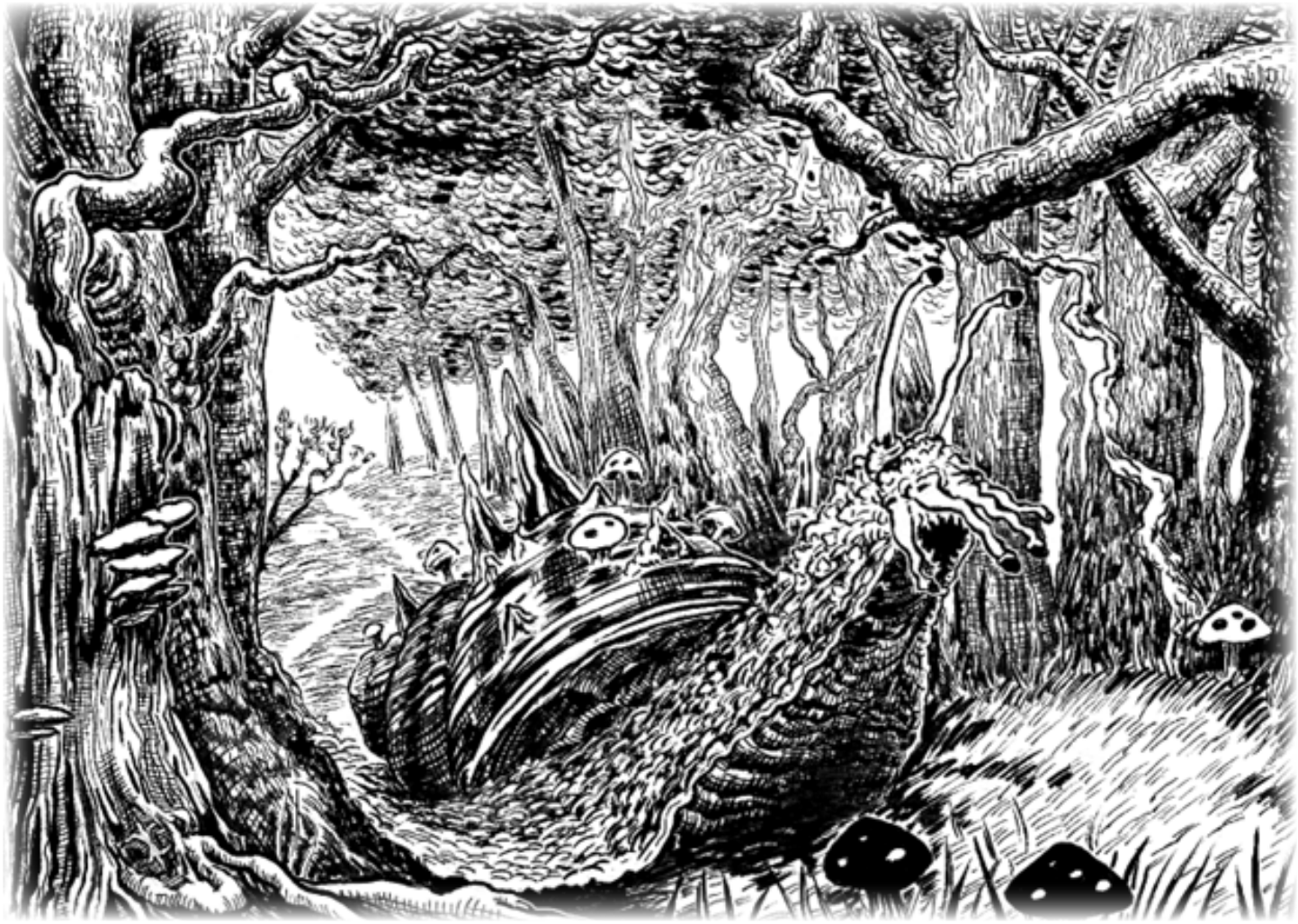
If encountered during the day, all four rhagodessas will be drowsing in the shadows of the shallow cave at the bottom of the sinkhole. If this lair is discovered at night 1d4 rhagodessas will be out hunting, returning in 1d6 hours.

Rhagodessa (4). AC 5 [14], HD 4+2 (11, 14, 22, 29 hp), Att 1 x sucker (grab), 1 x bite (2d8), THAC0 15 [+4], MV 150' (50'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 125, NA 1d4 (1d4), TT U

- When hit with a sucker, a target is grabbed and will be bitten automatically in the following round. Each subsequent round the grabbed target can attempt to roll less than or equal to their Strength on 3d6+2 to break free, or they can make an attack at a –2 penalty against the rhagodessa holding them.
- Rhagodessas can walk on walls and ceilings.

504. Glistening Trails

The forest floor in this subhex is largely leafless and free of fallen debris, criss-crossed by pearlescent tracks approximately three feet in width. These are the tracks of the giant snail that inhabits this area. Called Cabulech by the gnolls who live to the north, the giant



snail feeds mostly off the decaying vegetable matter that accumulates in woodlands, but is not above consuming animal life if the opportunity presents itself. Cabulech is beginning to expand its territory, as it has consumed most of the undergrowth in this area. In 2d6 days after the adventurers first enter this hex, the snail will move its primary location to subhex 0505.

The only treasure in this hex is Cabulech's shell and the slime residue left behind along its pathways, which can be harvested to use in alchemical concoctions. See the Appendix for more information on giant snails.

A maximum of 16 pounds of hardened snail slime can be collected from the ground in this subhex, taking 3d4 adventurer-hours per pound to collect. Any *strigi* (see Hex 17.24) encountered in this hex will likely be engaged in harvesting the slime for use in their alchemical concoctions.

Cabulech, the giant snail. AC 4 [15], HD 9 (52 hp), Att 1 x spit (see damage below), THAC0 15 [+4], MV 10' (3'), SV D7 W8 P9 B9 S11 (F9), ML 9, AL Neutral, XP 160, NA unique , TT see the Appendix*

- Cabulech has an AC of 0 [19] when withdrawn into its shell.

603. The Blistered Skin Gnolls

About two miles north of the ancient road that runs through this hex is an enormous, ancient circular berm of earth some four hundred yards in diameter. The berm is about eight feet tall and ten feet wide at the top. It is very old, built Cycles previous by some unknown engineer, likely for defensive purposes. The exterior of the berm is overgrown with brambles and brush, making it difficult to mount the summit on foot, while the top and interior have been cleared by the Blistered Skin gnoll tribe that dwell within.

The Blistered Skin gnoll village is made up of a single clan, numbering 20 gnolls in total, as follows:

- Gang 1 has 5 gnolls and a 1st-level champion.
- Gang 2 has 6 gnolls and a 1st-level champion.
- Gang 3 has 5 gnolls and a 1st-level champion.

- Gothsucshai, chieftain with 4 HD.
  - The chieftain has four 2nd-level gnolls that serve as her bodyguard: Taka, Thadmoran, Draggud, and Moranru.
- Salmarend, 4th-level sorcerer.
- Two slaves.

Use the following stat blocks for unnamed gnolls:

Gnoll, normal. AC 5 [14], HD 2 (9 hp), Att 1 x weapon (2d4 or by weapon +1), THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 20, NA 1d6 (3d6), TT D

- Each normal gnoll has 1d6 sp worth of treasure, or roll 1d12 on the following table.

Gnoll, champion. AC 5 [14], HD 2 (10 hp), Att 1 x weapon (2d4+1 or by weapon +2), THAC0 18 [+1], MV 90' (30'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 20, NA 1d6 (3d6), TT D

- If using the Alternate Rules, assume gnoll champions have the Toughness Knack unless otherwise desired. This is already accounted for in the stat block.
- Each champion has 1d12 sp worth of treasure, or roll 1d20 on the following table.

Roll	Result
1-5	nothing of value
6-8	1d6 sp
9	pouch of tobacco worth 1d4 gp
10	1d4 knucklebone dice, clearly weighted
11	a single gold earring, worth 1d6 gp
12	dried rat kept for a midnight snack
13-14	1d12 sp
15-16	small, pretty crystal worth 1d8 gp
17	silver dagger of human make
18	50' of rope
19	flask of oil
20	one dose of a random drug, obtained from the *strigi* in Hex 17.24

The Blistered Skin tribe is led by Gothsucshai, a powerful female who has ruled with an iron fist for the past ten years. Several younger gnolls, chiefly Taka, one of her bodyguards, have begun to make a play for the leadership position. The chieftain is advised by Salmarend, a 4th-level gnoll sorcerer who secretly wishes to depose the chieftain and install Taka as an easily manipulated puppet.

Each time the adventurers enter this hex, roll on the placement table to determine where the named gnolls are. When rolling on the table start from the top and work down. No more than one gang at a time will be hunting within Hex 18.23, outside of Hex 18.23, or be on patrol. Additionally, roll to determine how many bodyguards are with Gothsucshai. Do not roll to place those bodyguards that are with the chieftain. Regardless of the results, there will always be at least one gang and one bodyguard remaining in the lair.

Blistered Skin Gnoll Placement Table

NPC	1	2	3	4	5	6
Gang 1	Hunting in Hex 18.23				Outside*	Patrol**
Gang 2	Hunting in Hex 18.23				Outside*	Patrol**
Gang 3	Hunting in Hex 18.23				Outside*	Patrol**
Gothsucshai	Hex 18.23	Area 7			Outside*	Patrol**
Taka	Hex 18.23	Area 2			Outside*	Area 7
Thadmoran	Hex 18.23	Area 4			Outside*	Area 7
Moranru	Hex 18.23	Area 6			Outside*	Area 7
Draggud	Hex 18.23	Area 7			Outside*	Patrol**
Salmarend	Hex 17.24	Area 3				Hex 18.24

*Hunting outside Hex 18.23

*The gang will be patrolling the perimeter of the village (Areas 1 and 8).

Note that it is possible for there to be no gnolls on patrol around the village. If this is the case, adjust the encounters in Areas 1 and 8 to account for it. The gnolls are not especially vigilant, in addition to being somewhat lazy.

Once all of the patrolling and hunting parties have been placed, the remaining gnolls will automatically be found in their indicated locations. Gnolls that are hunting in Hex 18.23 return to the lair in 1d8 hours. Gnolls hunting outside the hex return in 2d10 hours. Salmarend occasionally travels to Hex 17.24 to trade with the owl-folk, and Hex 18.24 to plot with the goblin tribe lairing there.

The interior structures of the village are crude and quickly built from wood. The gnolls have felled saplings and lashed them together with vines to create basic dwellings, waterproofed with hides. None of the structures have actual doors, relying instead on hide curtains.

Area 1. Entrance

The berm is broken by a 15' wide passage on the eastern side. The gnolls have fashioned a wooden gate from downed saplings, atop which they display the skulls of their conquered enemies. It takes an open doors check of 1-2 in 6 for creatures smaller than gnolls to open the gate.

There are typically two normal gnolls stationed here, drawn from the gang that is currently on patrol duty. The gnolls are not especially aware, or interested in guard duty, and can be surprised on a roll of 1-3 in 6.

Area 2. Gang One's Dwelling

The gnolls of the first gang dwell here. In addition to the normal gnolls and their champion, Taka sleeps here. She has begun the process of subtly (for a gnoll) subverting the gnoll gang into supporting her in an eventual bid against Gothsucshai's reign.

Taka, 2nd-level warrior. AC 5 [14], HD 3 (16 hp), Att 1 x weapon (2d4+1 or by weapon +2), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique , TT D

- *If using the Alternate Rules, Taka has the Leader of the Pack Knack, giving all gnolls within 45' a +1 bonus to morale checks.*
- *She has a personal treasure of 45 gp and a* ring of controlling plants. *It is this ring that has enabled the gnolls to control the vampire roses they have planted in Area 8.*
- *Taka fights with two swords (see the gnoll warrior section in the Appendix).*

Area 3. Salmarend's Hut

The sorcerer of the Blistered Skin clan lives here by himself. The tent is fashioned from tanned deer skin, the curtain covering the doorway made of vertebrae strung on sinew.

Salmarend, 4th-level sorcerer. AC 5 [14], HD 5 (19 hp), Att 1 x weapon (1d8) or 1 x spell (by spell), THAC0 16 [+3], MV 90' (30'), SV D12 W13 P13 B15 S14 (M4), ML 8, AL Chaotic, XP 300, NA unique, TT unique*

Salmarend has a potion of delusion *that he believes to be a potion of healing, a* ring of fire resistance, *and a* scroll of protection against undead *with which he has been trying to bribe the goblins in Hex 18.24.*

He can cast four 1st-level and two 2nd-level spells per day, and knows the following spells: charm person, detect magic, light, magic missile, invisibility, levitation *(2nd),* mirror image *(2nd),* web *(2nd).*

If using the Alternate Rules, Salmarend has the Metamagic Knack with two sorcerer points to spend per day.

Area 4. Gang Two's Quarters

These are the sleeping quarters for the second gang of gnolls. In addition to the normal gnolls and champion that lair here, Thadmoran, another of Gothsucshai's bodyguards, sleeps here as well.

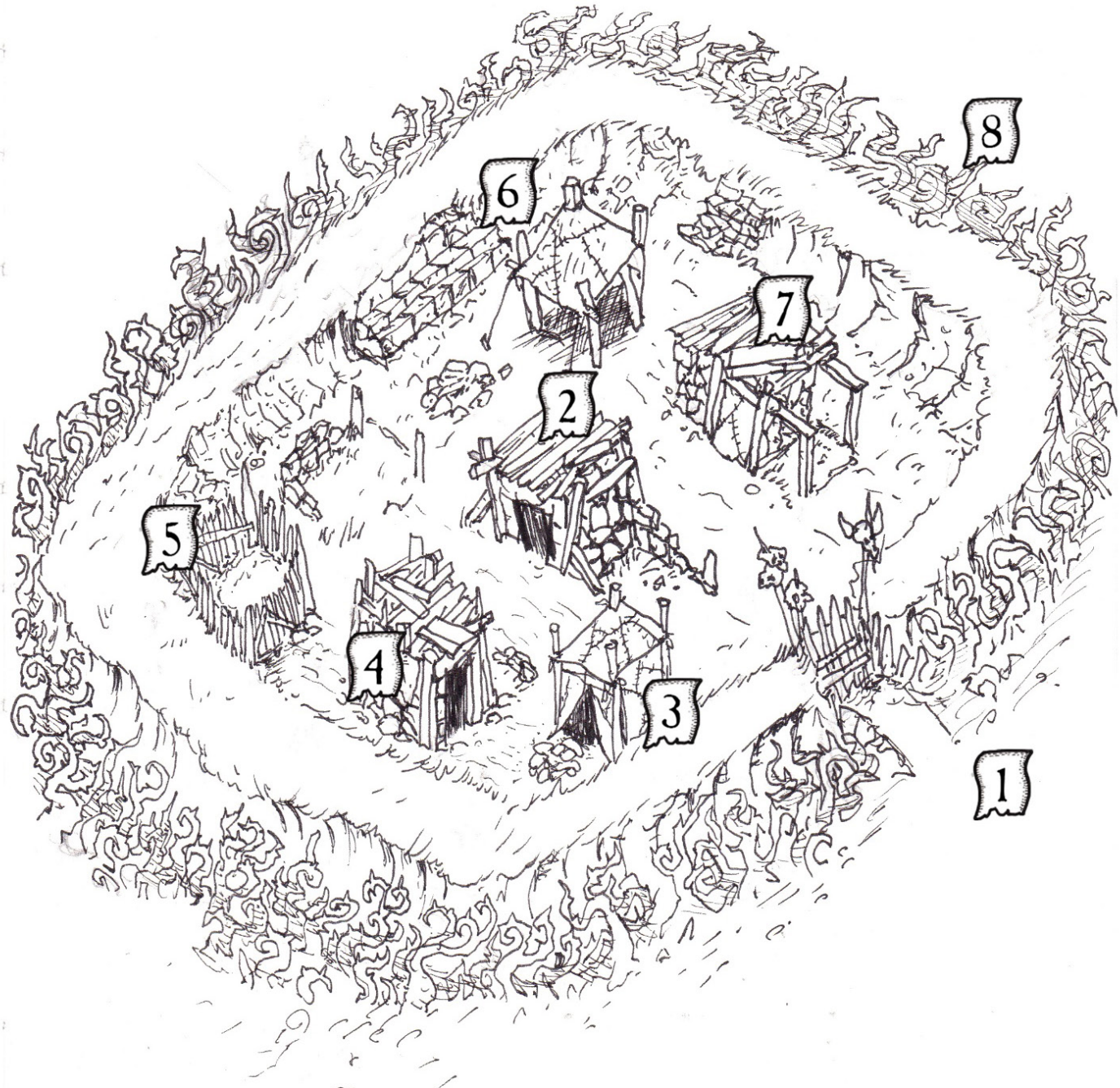
Thadmoran, 2nd-level warrior. AC 3 [16], HD 3 (24 hp), Att 1 x weapon (2d4+1 or by weapon +2), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique , TT D

- If using the Alternate Rules, Thadmoran has the Toughness Knack.
- He has a personal treasure of 20 gp and carries a shield +1 (included in AC).
- Thadmoran fights with a large, double-bladed axe.

Area 5. Slave Pen

The gnolls keep their slaves in this pen, made of tall wooden stakes with an open roof. The door to the pen is kept shut with a heavy wooden bar, requiring a Strength of 16 or higher to open. Neither of the slaves in the pen right now are currently strong enough to open in.

The slave pen currently holds two orcs from Hex 16.23; they had come here seeking an audience with



Gothsucshai and were promptly captured and thrown in the slave pens, where they have been kept since, taken out only to perform chores the gnolls don't want to tackle (which, to be fair, consists of most chores). Salmarend noted that the orcs were *charmed* when captured, and is thus appropriately wary of the naga dwelling in Hex 16.23.

Both orcs are weak and near death, each with only 1 hp (although note their normal hit points are given in the entry below). If freed, their immediate course of action will be to try to return to their mistress. Each orc will die from exposure and overwork 1d8+1 days after the adventurers first enter the hex. The gnolls capture 1d2–1 creatures per week. These creatures are added to the slave pen, and usually have a life expectancy of 2d4 weeks (depending on how hungry the gnolls get). Roll below to determine the species of any new captives.

1-2. Goblin from Hex 17.22

3-4. Orc from Hex 16.23

5. Owl-folk from Hex 17.24

6. Goblin from Hex 18.24

7. Adventurer from party passing through

8. Referee's choice

Area 6. Gang Three's Quarters

The gnolls of the third gang lair here. In addition to the normal gnolls and champion of the gang, Moranru, one of Gothsucshai's bodyguards, sleeps here as well.

Moranru, 2nd-level warrior. AC 5 [14], HD 3 (15 hp), Att 1 x weapon (1d8 +3), THAC0 16 [+3], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique, TT D

- *If using the Alternate Rules, Moranru has the Hideous Cackle Knack.*
- *Moranru has a personal treasure of 10 gp and a flawed sapphire worth 37 gp. He also has a* sword +1 *(included in stat block).*

Area 7. Gothsucshai's Quarters

Gothsucshai sleeps here, along with Draggud, one of her bodyguards. The treasure of the gnoll clan is kept in here, hidden under a pile of hides the gnolls use to sleep on. There, in a hollow in the ground, can be found 3,785 gold coins.

Draggud, 2nd-level warrior. AC 5 [14], HD 3 (19 hp), Att 1 x weapon (1d8 +2), THAC0 17 [+2], MV 90' (30'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Chaotic, XP 35, NA unique, TT D

- *If using the Alternate Rules, Draggud has the Tenacious Knack.*
- *He has a personal treasure of 54 gp.*

Gothsucshai, chief and 3rd-level warrior. AC 5 [14], HD 4 (30 hp), Att 1 x weapon (1d8 +3), THAC0 16 [+3], MV 90' (30'), SV D10 W11 P12 B13 S14 (F4), ML 9, AL Chaotic, XP 35, NA unique, TT D

- *If using the Alternate Rules, Gothsucshai has the Toughness Knack.*
- *Gothsucshai fights with two normal swords, using the two-weapon fighting style described in the Appendix.*
- *Gothsucshai has a personal treasure worth 103 gp in addition to the clan treasure.*

Area 8. The Perimeter

The perimeter of the village is a quarter-mile long earthen berm. The gnolls have encouraged the undergrowth to flourish here, and it is a tangled, nearly impassable wall of briars, brambles, stinging nettles, and poison ivy.



The gang that is currently charged with patrolling the perimeter will be stationed at the top of the berm (less the gnolls standing watch at the gate). The gnolls on patrol do not perform their job with any particular vigor or interest, and are often distracted, being surprised on a roll of 1-3 in 6.

The undergrowth surrounding the berm is thick and nearly impenetrable. It reduces movement by 1/2, and attempts to sneak through it are made at disadvantage (roll twice, taking the lower of the two rolls). Additionally, the gnolls have cultivated a half dozen vampire rose bushes and planted them randomly throughout the undergrowth. Anyone trying to pass through has a 1 in 6 chance of encountering one of these blood-sucking plants.

Vampire rose. AC 7 [12], HD 4 (20 hp), Att 1 x thorn (1d8 blood drain), THAC0 16 [+3], MV 30' (10'), SV D12 W13 P14 B15 S16 (F2), ML 8, AL Chaotic, XP 75, NA 0 (1d8), TT Nil

- *On a successful hit, a vine wraps around the target and will automatically drain 1d8 hp per round.*
- *Targets that suffer damage must make a save versus spells or lose all willpower, not struggling or fighting against the drain. The save is made each round the victim takes damage.*
- *Once a victim has been slain the plant's white flowers turn red.*

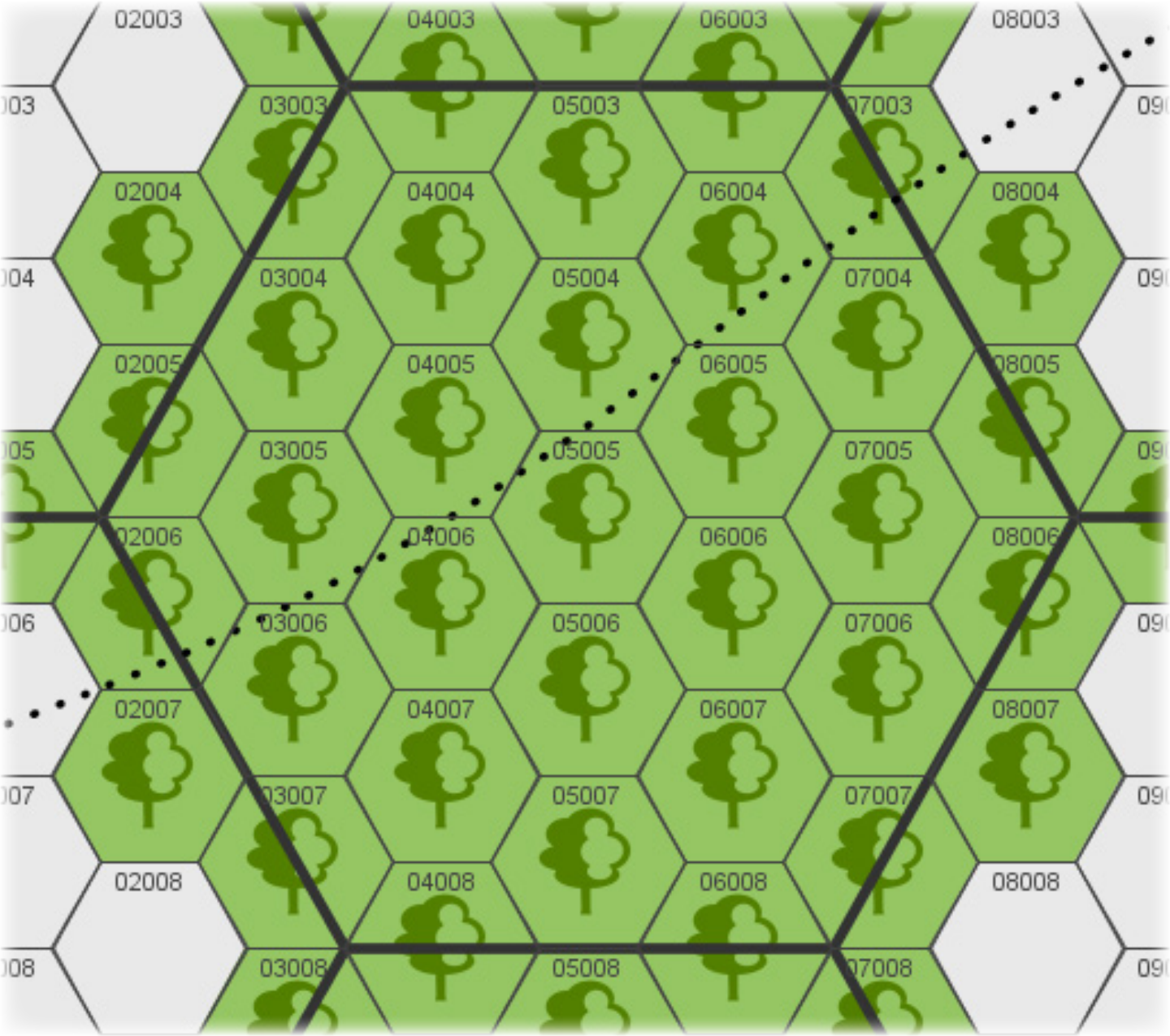
The gnolls mostly avoid ranging south past the ancient road that bisects this hex, as they are aware of the Darkwoods and prefer to avoid it whenever possible — plus, several of their members were eaten by the giant catfish that lurk in the lake in **Hex 17.23**. They've also lost a gnoll to the hunting rhagodessas in subhex 407, and half a dozen to Cabulech over the past year.

Wandering Monsters

1. Gnolls (Named NPC, plus 1d6–1 normal gnolls).
2. Gnolls (1 gang hunting, determine randomly).
3. Cabulech.
4. *Strigi* band. At night, replace this result with 1d3 rhagodessas from subhex 407.
5. Goblins (3d6 plus one 2nd-level lieutenant, from Hex 17.22, on a diplomatic mission to the gnolls).
6. Orcs (3d4 plus one 2nd-level captain, from Hex 16.23, on a raiding mission against the gnolls).
7. Pegasus (1d2, from subhex 305. This encounter will not occur within one subhex of the gnoll village, and only occurs during the day). At night, replace this encounter with the giant bat from subhex 206.
8. Axebeak (2d4. These prehistoric birds have wandered southwest from Hex 19.22, outside the bounds of this mini-setting. If this encounter is rolled, but the birds are not eliminated, they have a 1-4 in 6 chance of lairing in a random subhex in this hex).

Axebeak. AC 6 [13], HD 3 (15 hp), Att 2 x claws (1d3) plus 1 x bite (2d4), THAC0 17 [+2], MV 180' (60'), SV D11 W12 P13 B14 S15 (F3), ML 8, AL Neutral, XP 35, NA 1d6 (2d4), TT D

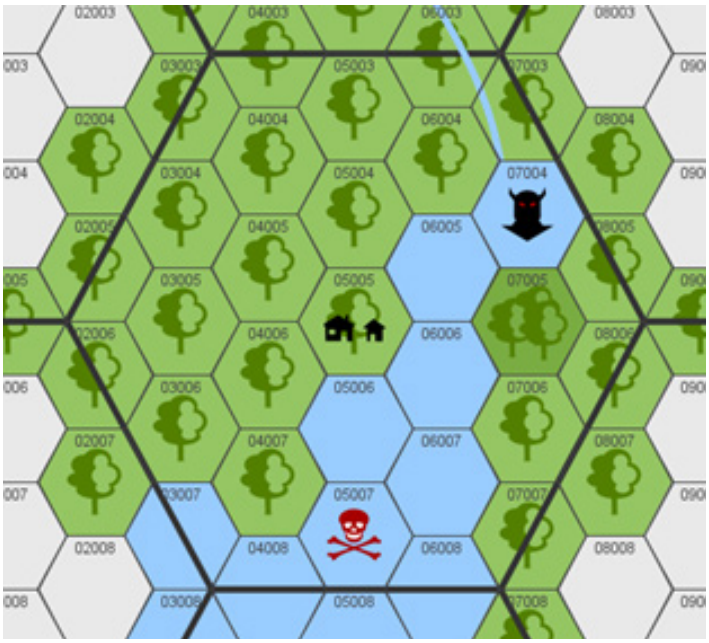
- *Large, flightless bird.*



Large hex = 6 miles, face to face

1 subhex = 1.2 miles, face to face

Hex 17.22 Valley of the Sunken Sun



Resources: Animal, game (fish, 3); Vegetable, industrial (timber, 3)

This hex is located north of the Tower of Slias the Unreasonable (see Hex 17.23), and contains the northern end of the Lake of Abominations. The northern part of the lake is safer than the southern portion, haunted only by a giant crayfish mutated by stray magical energies. The main lair in this hex is the village of the Sunken Sun goblin tribe, located in the very center of the hex.

A small stream – one of two that feed into the lake – can be found in the northern section of the map. It is no more than ten feet across and three or four feet deep, and is generally slow-moving and safe to ford.

0307. Fishin' Hole

This subhex teems with bass. Anyone fishing here has a 1-5 in 6 chance of catching enough fish for 1d12 individuals in a single day (see hunting rules on p. 110 of OSE Core). For each additional person fishing reduce the chance by 1 in 6.

Example. Three adventurers are fishing here. They each have a 1-3 in 6 chance of catching enough fish to feed 1d12 people.

Any woodswise characters (elves and halflings, druids and rangers, etc.) will automatically be able to identify this as a good fishing spot.

There's a **1-3 in 6** chance that when the adventurers enter this subhex there will be 3d4 goblins and a bodyguard fishing here.

0405. Bolthole

A secret tunnel from the manor in subhex 0505 ends here, capped with a round wooden cover. It is totally hidden by dirt and leaves. If this subhex is thoroughly searched, however, and the adventurers have mounts, there is a 1 in 12 chance that one of the mounts steps on the rotten wooden cover and breaks it, revealing a shaft and ladder descending into the darkness.

0505. Sunken Sun Goblin Village

What should be a picturesque setting – an extensive manor-house perched on the edge of a lake – is instead spoiled and ruined by the presence of a goblin tribe. The main village is built around an abandoned freehold comprising a stone-and-stucco manor house and several outbuildings. The freehold was surrounded by a low stone wall, which is still largely extant, although at this point it stands only three to four feet tall. This is more than enough to offer cover and protection to the goblin guards that stand watch at the perimeter of their village, however, allowing them to snipe at unwary adventurers while receiving a +2 bonus to AC.

A note on scale. The two maps of the village are numbered but do not provide a scale, nor grids. It is up to the Referee to determine the exact size of the buildings, and their distance apart, but common sense should provide a relative idea of the size of each building. Note, also, that the manor complex was built by humans but is now inhabited by much smaller goblins.

The Sunken Sun tribe is relatively small as goblin villages go, comprising four bands, as follows:

1. Lurks in Shallows. 24 goblins. Zunosh (3rd-level sub-chief), 4 2nd-level bodyguards, Kahanu (6th-level shaman) plus 2 2nd-level bodyguards.
    1. Gang 1. 5 goblins, 1 gangboss.
    2. Gang 2. 3 goblins, 1 gangboss.
    3. Gang 3. 6 goblins, 1 gangboss.
    4. Gang 4. 6 goblins, 1 gangboss.
2. Red Sky Raiders. 39 goblins. Garmhar (3rd-level sub-chief), 4 2nd-level bodyguards.
    1. Gang 1. 6 goblins, 1 gangboss.
    2. Gang 2. 8 goblins, 1 gangboss.
    3. Gang 3. 7 goblins, 1 gangboss.
    4. Gang 4. 5 goblins, 1 gangboss.

5. Gang 5. 8 goblins, 1 gangboss.

3. Daykillers. 48 goblins. Bolg (3rd-level sub-chief), 8 2nd-level bodyguards, Rudruk (2nd-level goblin mage).
    1. Gang 1. 3 goblins, 1 gangboss.
    2. Gang 2. 6 goblins, 1 gangboss.
    3. Gang 3. 4 goblins, 1 gangboss.
    4. Gang 4. 5 goblins, 1 gangboss.
    5. Gang 5. 3 goblins, 1 gangboss.
    6. Gang 6. 8 goblins, 1 gangboss.
    7. Gang 7. 6 goblins, 1 gangboss.
    8. Gang 8. 5 goblins, 1 gangboss.
4. Wolf Riders. 40 goblins. Ketta (3rd-level sub-chief), 7 2nd-level bodyguards. 17 dire wolves (Gang 1, the sub-chief and all 7 bodyguards are mounted).
    1. Gang 1. 8 goblins, 1 gangboss.
    2. Gang 2. 6 goblins, 1 gangboss.
    3. Gang 3. 3 goblins, 1 gangboss.
    4. Gang 4. 5 goblins, 1 gangboss.
    5. Gang 5. 4 goblins, 1 gangboss.
    6. Gang 6. 8 goblins, 1 gangboss.
5. Goblin King. Gimkril is a 5th-level goblin, attended by ten 2nd-level goblins and one 3rd-level goblin (Zurgde, the captain of the guards). Gimkril and his retinue are all mounted on dire wolves.
6. Bugbear mercenaries.
    1. 4 normal bugbears
    2. 1 2nd-level bugbear (gangboss)

The Sunken Sun goblins have been approached by emissaries from the Gangrenous orcs (see Hex 13.21), but only half-heartedly; the goblins are happy with their independent existence here, and the orcs are only really interested in the alliance because they feel they could easily bully the smaller goblins. Additionally, Gromkash, the main emissary from the orcs, is currently distracted by other goings-on (see Hex 16.23).

Three goblin race-as-class variants used in this book (goblin, goblin shaman, goblin mage) can be found in *Hex 18.24 – The Deadwoods*. If that book is not possessed by the Referee the following can be used:

- Standard goblins can be played as per their stat block, below.
- Goblin mages can be considered magic-users with a level equivalent to their HD.
- Goblin shamans can be considered clerics (controlling undead rather than turning them).

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 (F1),* ***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.

Named goblins are given their own entries and stat blocks, below.

The goblins of the Sunken Sun tribe are somewhat lazy, maintaining a cursory guard at the perimeter of the

compound and the surrounding land. This is done on a rotating daily basis. When the PCs first enter this hex roll 1d10 to determine which band is on patrol:

d10	Result
1	Lurks in Shallows
2-4	Red Sky Raiders
5-6	Daykillers
7-9	Wolf Riders
10	No one

The Lurks in Shallows band is the least likely to be out on patrol, due to their religious obligations, while the Wolf Riders are the most likely. Gangs on guard duty split their numbers between perimeter and ranging patrol, with roughly half staying back to lurk behind the remaining walls of the compound, and the rest patrolling elsewhere in Hex 17.22. Those on ranging patrol divide into gangs, so an encounter with goblins in Hex 17.22 will be with a single gang of whichever band is on guard duty for that day. On a result of 10 no one felt like patrolling that particular day. The Referee should roll the following day to determine which band (if any) is patrolling.

The initial roll to determine guard duty sets up the schedule for subsequent encounters. However, being creatures of Chaos, routines are not something the goblins embrace. If more than a week has elapsed since the schedule was last set, reroll.

Example. The adventurers enter Hex 17.22 and the Referee rolls 1d10, getting a 3. The Red Sky Raiders are on patrol. The adventurers leave without encountering goblins but return two days later. The Daykillers are now on patrol.

Sub-chiefs of the individual bands tend to be master delegators, and will leave patrolling up to the lower ranks unless an obvious threat is present, in which case they will join the ranged patrol (or perimeter watch, should the danger be imminent). Sub-chiefs will (1-4) join the smallest gang on patrol, along with all their bodyguards, or (5-6) patrol on their own with only their bodyguards.

Alternatively, use Table 1 to determine the placement of each faction within the village. Start rolling at the top and work down, re-rolling results that contradict previous results.

Example. Rolling to determine where each faction is the Referee determines that the Lurks in Shallows band is to be found at Area 8 and the Red Sky Raiders are patrolling. Since only one band at a time is on patrol, ignore any "Patrol" results for the Daykillers or Wolfriders. However,

Table 1 — Sunken Sun Placement Table

	1	2	3	4	5	6
LiS	Patrol	Area 8	Outside*	Area 1.8	Area 9	
RsR	Patrol		Areas 1.5-1.7		Outside*	Area 1.8
Daykillers	Patrol		Areas 1.10 and 1.12		Outside*	Area 1.8
Wolfriders	Patrol			Area 12	Outside*	Area 1.8
Zunosh	Area 9			Area 8	Outside*	Area 1.8
Garmhar	Area 1.7			Outside*	Patrol	Area 1.8
Bolg	Area 1.10			Outside*	Patrol	Area 1.8
Ketta	Patrol			Outside*	Area 12	Area 1.8
Zurgde	Area 1.1	Area 1.8		Outside*		Patrol*
Kahanu	Area 2		Area 9		Area 8	
Rudruk	Area 7			Area 1.10	Area 1.8	
Gimkril	Area 1.8				Hunting	Patrol**
Vorgriim	Area 11		Outside	Area 1.8	Hunting	

*Goblins that are "outside" are in the village compound proper but not in their "lair". During the day any goblins outside are likely lounging in what shade is available, dozing, drinking, and otherwise resting. At night they're pretty much doing the same thing, unless a named goblin is present, in which case they'll make a slight effort to look busy.

**Will be (1-4) inspecting guards stationed around the village or (5-6) on roaming patrol with a random gang.

it is possible that named goblins will be out hunting or patrolling with their own entourage, so those results are rolled normally.

Use the above chances to determine if the sub-chief of the Red Sky Raiders accompanies them on patrol. If not, find Garmhar's entry on Table 1 and determine where he is.

The Referee may also, rather than using the 1d10 table above, roll on Table 1 to determine the placement of the bands and important named goblins when the village is encountered.

1. The Manor House

This is the largest structure in the compound, used as the primary residence of the village. The exterior is riddled with holes and rotted windows; at some point in the past the interior staircase collapsed, so the goblins have constructed a series of exterior wooden ladders to go from floor to floor. The interior of the manor house is dim and poorly lit, unless otherwise stated, with the goblins blocking off any windows with old sheets and canvas salvaged from the belongings of the previous residents.

First Level. The first level of the building would normally be the main floor, but the goblins do not use it as such, entering primarily through the 3rd floor. The main entrance, located near Area 1, is a stout oak door, banded in iron and locked. Only Zurgde uses this entrance, when the goblin captain wants to attempt training the lizard in Area 1, and guards are never posted here. Clever adventurers could potentially use this door to sneak into the lower level.

The windows on this level are all boarded up, with the only ambient light filtering through the hole in the ceiling during the day.

Second Level. This level is accessible via an interior ladder leading down from the 3rd floor. This level serves as Gimkril's throne room and the resting place for his bodyguards and the Red Sky Raiders gang.

The windows on this level are covered with scraps of cloth and canvas, which can be easily moved aside to allow goblin archers to shoot at foes approaching from any of the four sides. At night, Gimkril likes to go out on the porch above the main entrance to address his subjects or observe religious ceremonies (i.e. captives being fed to Thlirhoab).

Third Level. The main entrance to the complex is via the exterior ladders that lead up to a gaping hole in the manor's roof. The Daykillers dwell on this level. The 3rd floor is more open and exposed than any of the others, thanks to the large holes in the roof that let in rain, snow, and worst of all, sunlight. The western side, where the Daykillers lair, is better protected than the eastern side, but not by much.

Cellar. Accessible via the staircase in Area 1.2 and the secret door hidden under the grate in the hearth near Area 1.4, the cellar is used primarily for the (rapidly dwindling) supply of ale. Clever PCs may be able to discover the covered well in Area 18 and gain access to the complex; goblins are rarely found here.

The cellar is in total darkness.

1.1 Lizard Lair

Zurgde, the captain of the goblin troops, keeps a draco lizard here in a makeshift pen, intending to train it as a mount. He has met with limited success, bearing the scars to prove it. The lizard, that Zurgde has named "Bitey", can climb the walls and ceiling, much to the frustration of Gashmo the troll.

On the off chance that Zurgde is here (see Table 1) and combat ensues, there is a 1-2 in 6 chance that Bitey attacks Zurgde rather than the PCs. Zurgde most often enters and leaves this area via the locked exterior door, unless he is in one of the upper levels, in which case it is easier to simply descend the ladder in Area 1.2.

***Lizard, draco (Bitey) (1). AC** 5 [14], **HD** 4+2 (25 hp), **Att** 1 x bite (1d10), **THAC0** 15 [+4], **MV** 120' (40') / 210' (70') gliding, **SV** D11 W12 P13 B14 S15 (F3), **ML** 7, **AL** Neutral, **XP** 125, **NA** 1d4 (1d8), **TT** U*

1.2 Ladder

This area, fenced off from both Bitey and Gashmo, provides the goblins access to both enclosures as well as the cellar.

1.3 Troll Pen

Several months ago, the goblins stumbled across a sleeping troll in the nearby woods. Quickly subduing it, they brought the troll back to their village and chained it in a pen in the lower level. Now the troll, named Gashmo, provides the goblins with sport by throwing captives – or goblins they do not like – down through the hole in the floor in Area 1.8. Kahanu is not happy with this development, as it means captives that would otherwise be sacrificed to his god are wasted on the troll. The goblin shaman is plotting with several of his attendants to release Gashmo; should the proper distraction present itself (such as an attack on the village by a party of adventurers) they will most certainly take advantage to break the troll's chains. Should this occur, roll 1d6: (1-3) the troll attack the nearest goblins for

1d6 rounds and then flees, (4-5) the troll flees, or (6) the troll attacks the PCs (assuming they are within visual range) for 1d4 rounds and then flees.

***Troll (Gashmo) (1). AC** 4 [15], **HD** 6+3* (33 hp), **Att** 2 x talon (1d6), 1 x bite (1d10), **THAC0** 13 [+6], **MV** 120' (40'), **SV** D11 W12 P13 B14 S15 (F6), **ML** 10 (8 facing fire), **AL** Chaotic, **XP** 650, **NA** 1d8 (1d8), **TT** D*

- 3 rounds after being damaged trolls begin regenerating 3 hp per round. Severed limbs can be reattached.
- If reduced to 0 hp the troll will return to life with 1 hp in 2d6 rounds.
- Cannot regenerate damage from fire or acid, the only ways to permanently kill a troll.
- When attacked with fire or acid trolls have a morale of 8.

1.4 Hearth

This area was originally the main hall of the lodge, and a massive hearth is set into the back wall, used occasionally for cooking by the goblins. Unknown to the goblins, the grate in the bottom of the hearth can be moved out of the way, revealing a shaft leading to a small, concealed chamber in the cellar (Area 1.15).

Second Level. Access to this level is achieved via three wooden ladders in the northern end leading up to the 3rd level, a wooden ladder in the southern end (Area 1.6) leading down to Area 1.2, and the hole in the floor in Area 1.8 leading to Area 1.3.

1.5-1.7 Red Sky Chambers

The Red Sky Raiders lair in these three chambers. Garmhar and her bodyguards will typically be found in Area 1.7, which is also where the band's treasure is to be found, concealed under a loose floorboard.

It consists of:

- a plain gold ring worth 50 gold
- a gold circlet worth 800 gold
- an electrum torc worth 700 gold

When the band is out on patrol these three rooms will be empty (unless Garmhar and her bodyguard remained behind).

***Garmhar (Red Sky Raiders Sub-chief). AC** 5 [14], **HD** 3 (17 hp), **Att** 1 x weapon (1d6+1 / 1d6+3), **THAC0** 17 [+2], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 8, **AL** Chaotic, **XP** 35, **NA** unique, **TT** R (C)*

- Garmhar is an ambitious but, at the same time, lazy goblin, always looking for a big score but rarely willing to put in the needed work to achieve it.
- She carries a *javelin +2* and wears a *ring of protection +1*, although she is unaware of the magical nature of both.
- She has a personal treasure of 80 gp she keeps in a sack tied to her belt. When the rest of her band is away on patrol or other duties she can often be found here, putting on the jewelry hidden under the floorboards and imagining what it would be like to be queen of the village.

***Goblin, bodyguard. AC** 5 [14], **HD** 2 (5, 10, 11, 12 hp), **Att** 1 x weapon (1d6+1), **THAC0** 18 [+1], **MV** 60' (20'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8 (9 with king), **AL** Chaotic, **XP** 20, **NA** 2d4 (6d10), **TT** R (C)*

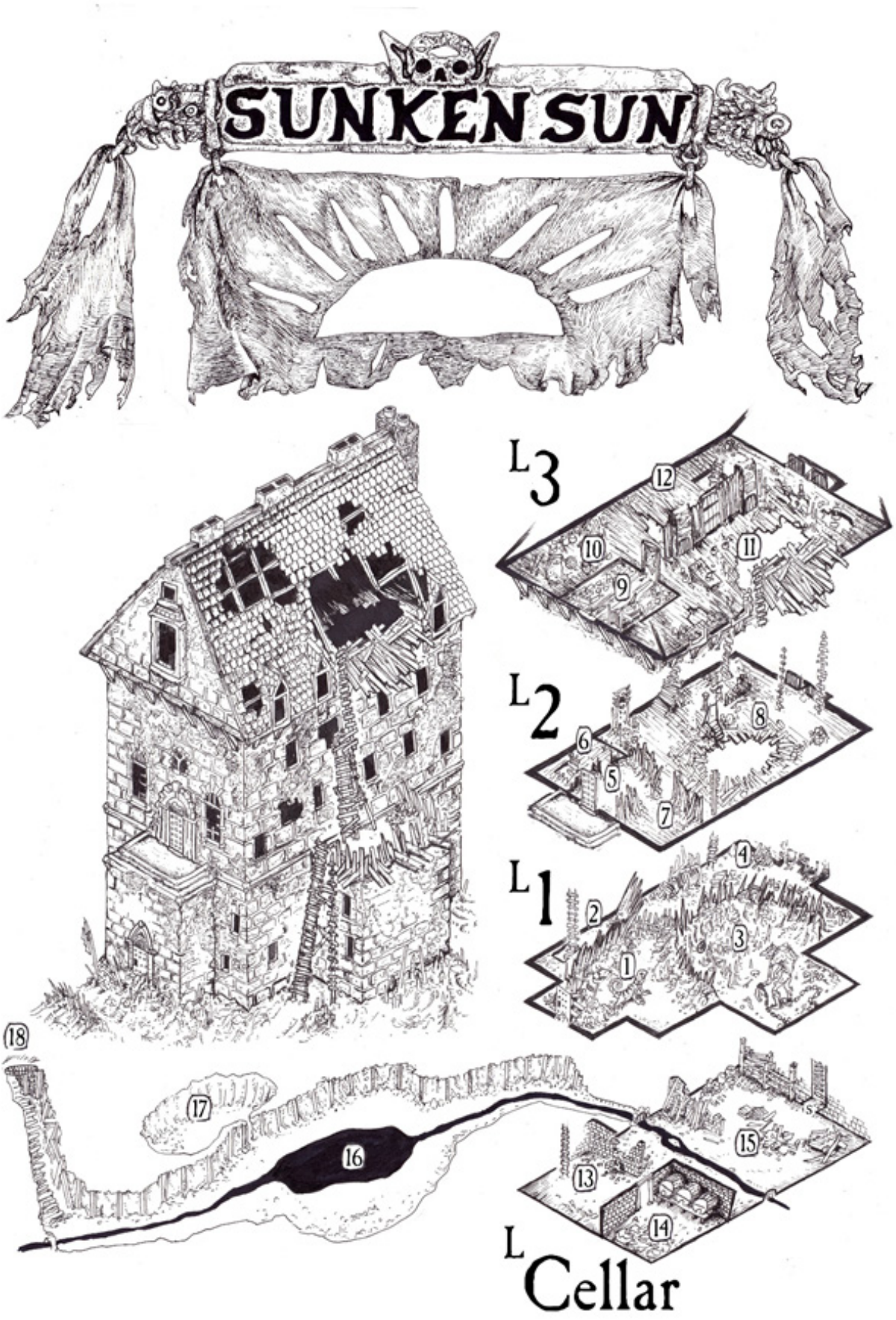
1.8 Throne Room

Gimkril and his attendants hold court in this room, the goblin king slouched upon an ancient chair once upholstered in fine red velvet, now stained with wine, blood, and mold.

During the day activity in this room is limited, and there are usually no more goblins in here than those listed above and one or two gangs of forelock-tuggers. At night, however, it grows more lively, with Gimkril presiding over feasting and merriment. To add to the excitement, there's a 1 in 6 chance that someone – a captive who happened to be in the wrong place at the wrong time or, failing that, an unlucky goblin – is tossed down through the great hole in the floor into Gashmo's pen, to be devoured noisily by the angry, starving troll.

Combat in this chamber is fraught with difficulties, due to the weakened floor. If at least one band of goblins is in Area 1.8, each round there is a 1 in 8 chance that the floor collapses under a randomly determined human-sized or larger combatant. Assign greater weight to those wearing metal armor or heavily encumbered. When a portion of the floor collapses the unlucky individual, as well as all others within 5', must save versus wands. Those failing suffer 1d8 points of damage from the fall and find themselves on the first level, potentially in Gashmo's pen. If not in combat the same risk exists, but the chances are reduced to 1 in 12 per turn. The Referee may decide to increase the chances if certain spells are used. Note that Gimkril and Zurgde do not run the same risk (i.e. causing the floor to collapse) as they are used to the terrain.


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King Gimkril. ***AC*** *5 [14],* ***HD*** *5 (35 hp),* ***Att*** *1 x weapon (1d8+3),* ***THAC0*** *13 [+6],* ***MV*** *90' (30'),* ***SV*** *D10 W11 P12 B13 S14 (F4),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *R (C)*

- Wields a *battleaxe +2*.

A massive and strapping goblin, as tall and broad as a human, Gimkril rules the Sunken Sun tribe with an iron fist – an aging one, but an iron fist nonetheless. He is nearing forty, old for a goblin, and his time as tribal leader is approaching an end, with no other goblin a clear favorite to succeed him. Gimkril knows this, and uses it to his advantage, playing his sub-chiefs against one another.

If using the Optional Rules presented in Hex 18.24 Gimkril possesses the Toughness and Leader of the Pack Knacks. Leader of the Pack grants all goblins within 30' of Gimkril a +1 bonus to all attack and damage rolls.

He has the following treasure secreted in a chest under his throne. In the chest, trapped with a poison dart (Save v. Poison or die in 2d4 rounds), can be found 1200 gold, 300 platinum, six gems, each worth 250 gold, and a rolled-up scroll that thus far none of the goblins has been able to read. It is in fact a cunningly coded treasure map leading to an *Apparatus of the Crab* that can be found in hex 11.27.

Zurgde (Captain of the Guards). ***AC*** *3 [16],* ***HD*** *3 (23 hp),* ***Att*** *1 x weapon (1d10+2),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9 (10 with king),* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *R (C)*

- Zurgde wears a suit of human-made plate armor (now quite dirty and disgusting) and fights with an enormous halberd.
- He wears a gold chain earring studded with rubies in one ear. It is worth 600 gold, and Zurgde thinks it makes him look dashing, but in reality he just looks foolish, although none of the other goblins are willing to tell him that.
- He also has a ring of 24 keys that open all doors in the village, including those leading to Area 1.1 and 1.9. There are also a number of keys (frankly, most of them) that don't open any doors (he collects keys). It will take Zurgde 1d6 rounds to actually find a specific key, and if it takes longer than three rounds there's a 1 in 6 chance per subsequent round the massive goblin simply decides to force the door open.

Gimkril's right hand goblin, and the captain of the forces of the Sunken Sun tribe, Zurgde is an enormously large goblin, taller and broader than Gimkril himself. He is not the brightest of the goblins, having attained his position largely based upon his ability to shout louder and longer than any of the others. Zurgde is fanatically loyal to Gimkril. He rides an enormous dire wolf he calls Bonecruncher (see Area 12), while also trying to train the draco lizard in Area 1.1 as a mount. His dreams of flying on the back of Bitey will certainly never come to fruition, though, as there is no way the giant lizard will be able to bear Zurgde's bulk, much less glide through the air with the massive goblin on its back.

Goblin, bodyguard (10). ***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 (F1),* ***ML*** *8 (9 with king),* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

- When encountered there will be 1d6+4 bodyguards attending Gimkril. The rest will be roaming the village, inspecting the perimeter guards, or out on patrol with the current band.

1.9 Cell

Captives are kept in this room. When encountered there will be 1d3–1 captives being held here. Reroll this number whenever the adventurers return after more than a week of being away. If there are any captives being held roll below to determine who they may be.

(1-3) Goblin from (1-2) Daykillers, (3-4) Red Sky Raiders, (5) Lurks in Shallows, or (6) Wolfkillers.

(4-5) Goblin from Hex 18.24.

(6-7) Owlfolk from Hex 17.24.

(8-9) Random adventuring class.

(10) Resident of Liwil (Hex 14.23).

How any captives react to being rescued is left to the Referee. At the very least they will seek to escape, likely aware of what fate awaits them; at best they will join the adventurers to avenge themselves against the goblins.

1.10 and 1.12 Daykillers' Quarters

The Daykiller band lairs here in the western half of the third level. Bolg (the Daykiller sub-chief), his bodyguards, and a select group of goblins sleep in the relative privacy (and darkness) of Area 1.10, while the rest of the goblins in this band make do with bunking in Area 1.12.

The Daykillers' treasure is kept in Area 1.10, hidden behind a false panel in the northern wall (one of the

wainscot panels can be removed). There's a small sack inside the wall cavity, containing one gem worth 50 gp and two worth 100 each.

Bolg (Daykillers Sub-chief). ***AC*** *5 [14],* ***HD*** *3 (16 hp),* ***Att*** *1 x weapon (1d6+1),* ***THAC0*** *17 [+2],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *R (C)*

- Bolg has a personal treasure of 35 gp and a *potion of human control* that he thinks is a *potion of healing.*

Goblin, bodyguard (4). ***AC*** *5 [14],* ***HD*** *2 (5, 10, 11, 12 hp),* ***Att*** *1 x weapon (1d6+1),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8 (9 with king),* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

1.11 Entrance. The goblins use the series of ladders on the outside of the house to enter and exit the building at this point. It takes three rounds to climb or descend the ladders.

Unlike the rest of the guard posts in the village there will always be a gang of goblins here, armed with shortbows or spears; the goblins have learned that if Gimkril discovers they have left the entrance to his palace unguarded they will shortly be invited to spend some time with Gashmo, the troll. The gang on guard will either belong to the band that is currently tasked with guard duty or, if no band is on guard duty, the Daykillers will reluctantly fill in.

1.13 Cellar Entrance

Connected to the rest of the house by the ladder from Area 1.2, the cellar is the one location in the manor that is fully shrouded in merciful darkness, but it is also spooky. Shifting and creaking noises punctuate the gloom, probably from the old, decrepit house but maybe from some unseen monster lurking in the shadows. A mournful whistling sound can also be heard on occasion, in reality wind traveling down the bolthole tunnel, but it could also be the tortured wailings of those poor goblins devoured by Gashmo.

What this means for the adventurers is that this ideal location for goblins to lurk is actually relatively free of their kind, except for the occasional gang sent down into the cellar to draw ale from the casks in Area 1.14. Even then the goblins do not linger down here, drawing illicit draughts from the enormous barrels, but instead do what they are sent to do and return to the surface as quickly as they can.

1.14 Storage

This chamber used to be the wine cellar for the manor, but in the years it has been inhabited by the goblins they have managed to drink their way through a prodigious amount of alcohol. All that remains in this chamber are three casks of ale, and of those three casks only one has any ale left. The remaining cask is perhaps half full of sour, spoiled ale. Any non-goblin drinking it must roll their Constitution or lower on 3d6 or be afflicted with diarrhea 1d4 hours later. Dwarves are unaffected by the ale's intestinal effects, but may be deeply disturbed that they drank such swill.

1.15 Storage

The previous residents of the manor used this chamber to store all manner of household goods; root vegetables, unused or broken furniture, paintings of long-forgotten relatives, and more. The goblins have since ransacked the place, taking anything of value and smashing everything else for easy transport. What is left are the broken pieces of memories.

An underground stream flows through this chamber south towards the Lake. The water is relatively fresh, devoid of the contamination from either the Well of Thlirhoab or the arcane energies of the Lake of Abominations. The underground stream flows in and out of this chamber through small, rusted grates in the western and eastern walls.

An examination of the grate in the western wall reveals that it is hinged and can be opened, allowing one person at a time to slip through into the corridor beyond. This passage was originally built to allow the residents of the manor a bolthole in case of siege. The goblins are unaware of this passage.

A secret door in the north wall conceals a chamber with iron footholds, leading upwards. This shaft extends the entire height of the manor, allowing access to each hearth. Only one man-sized creature can exit at a time, and the mechanism keeping each secret door shut is old and rusted, requiring an Open Locks check with a +20% bonus.

Any creature using the secret stairs will emerge covered in ash and soot.

1.16 Pool

At this point the stream widens into a shallow pond, no more than a few feet deep. Several years previous a young giant pike swam down through the stream and made its way into the pool in this area. Since then it has grown large enough that it cannot leave, and barely

survives here, eating the smaller fish and insects that enter the pool.

The pike isn't that large, as giant fish go, and obviously not a threat to the adventurers unless they wade through the pool or engage in some similar, foolish behavior.

Pike, giant. ***AC*** *6 [13],* ***HD*** *3 (9 hp),* ***Att*** *1 x bite (1d6+1),* ***THAC0*** *17 [+2],* ***MV*** *180' (60') swimming, but it ain't goin' nowhere,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *35,* ***NA*** *0 (1d4),* ***TT*** *None*

- Should the adventurers be so inclined, 1d20+20 pounds of meat can be harvested from the giant pike.

1.17 Partially Concealed Chamber

At one time, several of the family members that dwelled in the manor house dabbled in dark magic and the worship of fell creatures. This circular chamber was carved deep in the earth, away from prying eyes, as a place for them to conduct blasphemous rituals.

Nothing of value remains within the chamber, and all physical evidence of foul deeds have been erased by the damp and decades. Lawful characters entering this chamber will feel a sense of unease, and Lawful members of a divine class – such as clerics or paladins – must roll their Wisdom or lower on 3d6 or suffer more severe symptoms while in the room: a buzzing in the ears, head-ache, upset stomach, etc.

1.18 Bolthole

The tunnel leads on for another two miles, through dark twists and turns, eventually leading to a covered exit in subhex 0405. Disguised as a well, with a wooden cover, it is obscured by centuries of leaf mold and debris.

2. Kahanu's Hut

The shaman Kahanu dwells in this smaller structure, amongst religious icons carved to depict a grub-like creature. This is Thlirhoab, the Thing in the Well (Area 8).

Kahanu is a powerful goblin shaman, worshiping Thlirhoab, the Thing in the Well. He serves Gimkril faithfully, although his primary allegiance is to his watery god. At all times Kahanu is attended by two 2nd-level bodyguards and four normal goblins who act as his assistants. His two bodyguards dwell with him in this area, while his assistants are Gang 2 from the Lurks in Shallows band.

His bodyguards are with him at all times. During the day there's a 1-2 in 6 chance he will be accompanied by his assistants. This increases to 1-4 in 6 at night. His assistants will always be present during religious ceremonies, or when the Thing in the Well emerges.

Goblin, bodyguard (2). ***AC*** *5 [14],* ***HD*** *2 (12, 14 hp),* ***Att*** *1 x weapon (1d6+1),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8 (11 with Kahanu),* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

- Kahanu's bodyguards carry three javelins each.
- They inflict an extra +1 damage with weapons.
- Each bodyguard carries 2d6 sp.

Goblin, assistants (4). ***AC*** *6 [13],* ***HD*** *1–1 (1, 3, 4 hp),* ***Att*** *1 x weapon (1d4),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *7 (10 with Kahanu),* ***AL*** *Chaotic,* ***XP*** *5,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

- Kahanu's assistants are armed with clubs that do 1d4 damage.
- Each carries 3d6 cp.

Goblin, gangboss assistant (1). ***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 (11 with Kahanu),* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

- The gangboss is armed with 3 javelins and carries a treasure of 2d6 sp.

Kahanu, 6th-level shaman of Thlirhoab. ***AC*** *6 [13],* ***HD*** *6 (24 hp),* ***Att*** *1 x weapon (1d6),* ***THAC0*** *17 [+2],* ***MV*** *60' (20'),* ***SV*** *D9 W10 P12 B14 S12 (S6),* ***ML*** *9 (12 when in Thlirhoab's presence),* ***AL*** *Chaotic,* ***XP*** *500,* ***NA*** *unique,* ***TT*** *see below*

- Kahanu can cast 3 first-level, 3 second-level, 1 third-level, and 1 fourth-level spell per day. He usually prays for the following spells:
  - First level: *Cause fear, darkness, hypnotism**
  - Second level: *Blight, hold person, silence, 15' radius*
  - Third level: *Curse*
  - Fourth level: *Sticks to snakes*

If using the alternate rules presented in Hex 18.24 Kahanu possesses the following Knacks:

1. **The Gods Protect Me!** Once per day he can chose to automatically succeed on a saving throw.
2. **God's Chosen.** Kahanu's deity has taken special interest in the shaman. He can cast three additional 1st-level spells per day, and an additional 2nd-level spell per day.

The worship of Thlirhoab confers benefits described in the Appendix.

In addition, once per day Kahanu can attempt to summon Thlirhoab forth from the well. This takes Kahanu's action for the round and has a **1 in 6** chance of success. If successful, the godling will erupt from within the well 1d4 rounds after being summoned. When summoned like this the godling will actually leave the well, but will not go more than 120 feet distant from it, and not for longer than one turn. When summoned, Thlirhoab will attack all within range indiscriminately, shoveling goblins and enemies into its enormous maw at random.

Kahanu can also command Thlirhoab's servitor zombies. When controlled by Kahanu they are treated as having 2 HD each, rather than Thlirhoab's HD.

Kahanu possesses the following treasure: *Leather armor +1*, *potion of healing*, *staff +1* carved from willow wood. Once per day the wielder of the staff may cast *fear* as per the reversed first-level cleric spell, as a caster of 9th-level.

3. Watchpost

If there are goblins on guard duty, a gang of them will be posted here, drawn from whatever band is on guard duty.

4. Roof Overlook

A section of the flat roof forms a landing for the ladders that provide access to the manor house. If the manor were to be besieged several gangs would arrange themselves here, pushing over the lower ladder and peppering the ground below them with missile fire.

Like much of the structure here, the ceiling timbers are old and rotted. Human or larger adventurers have a 1 in 8 chance of falling through the floor, taking 1d6 points of damage and finding themselves in Gashmo's pen.

5. Watchpost

If there are goblins on guard duty, a gang of them will be posted here, drawn from whatever band is on guard duty.

6. Watchpost

If there are goblins on guard duty, a gang of them will be posted here, drawn from whatever band is on guard duty.

7. The hut of the goblin mage

Rudruk, the village's mage, dwells here in a small, dilapidated hut. He is afforded more respect than many of his kind, but his band still thought it better to banish him to a solitary lifestyle. His hut is cramped, filled with worthless knick-knacks and random assortments of junk that are largely worthless, although they have some value to him.

A small, sniveling goblin mage of minor abilities, Rudruk serves the sub-chief Bolg above all others, and seeks to elevate him to the position of chief one day. If using the optional rules for the goblin mage, Rudruk has the Cantrip Knack, allowing him to perform minor feats of legerdemain. His offensive use of the cantrip is to summon small storms of ice at a target within 25'. The ice does 1d4 points of damage to the target, unless they succeed on a saving throw versus wands, in which case they take no damage.

Somewhat outcast by the tribe, Rudruk lives in a low stone outbuilding; at one point this building was used as a pigsty. He has no bodyguards, but there are four runty normal goblins attending and being tutored by him. Thus far none of the other goblins display any magical abilities. At night, there will be 1d4 of them with him at any time. Use the normal goblin stat block, although each assistant has (1-3) 1, (4-5) 2, or (6) 3 hp.

Rudruk possesses a rudimentary alchemist's lab, worth 250 gold, and has been experimenting to discover a means of preserving Thlirhoab's ichor in a form that could be used as a poison, but with no success thus far.

Goblin mages cast spells innately, as a sorcerer, and Rudruk can cast three 1st-level spells per day. He knows how to cast the following spells: *dancing lights, sleep, spiderclimb**.

*See Hex 14.22 for the write-up of this spell.

Rudruk (goblin mage). ***AC*** *8 [11],* ***HD*** *2 (6 hp),* ***Att*** *1 x weapon (1d4),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D13 W14 P13 B16 S15 (M2),* ***ML*** *7 (8 when around Bolg or Gimkril),* ***AL*** *Chaotic,* ***XP*** *25,* ***NA*** *unique,* ***TT*** *R (C)*

- Has a personal treasure of 10 gold, carried on him at all times. If his hut is searched (takes 3 turns, due to the mess) 150 gp worth of special components will be found, valuable enough to be used in the creation of a magical item.

8. The Well of the Bloated One

A large well dominates the center of the compound, its mortared brick sides collapsed in, the waters within dark and oily. The magically charged waters from the nearby lake have been seeping in and concentrating in this well for Cycles. Several decades ago an aquatic version of the carcass crawler took up residence in the lair, and over the years the concentrated dweomers have turned it into something (more) horrible.

When the Sunken Sun goblins first arrived here they lost many of their band to the creature's grasping

tentacles, until they realized they could sate its hunger with regular sacrifices. It became a god to them, and their belief and regular ceremonies made it grow even more powerful.

Being creatures of Chaos, there is no set schedule to the goblins' dark ceremonial rites. Rather, rituals are held roughly every two weeks, or whenever the goblins capture a suitable sacrifice. When the adventurers first encounter the Sunken Sun village roll 1d12–1. The result indicates the number of days until another ceremony is held. If the result is "0" it will be held the night of the current day. If no captives are currently being held by the village then Kahanu, the shaman, will select a goblin at random (although for some reason he tends to select those of the Daykiller band more than any other). There is a 1 in 6 chance that Thlirhoab rejects the sacrifice, turning it into a zombie servitor rather than devouring it.

At present there is considerable tension between Kahanu and Gimkril. The chief of the Sunken Sun finds Thlirhoab distasteful, and would prefer using captives in more productive ways, such as entertaining him by being placed in Gashmo's cage. While Kahanu is outwardly loyal to Gimkril, he secretly schemes to replace the aging chief, whether with Zunosh, the sub-chief of the Lurks in Shallows band, or potentially even himself.

Thlirhoab. ***AC*** *2 [17],* ***HD*** *8+12** (61 hp),* ***Att*** *8 x tentacle (1d4 + paralysis),* ***THAC0*** *12 [+7],* ***MV*** *60' (20'),* ***SV*** *D6 W7 P8 B8 S10 (F10),* ***ML*** *11,* ***AL*** *Chaotic,* ***XP*** *1,750,* ***NA*** *unique,* ***TT*** *Special*

The godling is an enormous, bloated carcass scavenger, over five feet in diameter and twenty-five or so feet long, larval white, with ten-foot long tentacles arranged around a gaping maw. Its skin exudes the same paralyzing mucous as coats its tentacles; anyone touching its skin must Save v. Paralysis (with a +2 bonus) or be paralyzed for 1d4 hours.

It has eight attacks per round with its tentacles, each with a reach of 10'. Those hit must Save v. Paralysis or be paralyzed for 1d4 hours in addition to taking 1d4 points of damage from the hundreds of tiny injector barbs that cover the tentacles. On a natural 20 a tentacle wraps around the target and draws it immediately into Thlirhoab's mouth, where it takes 2d6 points of piercing damage per round.

It has the following special abilities:

- Immune to *charm* and *hold* spells.
- Regenerates 3 hp per round when in contact with the well water.
- Reduces damage from fire-based attacks by 2 per die (minimum 1 damage per die).
- Twice per day can chose to automatically succeed on a saving throw.
- Only damaged by spells, magical weapons, or weapons forged from Faery-steel.

Anyone drinking the water in its well must Save v. Poison or suffer 2d12 points of damage (save for half damage). Those who die from drinking the tainted water have a 15% chance of being reanimated as zombies serving Thlirhoab.

At the bottom of the well is found a large treasure trove, comprising valuables thrown into the well over a number of Cycles as sacrifice. Unfortunately, swimming in the well for more than one turn is just as toxic as drinking it. The water will purify itself of Thlirhoab's baneful influence 1d4 weeks after its death. At the bottom of the well can be found:

*12,500 copper coins

*8,640 electrum coins

*7,450 silver coins

*1,256 gold coins

*An assortment of 26 gemstones, worth the following: 25 gp x6, 50 gp x8, 75 gp x3, 100 gp x4, 250 gp x2, 500 gp x2 and a diamond worth 4,000 gold.

*A *sword +1, flame tongue*, called Thysthill.

Thlirhoab's corpse can also be harvested for both principals and special components, with a maximum gp value of 1750. The following parts can be harvested:

1. **Tentacles.** Used as principals or special components. 1d2 can be used as principals with a value of 100 gp each and a further 1d6–1 can be used as special components with a value of 75 gp each.
2. **Teeth.** Thlirhoab's circular maw is lined with finger-length, thorn-like teeth that can be used as either principals or special components. 1d3–1 can be used as principals with a value of 150 gp each and a further 2d4–1 as special components with a value of 100 gp each.
3. **Ichor.** The creature's blood may be used as a special component with a value of 25 gp per pint. 4d6 pints can be harvested from the corpse.

When used to create the following items the gp value of the components are doubled: *wand of paralyzation, rope of entanglement, weapons of potency or slaying versus abominations* (sword +1/+3 v. regenerating monsters). Because of the quasi-divine nature of the godling

multiply the gp value of all components by 1.25 when used to create divine items.

9. Lurks in Shallows Lair

The Lurks in Shallows band dwells in this outbuilding close to the well. Of all the goblins, those in this band are most comfortable around the well and Thlirhoab, and are the most religiously devout of the goblins. Outside of a small cadre of goblins fanatically loyal to Kahanu, though, they are still wary of the godling, and do not get any closer than they would otherwise need to.

The Lurks in Shallows band is led by Zunosh, a wiry and wary goblin who is fanatical in their devotion to Thlirhoab. Zunosh rarely embarks on any undertaking without first talking to Kahanu, regardless of the scope or import. Zunosh is not aware that Kahanu desires them to take over the leadership of the goblin village, nor that the shaman has been subtly directing his advice to the sub-chief to place them in a better position to do so.

Zunosh (Lurks in Shallows Sub-chief). ***AC*** *5 [14],* ***HD*** *3 (12 hp),* ***Att*** *1 x weapon (1d6+1),* ***THAC0*** *17 [+2],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *R (C)*

- Has 48 gp in a coinpurse.
- Prefers to attack with their *shortbow +1* they stole from the corpse of a dead adventurer; dislikes entering melee.

Goblin, bodyguard (4). ***AC*** *5 [14],* ***HD*** *2 (5, 10, 11, 12 hp),* ***Att*** *1 x weapon (1d6+1),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *8 (9 with king),* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *2d4 (6d10),* ***TT*** *R (C)*

The Lurks in Shallows band has no treasure, outside of that carried by its members, as Kahanu has convinced the members to sacrifice their wealth to Thlirhoab (it can be found at the bottom of the well in Area 8).

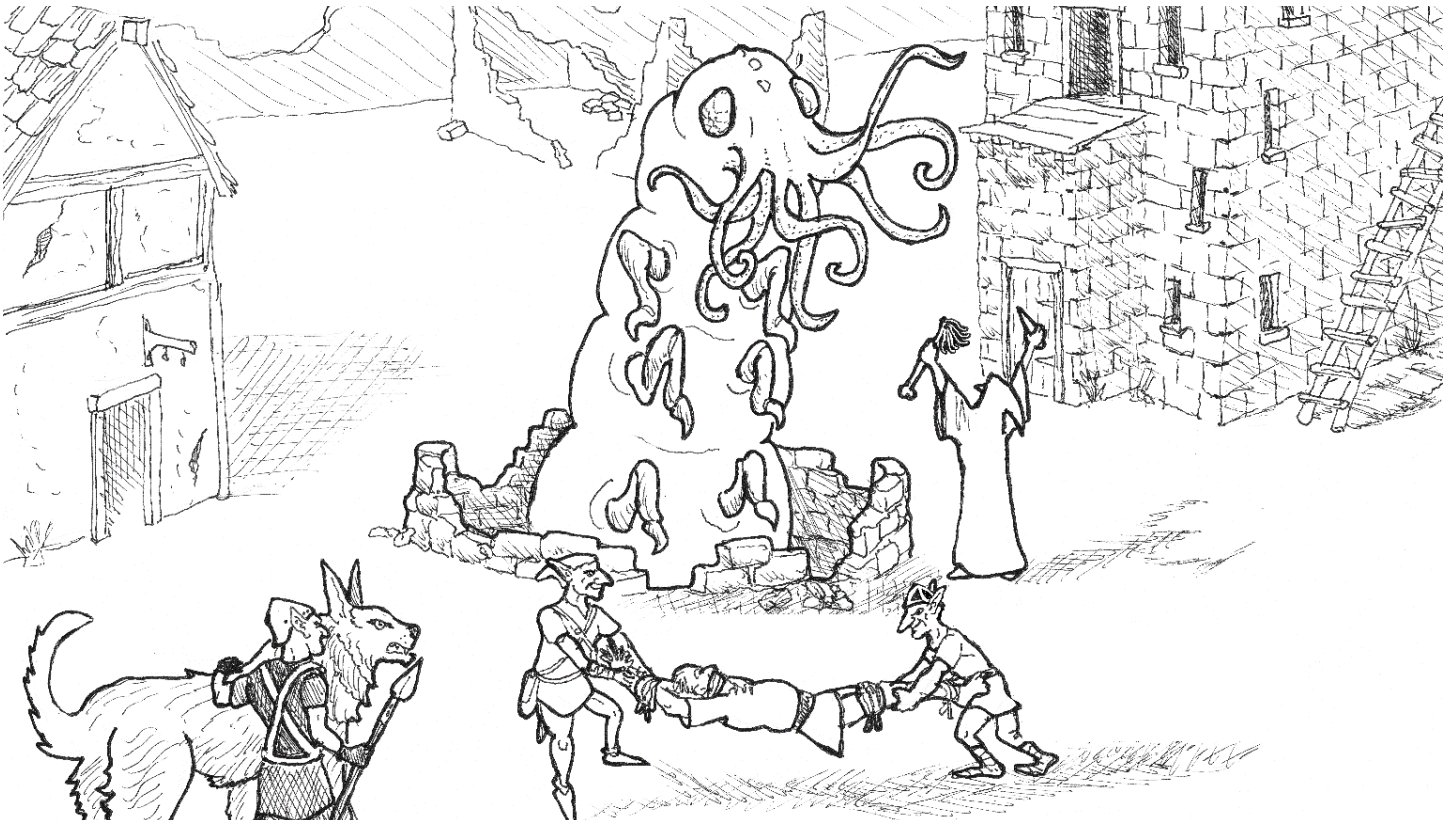
10. Undead Storage

The undead servitors of Thlirhoab are kept in this outbuilding when not attending to the needs of the godling or being commanded by Kahanu. There are currently five servitor zombies in the village, all former goblins.

Most of the time the servitor zombies are controlled by Kahanu, only serving Thlirhoab when it emerges from the well.

Servitor zombies (5). ***AC*** *8 [11],* ***HD*** *1+1 (5 hp),* ***Att*** *1 x slam (1d4),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *15,* ***NA*** *1d6 (2d6),* ***TT*** *None*

- Animated by godlings, demons, and other





powerful beings.

- Turned as if having HD equal to their creator, or 2 HD if controlled by a cleric.
- Roll initiative as normal.
- When not actively controlled can take no actions and are turned as if having 1 HD.

11. Bugbears

The bugbear mercenaries that work for the goblins are led by Vorgriim, a relatively small and almost emaciated bugbear who rules his troops through cunning cruelty. Although not as large as other bugbears he knows no fear and will not turn away from a fight.

The bugbears are a wandering mercenary band that were hired by the goblins several years previous. Their existence is pretty cushy here; they occasionally have to flex their muscles to scare off orcs or gnolls, but otherwise they don't have to work very hard. The creatures lair in what was once an old barn in the compound and ruthlessly enforce their privacy.

They have no loyalty to the Sunken Sun tribe, outside of payment. All the other bugbears make morale checks with a +1 bonus, even if Vorgriim is not present, for fear of what their captain will do should they flee or retreat, but the bugbear captain himself makes checks as normal (he is mostly interested in self-preservation). If Vorgriim breaks, the other bugbears will flee as well.

The bugbears have accumulated the following treasure, which they have buried in a corner of the barn they are lairing in. A large, flat stone has been dragged over top of the hole, and the bugbears use this stone as a fire hearth. Their hoard consists of 8000 copper coins, and a gold and silver circlet worth 800 gold. The bugbear with 22 hit points also wields a *battle axe +1*, although they are not aware it is magical.

Bugbears (4). ***AC*** *5 [14],* ***HD*** *3+1 (11, 14, 16, 18 hp),* ***Att*** *1 x weapon (2d4),* ***THAC0*** *16 [+3],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *9 (10 when Vorgriim is present),* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *2d4 (5d4),* ***TT*** *B*

- Bugbears surprise on a roll of 1-3 in 6

Vorgriim (bugbear captain). ***AC*** *3 [16],* ***HD*** *4+1 (23 hp),* ***Att*** *1 x spiked whip (1d4 + entangle),* ***THAC0*** *15 [+4],* ***MV*** *90' (30'),* ***SV*** *D10 W11 P12 B13 S14 (F4),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *125,* ***NA*** *unique,* ***TT*** *B*

- Vorgriim is wiry and dexterous, gaining a bonus to AC and attacks with missile weapons but losing

the bonus to damage that bugbears normally get.

- Attacks with a spiked whip and is considered to be Skilled in Disarm and Trip when fighting with it (see Appendix).

If using the Optional Rules Vorgriim is considered to have the Toughness Knack, giving him 1d10 hp per HD.

The bugbears have accumulated the following treasure as payment from the goblins for their service:

- 6000 cp
- 1000 gp
- Three pieces of jewelry, worth 500, 1200, and 2,000 gp

The treasure is stored under a heavy flat rock in their dwelling.

12. Wolf Lair

When not out on patrol the wolves of the Wolf Riders band have free reign of the village, but they tend to lair in this run-down structure by the lakeside, as far from Area 8 – and the monstrosity it contains – as possible. If the Wolf Riders are not on patrol when the adventurers approach the village, 4d4 dire wolves will be found in this area, with any remaining (there are a total of 17 dire wolves in the village) wolves spread throughout the village.

Gobathym and the rest of Gang 1 bed down in the remaining building in this area. They are the goblins closest to the wolves, and it is their (self-appointed) responsibility to care for the wolves.

Gobathym is one of Ketta's bodyguards, placed in charge of the wolfpack at his insistence. She leads the 1st gang, wolf-riders all, and is the one in charge of the far-ranging patrols.

Goblin, standard wolf-rider (8). ***AC*** *6 [13],* ***HD*** *1–1 (1, 1, 3, 4, 5, 7, 7, 7 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)*

Goblin, wolf-rider gangboss. ***AC*** *6 [13],* ***HD*** *1 (7 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)*

Dire wolves (16). ***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*

- In summer months there will be 1d6–1 dire wolf pups with 1 HD each that do 1d4 damage with a bite. At the Referee's discretion these pups may be raised and trained like dogs.
- Goblins are usually not mounted on dire wolves when within the village. If the village is attacked without notice, each round 1d6 goblins are able to get to the wolf pens and mount a wolf.

Bonecruncher (1). ***AC*** *6 [13],* ***HD*** *4+1 (33 hp),* ***Att*** *1 x bite (2d4+1),* ***THAC0*** *15 [+4],* ***MV*** *150' (50'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *1d4 (2d4),* ***TT*** *None*

- Zurgde's mount, Bonecruncher is an enormous dire wolf with maximum hit points and deals an extra point of damage with her bite attack.

Gobathym (2nd-level bodyguard). ***AC*** *4 [15],* ***HD*** *2 (10 hp),* ***Att*** *1 x weapon (1d6+1),* ***THAC0*** *18 [+],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *8 (9 with king),* ***AL*** *Chaotic,* ***XP*** *5,* ***NA*** *unique,* ***TT*** *see below*

- Wields a spear and crossbow with 20 quarrels.
- Has 9 gold and a quartz worth 25 gold tucked into a belt pouch.

Gobathym is cunning and intelligent. There are many within the tribe who believe she is the natural successor to Gimkril. The goblin king, at this point, does not view her as a rival, but Gobathym has heard whispers of encouragement from her kin and is intrigued by the possibility, though she has taken no direct action towards that aim.

She gains a +2 bonus to hit with her crossbow due to her nimbleness. She wears an owlbear claw around her neck, a fetish enchanted by Kahanu. The wearer may use its energies to automatically succeed on a single saving throw, after which it crumbles into dust. When first encountered the fetish will last for another 2d4+2 months before the magic within fades.

If using the alternate goblin class rules from Hex 18.24 Gobathym has the Wolf-rider Knack instead of Toughness.

Wolf-rider Knack

- +1 AC while mounted.
- May charge (must be able to run for 60' in a straight line), doing double damage with a lance or spear.
- Can fire missile weapons while mounted

without penalty.

- Mount gains a +1 bonus to morale.

Ketta (2nd-level bodyguard). ***AC*** *4 [15],* ***HD*** *2 (10 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*** *5,* ***NA*** *unique,* ***TT*** *see below*

13. Watchpost

If there are goblins on guard duty, a gang of them will be posted here, drawn from whatever band is on guard duty.

14. The Dock

A ramshackle wooden dock extends out into the lake at this point. Pretty much at all times, except during the most direct light of day, there will be a gang of goblins fishing off the dock. It's a prize spot, and while King Gimkril made a half-hearted attempt at establishing a rotation, his suggestions were roundly ignored by his subjects, who prefer to assign fishing duties to whomever can hold the dock against all others. There's a good chance (1-2 in 6) that when the adventurers arrive two gangs of goblins will be fighting each other for control of the fishing spot.

Gangs using the dock will be from bands not currently on patrol or guard duty.

0307. Green Slime Slick

Several patches of green slime lurk by the edge of the lake, looking very much like an algae bloom. If anyone enters the water in this subehex they will be attacked by the slime; if individuals are in a boat the slime will attack the boat first, rapidly eating through wooden planks before attacking those within.

Green Slime (3). ***AC*** *No hit roll required,* ***HD*** *2* (7, 8, 12 hp),* ***Att*** *1 x touch (consume flesh),* ***THAC0*** *18 [+1],* ***MV*** *3' (1'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *1 (0),* ***TT*** *None*

- *Surprise. Surprises on a roll of 1-4 in 6.*
- *Acid. Dissolves wood and metal in 6 rounds.*
- *Consume flesh. After contact with flesh of a living creature for 6 rounds the victim is turned into green slime in 1d4 rounds.*
- *Removing. Once stuck on a victim, can only be removed by fire, inflicting half damage to the victim and half damage to the slime.*
- *Immunity. Affected only by cold and fire.*

0703. Aqueduct

An ancient aqueduct of mortared brick runs parallel to the stream feeding the Lake of Abominations for 350 yards before crumbling back into the surroundings. It is fifteen feet tall, ten feet wide, and arched every twenty feet or so.

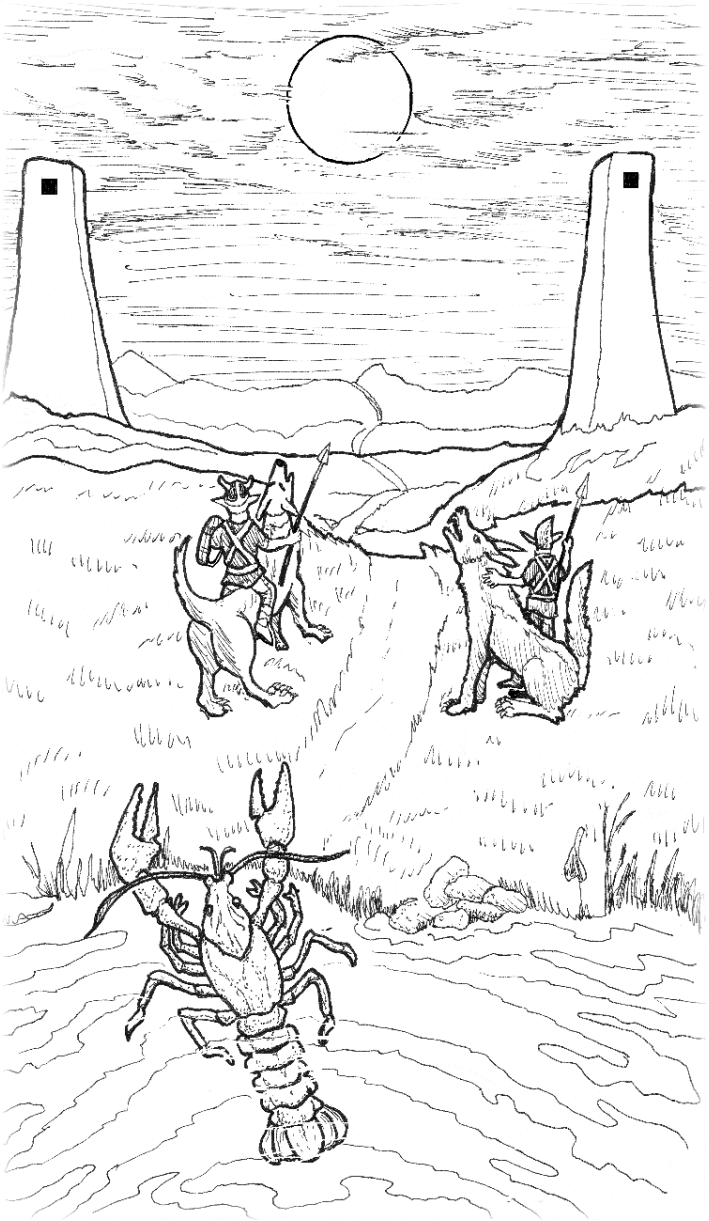
At one point in time the stream ran in the aqueduct, but it hasn't been usable in many Cycles. The aqueduct is in bad shape, and any attempt to climb it carries a **1-2 in 6** chance of causing part of the structure to collapse. Anyone climbing it when it collapses suffers 1d6 points of damage, and they must roll their Dexterity or lower on 4d6 or suffer an additional 1d6 points of damage from falling bricks.

About halfway down the length of the aqueduct there is a secret door, cunningly worked into the brickwork, concealing a small chamber filled with the dust and cobwebs of centuries of neglect. Inside the chamber is an inanimate human skeleton, wearing upon one bony finger a *ring of protection +1*. Once per day, the wearer of the ring is able to re-roll a failed surprise roll as the ring alerts the wearer to danger. The ring is beaten gold set with small sapphires and bears the inscription *RHYBUDD* on the inside of the band.

0704. Giant Crayfish

Mutated and the size of a horse, a giant crayfish lurks in the shallows of this hex, lairing under an enormous slab of stone on the bottom of the lake. The goblins of the Sunken Sun tribe know of this crayfish, and want nothing more than to slay it and feast upon its sweet flesh, but they have been unable to do so, with nothing but dead goblins to show for their efforts. The crayfish is old and cunning, more likely to retreat underwater and hide in a layer of mud than to attack. When making reaction rolls re-roll any result of "Hostile, attacks". The crayfish also has a morale of 6. Exposure to residual magical energies within the lake has improved the monster's AC and gifted it with preternatural awareness: it is only surprised on a roll of **1 on 1d10**.

Crayfish, giant (1). ***AC*** *2 [17],* ***HD*** *3+4 (19 hp),* ***Att*** *2 x claw (2 x 2d6),* ***THAC0*** *16 [+3],* ***MV*** *60' (20') / 90' (30') swimming,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *6,* ***AL*** *Neutral,* ***XP*** *50,* ***NA*** *1d6 (1d6),* ***TT*** *None*



Random Encounter Tables

Lake (1d6)

1. Crayfish, giant
2. Stirges, 1d12 (Hex 17.23)
3. Stirges, 3d4 (Hex 17.23)
4. Catfish, giant (Hex 17.23)
5. Floating green slime (1)
6. Hawk, giant, 1d2 (Hex 17.23)

West of the Lake (1d8)

1. Goblin party, 1d4+4, led by 2-HD bodyguard.
2. Goblin party, 1d6+6, led by Zurgde.
3. Gobathym and her rangers (all 6 of them).
4. Goblin war-party, led by Zurgde. Comprises 4d6 1-HD goblins and 2d4 2-HD goblins.
5. Goblin war-band, led by Gimkril and his retinue (25% chance of including Zurgde). Comprises 6d6 goblins, plus 4d4 2-HD goblins. Those attending Gimkril will be mounted on dire wolves.
6. Orcs, 3d6, plus 2nd-level captain for every six orcs, from Hex 16.23.
7. Gnolls, 2d6, from Hex 18.23.
8. Signs of one of the above.

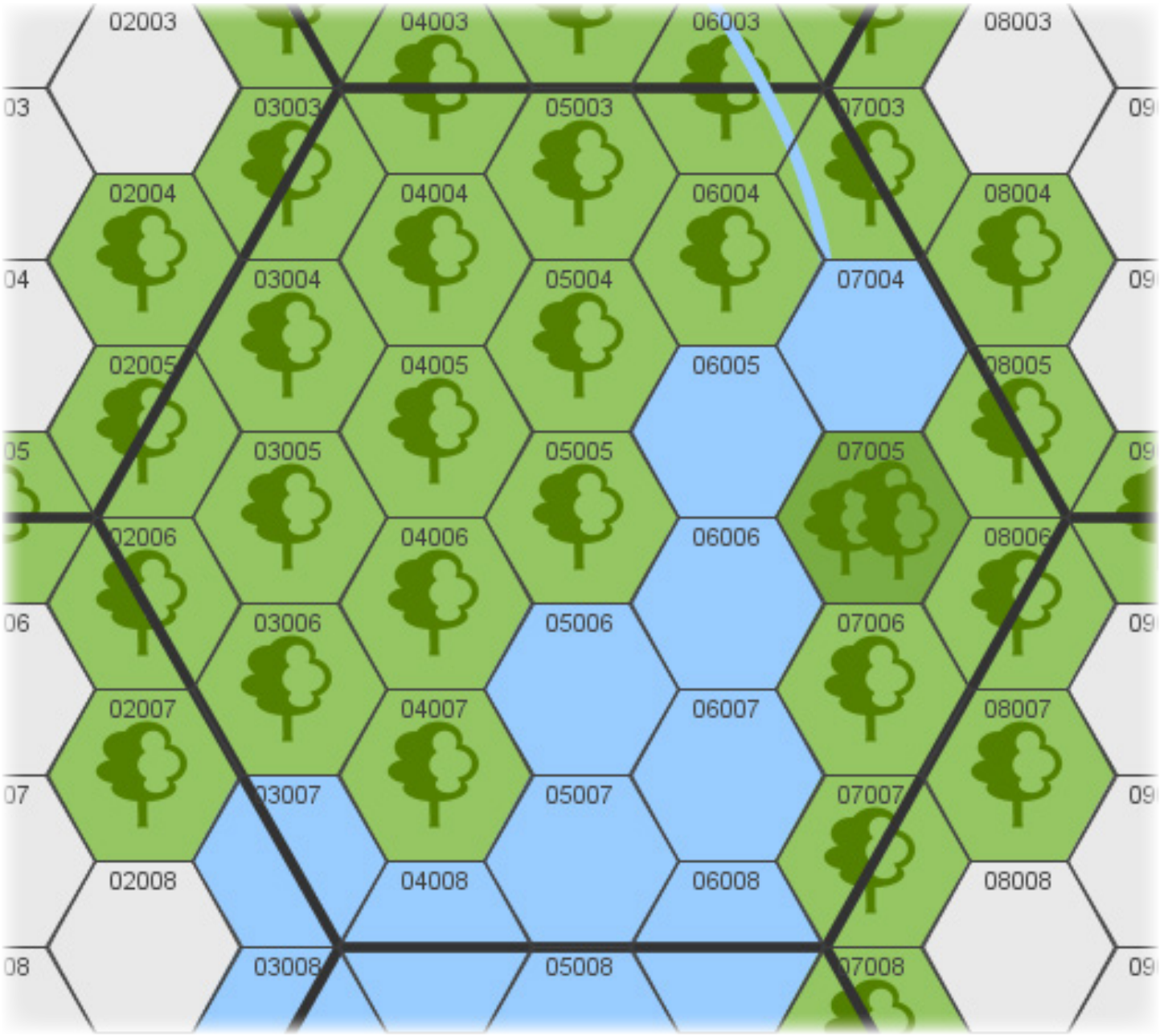
East of the Lake (1d8)

1. Gobathym and her rangers (all 6 of them).
2. Goblin war-party, led by Zurgde. Comprises 4d6 1-HD goblins and 2d4 2-HD goblins.
3. Goblin war-band, led by Gimkril and his retinue (25% chance of including Zurgde). Comprises 6d6 goblins, plus 4d4 2-HD goblins. Those attending Gimkril will be mounted on dire wolves.
4. Gnolls, 2d6 (from Hex 18.23).
5. Rhagodessa, 1d4 (from Hex 18.23).
6. Bat, giant (from Hex 18.23).
7. Signs of one of the above.
8. A tree falls nearby, with a 1 in 6 chance of hitting 1d4 PCs for 3d6 points of damage.

In the Village (1d8)

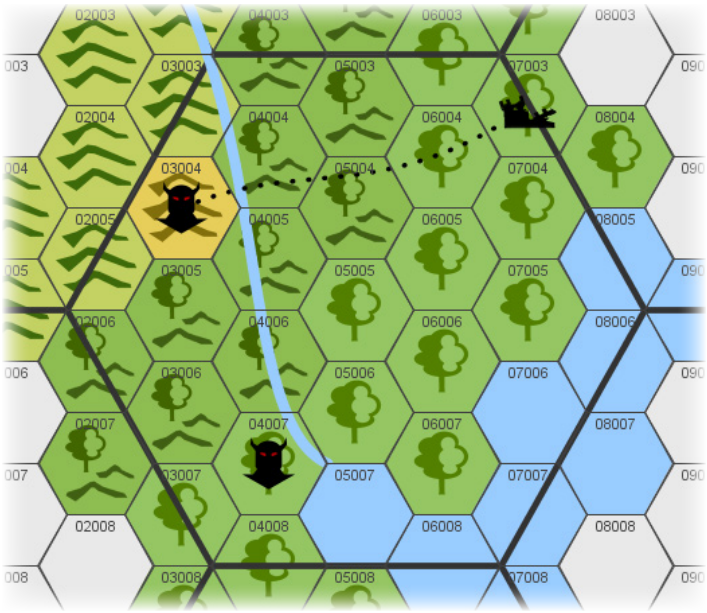
1. 1d4 servitor zombies, shambling about.
2. Gang of goblins from whatever band is on guard duty.
3. Gang of goblins *not* on guard duty.
4. Sub-chief and entourage.
5. Dire wolves (1d4).
6. Kahanu and entourage.
7. Gimkril and entourage.
8. Vorgriim and entourage.

Hex 17.22 Valley of the Sunken Sun



Large Hex = 6 miles, face to face
Smaller Hexes = 1.2 miles, face to face

Hex 16.23 – The Doom of Cthedrak



Resources: Vegetable, industrial (Timber, 3)

This is a transitional hex: bordered to the southeast by the Lake of Abominations (Hex 17.23), which is fed by a small river flowing from the Basilisk Hills that form the northwest border. A band of hilly, wooded terrain runs diagonally through the hex, before flattening out into more gently rolling woodlands that abut the Lake. A rough trail connects the outpost of the Festering Sore orcs in subhex 304 to the ruined temple in subhex 703.

The *strigi* dwelling to the south call the river the Kirkikit. It starts in the hills to the northwest of the hex, flowing gently through the valleys and arroyos of the Basilisk Hills. It is relatively narrow – no more than thirty feet at the widest and averaging around ten to fifteen feet – with several small waterfalls and small rapids. It ranges from several feet deep – at its widest – to around six or seven feet deep at its most narrow.

The river is home to catfish, carp and trout. Astute observers will note that the Kirkikit south of subhex 304 (where the orcs lair) has an unhealthy, oily sheen and the water has a slightly sour taste. Those drinking the polluted water or eating fish from the river have a 5% chance of contracting an intestinal disease that lasts for 2d4 days, imposing a –2 penalty to all rolls they make. Clearing the orc lair will remove the pollution after one month.

304. Festering Sore Orcs

The orcish village here is a recently established outpost of a much larger orcish tribe that lairs further west within the Basilisk Hills. The outpost has been established with two-fold purpose: to achieve a foothold for an eventual attack on the Realms of Man, and to ask advice of the spirit naga that dwells in subhex 703 for the Warmaster of the Gangrenous Orcs (of which the Festering Sore tribe is but a small part. See Hex 13.21).

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.

The Festering Sore village comprises a single clan, with the following numbers:

1. 27 normal orcs, divided into five gangs
2. 5 first-level orc reavers
3. 4 second-level orc reavers (two bodyguards, two lieutenants)
4. Gromkash, fourth-level orc warlord
5. Drabad, second-level warlock

The fifth gang of orcs, a gangboss, and one lieutenant are not in permanent residence here, having been stationed in subhex 0703, and are discussed in that section.

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.


1
2
3
4
5
6

- Normal orcs have personal treasure equal to 1d12–1 cp.

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 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.

The Festering Sore orcs are wary of the gnolls in Hex 18.23, having had several members of the tribe captured as slaves and/or food. They are making tentative inquiries into an alliance with the goblins in Hex 17.22; the other reason the orcs are here, in addition to dealing with the Doom of Cthedrak, is to find allies that will support the spread of their nascent domain. The goblins are perfect allies, or so the orcs believe, as they can be easily bullied by the larger and stronger orcs.

When the lair is first discovered by adventurers roll below to determine what orcs are present. Additionally, roll 1d4 to determine which gang is watching the entrance to the canyon. The watch schedule switches on a nightly basis, at nightfall. Assume for the sake of simplicity that they rotate through in numerical order, once the first watch has been established. *Ex. The Referee rolls 1d4 when the adventurers first arrive at the lair and the result is a 3. Gang 3 is on watch duty. The following night is Gang 4's turn, then Gang 1, etc.*

If it has been determined that a gang is not in the lair, and their turn comes up in the rotation, the gang that is currently on duty has to pull an extra shift. Gangs on extra shifts have a –1 penalty to being surprised for each consecutive day they serve. They will be relieved after 1d4 days of extra shifts.

Orcs that are hunting or in subhex 0703 will return in 1d8 hours. Those in Hex 13.21 will return in 1d6 days. Orcs that visit the Dome have a 1 in 12 chance of returning to the canyon *charmed* by the naga; she does not want to risk her underhanded dealings being discovered.

When Gromkash is outside the lair he will be accompanied by his two bodyguards and a gang of orcs. When Orklurz is outside the lair he will be accompanied by a gang of orcs. One of the two will always be in the lair. Note that the locations of the named orcs supersede those of the gangs; if Gromkash is hunting with gang 4 there is no need to roll to determine where gang 4 is.

1. Orklurz and Hargthos's Quarters

As Gromkash's chief lieutenants, Orklurz and Hargthos share chambers adjacent to their chief's. Hargthos spends his time at the Dome, so Orklurz has the chambers to himself. When Orklurz is in his chambers there is a 1-4 in 6 chance that 1d6 orcs and 1d3–1 bodyguards are present, playing games of chance and weighing whether to bring others into his confidence.

Orc Location Table (roll 1d6 per row)

Name	1	2	3	4	5	6
Gromkash	Area 1	Area 2			Hunting	Hex 13.21
Orklurz	Area 1	Area 2	Area 4	Area 5	Hunting	Subhex 0703
Hargthos	Area 1	Subhex 0703				
Drabad	Area 6			Area 2	Hunting	Hex 13.21
Bodyguards*	With Gromkash				Area 1	Hunting
Gang 1	Area 4		Guard duty	Area 1	Area 2	Hunting
Gang 2	Area 4		Guard duty	Area 1	Area 2	Hunting
Gang 3	Area 5		Guard duty	Area 1	Area 2	Hunting
Gang 4	Area 5		Guard duty	Area 1	Area 2	Hunting

*There are two bodyguards. Roll to determine the location of each individually

Orklurz (2nd-level Reaver). AC *5 [14],* **HD** *2 (14 hp),* **Att** *1 x weapon (1d8+1),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *9,* **AL** *Chaotic,* **XP** *20,* **NA** *special,* **TT** *D*

Orklurz possesses twenty-five sp, six gp, and a colorful glass eye worth ten gp he took from the eyesocket of a dead man. If using the Alternate Rules, Orklurz has the Brutal Strike Knack, allowing him to score a critical hit on a roll of 19 or 20.

A slight orc, Orklurz is covered in scars, the reminders of a hundred fights that he has won over his lifetime. He serves as Gromkash's right hand, and the captain of the warlord's bodyguard. Orklurz is fanatically loyal to Gromkash, and clever, for an orc. He is the only one that suspects Hargthos may be turning against his warlord, and believes, correctly, that the naga has worked her magics on the weak-willed orc, but is unwilling to broach the subject to Gromkash as of yet. If Orklurz encounters the adventurers outside of the village he will gauge their strengths as a potential way to remove the naga from the picture; roll twice for his initial reaction and take the better of the two results. He will try to be subtle in his questions, though, as he knows the naga has charmed servants elsewhere.

2. Gromkash's Quarters

Gromkash has been the warlord of the Festering Sore tribe for five years, after slaying his father in personal combat and assuming command. He is a large, immensely strong orc, who has survived several killing blows by some miracle. Tales are spreading amongst the tribe that Gromkash cannot be slain as long as he wears his father's fingerbone around his neck. It remains to be seen if there are any within the tribe capable of challenging his authority. Certainly, the orcs that have been pressed into serving the spirit naga in subhex 703 have reason to grumble about his rule.

Gromkash (4th-level Reaver). AC *4 [15],* **HD** *4 (25 hp),* **Att** *1 x weapon (1d10+4),* **THAC0** *14 [+5](includes STR bonus),* **MV** *90' (30'),* **SV** *D10 W11 P12 B13 S14 (F4),* **ML** *9,* **AL** *Chaotic,* **XP** *75,* **NA** *special,* **TT** *D*

Gromkash has a personal treasure of 125 gp, 12 pp and a gem worth 50 gp hidden under a bearskin in his chambers. He carries a potion of healing *with him at all times, and wears a fetish fashioned from the fingerbone of his father. When wearing the fetish, once per day he may chose to reroll a single roll, taking the better of the two results. If used twice in one day, the fetish will have its effect and then crumble to dust. Only Gromkash can use the fingerbone. Gromkash's weapon of choice is a massive two-handed sword, and he wears a set of banded mail taken from a defeated enemy.*

If using the Alternate Rules presented in the Appendix, Gromkash is Skilled in Endurance and may use the Force Back and Overrun combat maneuvers. He also possesses the Tenacious Knack.

3. The Defile

The entrance to the canyon is narrow, only about ten feet wide, and the orcs have placed boulders in such a fashion as to prevent their enemies from charging straight in, creating a winding path that allows those on guard duty to drop rocks on them from above.

One gang is on duty at any given time, led by a 2nd-level reaver gangboss. The orcs on duty are equipped with (1-3) slings, (4-5) short bows, or (6) throwing spears. They each have three small rocks they can throw at trespassers below, each rock inflicting 1d6 points of damage. Because of their vantage point above the path the rocks have an effective range of 75'.

Adventurers firing up at the orcs on guard have a –3 penalty to attack rolls due to the angle and cover provided by the sides of the canyon.

4. Sleeping Quarters

Gangs 1 and 2 lair in this area.

- Gang 1. Four orcs, one gangboss (1st-level reaver)
- Gang 2. Six orcs, one gangboss (1st-level reaver)

During the day there's a 1-4 in 6 chance that orcs in this area will be asleep. At night they will be awake, but not especially alert, relying on the canyon guards to detect any intruders. Orcs in their quarters suffer a –1 penalty to being surprised.

Orcs in this area all have standard treasure.

5. Sleeping Quarters

Gangs 3 and 4 lair in this area.

- Gang 3. Five orcs, one gangboss (1st-level reaver)
- Gang 4. Six orcs, one gangboss (1st-level reaver)

During the day there's a 1-4 in 6 chance that orcs in this area will be asleep. At night they will be awake, but not especially alert, relying on the canyon guards to detect any intruders. Orcs in their quarters suffer a –1 penalty to being surprised.

All of the orcs have standard treasure, except for the leader of gang #4, who has a *dagger +1*.

6. Drabad's Lair

The clan's warlock, Drabad, lairs in this area, secluded from the rest of the clan. He is mostly given a wide berth by his kin, as they fear his magic and otherworldly influence.

Drabad (2nd-level Orcish Warlock). AC *7 [12],* **HD** *2* (13 hp),* **Att** *1 x weapon (1d8+2),* **THAC0** *17 [+2](includes STR bonus),* **MV** *120' (40'),* **SV** *D13 W14 P13 B16 S15 (M4),* **ML** *8,* **AL** *Chaotic,* **XP** *25,* **NA** *special,* **TT** *D*

Drabad can cast one 1st-level spell per day. His eldritch blast does 1d6 points of damage and recharges on a roll of 1 in 6. He may also use one invocation per day and knows Vigor and Slowing Blast. If using the Alternate Rules, he has the Extra Spell Knack, allowing him to cast a second 1st-level spell per day.

Drabad has 39 sp, 21 gp, and an obsidian statue depicting a disturbingly blasphemous, multi-tentacled creature that is his patron: Shogglatch of the Sixteenth Arms.

Treasure of the Festering Sore Clan

The orcs had brought a significant treasure with them from the west, but most of it was gifted to The Doom of Cthedrak at their first meeting. They retain 4000 silver coins kept in three leather sacks. Mixed in with the silver are two gems: one worth 10 gp, the other 100 gp. The tribal treasure is to be found in the quarters of their chief, Gromkash.

407. Death From Below

A nest of giant hornets can be found in this subhex, some hundred yards away from the edge of the Lake of Abominations. It is an easily missed hole in ground, spotted only on a roll of 1-3 in 6. Unfortunately, the hornets are extremely aware of their territory, and are automatically alerted whenever any non-flying creature larger than a dog comes within 25 yards of their underground nest. They are also very irritable; apply a –2 penalty to the reaction roll as soon as the adventurers stumble within range of their nest.

When a potential threat or victim comes within range the hornets emerge from their nest, 1d4+1 per round until they, or the intruders, are all killed.

A certain amount of treasure can be found on the ground within a fifty-yard radius of their nest, scattered among the bones of those they slew that were too large to drag down into their lair (anything larger than a goblin, in this case). Every turn spent searching roll 1d12 and compare to the Search Table. Spending more than an hour searching won't find anything new:

Search Table

1d12 Roll	Result
1-2	Nothing
3	1d6 boar tusks, each worth 1d4 gp
4	3d6 gp
5	4d6 sp
6	1 gem worth 3d6×10 gp
7	1d4 gold teeth, each worth 2d4 gp
8	An iron helmet, wrought to resemble a dragon's maw, worthless except as a curiosity.
9-10	A random weapon; rusty, rotted, or otherwise useless.
11	A large key, of black iron, that opens a certain door in Hex 18.25 of the Darkwoods. If this result comes up more than once, subsequent results of 11 are considered "Nothing".
12	A scroll in a brass scroll-case containing the magic-user spell *knock*, written in Draconic. If this result comes up more than once, subsequent results of 12 are considered "Nothing".

Hornets, giant (17). AC *4 [15],* **HD** *3** (14 hp),* **Att** *1 x sting (1d6 + poison),* **THAC0** *17 [+2],* **MV** *60' (20')/210' (70') flying,* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *11,* **AL** *Neutral (Asshole),* **XP** *50,* **NA** *2d8 (3d10),* **TT** *C*

Giant hornets attack by stinging. Their stingers are coated with a mild toxin that, while not fatal, is extremely painful. Those stung by a giant hornet must Save v. Poison. If the save is failed the target is wracked with burning pain lasting 2d4 rounds, suffering a –2 to attack rolls and AC due to the extreme discomfort. This pain is so intense that spellcasters find it impossible to concentrate to cast spells. Once engaged with potential prey, giant hornets will continue to attack until dead. There will always be 1d6–2 giant hornets away from their nest when the adventurers find it.

703. The Dome of the Library

The ruins of an ancient structure can be found in this subhex, a massive dome that tops out just shy of 50' above the ground. It is this structure, or rather the being that dwells within it, that has brought the band of Festering Sore orcs to the area.

A spirit naga (see Appendix) named The Doom of Cthedrak dwells within, served by those she has *charmed*

and assisted by the emissaries from the Festering Sore orcs. The dome was originally a vehicle, crafted by beings from another dimension, that suffered a malfunction and ended up stranded here, buried half in the earth. Those that piloted it died in the accident, and over the centuries a variety of creatures have inhabited it.

At the very bottom of the dome, covered in tons of the melted slag which resulted from the reactor core overheating, is an artifact referred to by The Doom of Cthedrak as "The Library". She has been using her oracular abilities (see her write-up in the Appendix) to research The Library but the excavation has been stymied by bouts of insanity brought on by contact with extra-dimensional intelligences, as well as the difficulty of physically excavating so much debris.

At this rate it will take several more years of excavation to dig through the slag and debris in order to uncover what lies hidden at the bottom: a probability drive, the very thing that allowed the ship's creators to travel through time and dimensions. A probability drive is a magical item of almost artifact-level complexity, and if recovered will require years to master the use of.

The interior surfaces of the dome are curved and arced, creating disorienting angles and intersections that are distracting to the human eye. While within the dome the characters are surprised on a roll of 1-3 in 6, as opposed to 1-2, due to the distracting geometry. Additionally, anyone examining the structure itself (for traps or secret doors, for instance) must roll under their Wisdom on 3d6 or be fascinated for a period of one turn, during which time they cannot speak or move as their mind struggles to understand the strange curves and arcs of the interior. Once a check has been failed in this manner the character does not need to make a check again until 24 hours have elapsed.

The exterior perimeter of the dome is littered with rubble from the interior excavations, some mounds piled seven or eight feet tall. If time is taken, it is possible to sneak up to the entrance using the rubble piles as cover. Doing so reduces the character's movement by half and imposes a 1 in 6 chance the *charmed* guards notice the intruders. Adventurers examining the piles of rubble note that they chiefly consist of some sort of dark, shiny stone chips and fragments. Where the rubble has been exposed to direct sunlight it appears almost wax-like, with a smooth, melted texture.

Area 1

The sole entrance to the dome is an enormous door, of beaten copper, set into the northern face. Though large enough for a hill giant to pass through without ducking, the pivot hinges upon which it is set are cunningly designed and expertly crafted, so as to still open almost effortlessly Cycles after their construction, silently and smoothly.

The door is typically open during all hours, to allow the work crews easy access to the outside for disposal of rubble. Two *charmed* orcs are typically on guard duty at the door. If given the chance they will shout for assistance but will not attack immediately – the Doom of Cthedrak receives enough emissaries from elsewhere that they know not to act too aggressively.

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** *9 while serving the naga,* **AL** *Chaotic,* **XP** *10,* **NA** *2d4 (1d6 x 10),* **TT** *D*

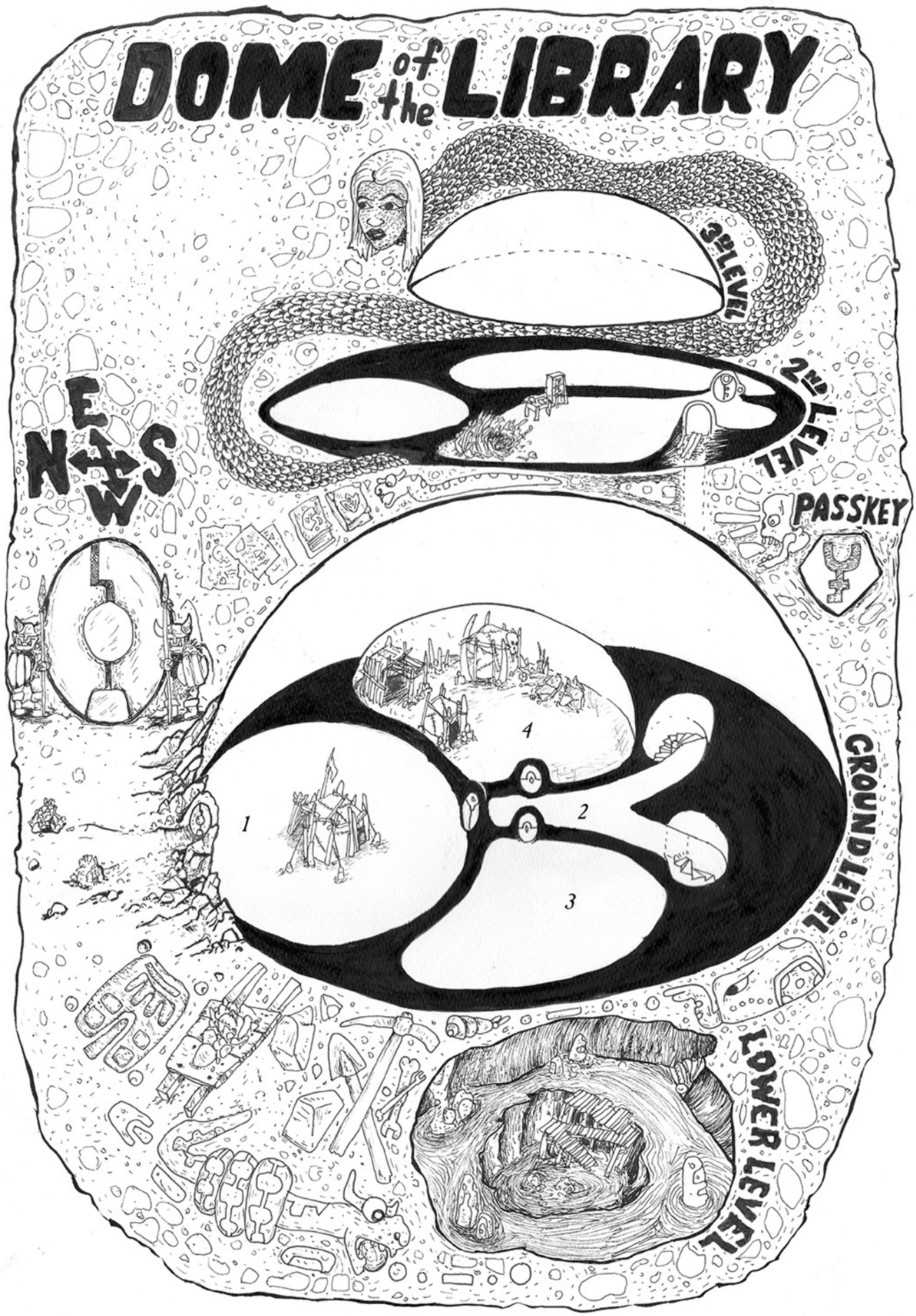
The inner chamber is, on the northern wall, bounded by the curved interior surface of the dome, which forms the wall and ceiling until it is interrupted some 35' in the air. The room is 50' front to back. Although the dome itself is approximately 5' thick, it is constructed of a strange, translucent green stone that allows filtered light to enter through the walls. If glancing at the exterior walls of the dome from the corner of one's eye it seems as though a number of snake-like shapes wriggle through the very stone itself, although a close examination reveals nothing of the sort.

The interior walls and floor of the dome are, in contrast to the outer shell, fashioned from a shiny black, stone-like material that is absent of seams or any indication of tooling. It closely resembles obsidian but is much softer. A strong person with a pick-axe could chip off several pounds of the stuff in a matter of minutes. A close examination reveals it is a substance similar to pitch. This substance is called *chaug*, and is described in the Appendix.

While not flammable, it is susceptible to heat. If a torch is held near to the substance for more than a minute the adventurers will note that it begins to "sweat" and sag ever so minutely. Hotter or more persistent flames will cause it to melt and run in rivulets. It was the intense heat of the vessel's reactor core that caused the lower levels to collapse into molten slag, burying the drive itself.

The orcs have set up a temporary shelter within the entrance hall; a rough framework of branches covered in animal hides – a dome within the dome, if you will, that provides additional shelter from the diffuse daylight that fills the room. The ambient light is not bright enough to actually impose the –1 penalty to the orcs' attacks, but they do find it annoying.

Nothing else of interest remains within the entry hall. The door opposite the main door is also of beaten


DOME of the LIBRARY
3rd LEVEL
2nd LEVEL
PASSKEY
E
N W S
4
1
2
3
GROUND LEVEL
LOWER LEVEL

copper, but much smaller. It, too, remains open for most of the time. There's enough traffic through this chamber that every turn the adventurers spend in here has a 1-2 in 6 chance of a wandering monster coming upon them.

Area 2

This corridor starts out ten feet wide, swooping gracefully out into a "Y" shape. At the end of each branch the walls double back in, forming open staircases; the one on the eastern wall descends down into darkness, the one on the western wall ascends up to the level above. The ceiling in the entrance hall is 20' tall.

Two doors, both of beaten copper, stand opposite one another ten feet past the entrance to the hallway. Both are closed. The floor in here is littered with small bits of stone and a layer of dust that filters up from down below. Anyone skilled at tracking can tell the majority of traffic comes from the lower levels and proceeds out the main door, towards the entrance hall; there is so much traffic that nothing definite can be made out. The stairs leading up have a curious track left in the dust, as if a carpet had been dragged down the center of the stairs. This is, of course, the trail left by the snake-like body of the Doom of Cthedrak.

Due to the amount of work going on, there's a 1-2 in 6 chance per turn of encountering a wandering monster, rather than every two turns. A successful *Hear Noise* check will allow one to hear the rhythmic sound of hammers and picks on stone coming from lower in the complex.

Area 3

The western room has been claimed for use by the non-orc servants. There are a number of dirty pallets and bedrolls strewn throughout the room. During the day there will be 1d6–3 individuals in here, and during the night there will be 1d6–1, determined at random from among the following:

Arlia (Strigi 1, see Hex 17.24) AC *9 [10],* **HD** *1 (4 hp),* **Att** *1 x staff (1d4),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *10 while charmed,* **AL** *Neutral,* **XP** *10,* **NA** *unique,* **TT** *none*

Ethrin (Strigi 2). AC *8 [11],* **HD** *2 (5 hp),* **Att** *1 x dagger (1d4),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *9 while serving the naga,* **AL** *Neutral,* **XP** *20,* **NA** *unique,* **TT** *none*

Dolec Da (Fighter 3). AC *8 [11],* **HD** *3 (19 hp),* **Att** *1 x dagger (1d4+1),* **THAC0** *18 [+1],* **MV** *120' (40'),* **SV** *D11 W12 P13 B14 S15 (F3),* **ML** *9 while serving the naga,* **AL** *Lawful,* **XP** *35,* **NA** *unique,* **TT** *none*

Fridhes the Frozen (Fighter 2). AC *7 [12],* **HD** *1 (11 hp),* **Att** *1 x club (1d4+2),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *9 while serving the naga,* **AL** *Chaotic,* **XP** *20,* **NA** *unique,* **TT** *none*

Jogar the Nine-Fingered (Thief 4). AC *8 [11],* **HD** *4 (10 hp),* **Att** *1 x dagger (1d4),* **THAC0** *18 [+1],* **MV** *120' (40'),* **SV** *D13 W14 P12 B15 S14 (T4),* **ML** *9 while serving the naga,* **AL** *Neutral,* **XP** *75,* **NA** *unique,* **TT** *none*

All of the non-orc servants are *charmed.* If any of them are freed from their charm, award the adventurers double their XP value and roll 1d10. On a roll of (1-3) they will thank the adventurers profusely and aid them in disposing of the orcs and naga, (4-5) they will offer them payment equal to their XP × 5d20 in gp upon being returned to their home, (6-7) they will offer to serve the adventurers as a retainer, (8-9) they will offer the first two rewards, and (10) they will offer all three.

If not initially found in this room, non-orc servants will be found below, aiding in the excavations. They wear no armor and are only armed with simple weapons. The Doom of Cthedrak has found that the non-orcs make inferior servants, and, even though they are *charmed*, are kept under close watch by her orcish servitors. The humans are all that remain from an adventuring party that stumbled across the Dome several months previous.

Area 4

The gang of orcs that have been sent to serve The Doom of Cthedrak lair here. They have fashioned a large, tent-like structure for their sleeping quarters here, much as they did in the entry hall, in an attempt to block out the light that filters through the translucent substance of the dome. During the day 1d4 orcs will be found snoozing here in their shelter; during the night it is typically devoid of inhabitants, as the orcs take over the demolition from the other *charmed* servants, as well as standing guard at the entrance.

If the room is thoroughly searched the adventurers will find an unfamiliar gemstone, the size of a blueberry, hidden within a mass of filthy furs and bedding. One of the orcs found this treasure while excavating the lower levels and in an unusual display of defiance did not report it to the Doom of Cthedrak. It is an *ynsyth* stone (see Appendix).

A total of eight orcs lair in this chamber at one time or another. On a roll of 1-2 in 6 Hargthos, the orcish lieutenant, will be here, on a result of 3-4 Bladborg, the gangboss, will be present, and on a 5-6 it will just be normal orcs. If neither Hargthos nor Bladborg are present reduce the orcs' morale by 1.

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** *9 while serving the naga,* **AL** *Chaotic,* **XP** *10,* **NA** *2d4 (1d6 x 10),* **TT** *D*

Bladborg (Reaver 1). AC *6 [13],* **HD** *1 (6 hp),* **Att** *1 x longsword (1d8+1),* **THAC0** *19 [0],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F1),* **ML** *9,* **AL** *Chaotic,* **XP** *10,* **NA** *special,* **TT** *D*

If using the Alternate Rules, Bladborg has the Toughness Knack.

Hargthos (Reaver 2). AC *6 [13],* **HD** *2 (14 hp),* **Att** *1 x sword (1d8+1),* **THAC0** *18 [+1],* **MV** *120' (40'),* **SV** *D12 W13 P14 B15 S16 (F2),* **ML** *9,* **AL** *Chaotic,* **XP** *20,* **NA** *special,* **TT** *D*

Both Bladborg and Hargthos have been charmed by the naga, but Bladborg's loyalty to Gromkash is causing him to question the naga's command, and he has begun to fight against the charm. When he encounters the adventurers there's a 1-2 in 6 chance that he is able to shake himself out of his charmed state.

Stairs Down (in Area 2)

These stairs follow the curve of the inner wall, descending into darkness. There are only ten stone steps here; the rest have sheared away with the collapse of the lower levels. The slaves have built a ramshackle wooden ramp that extends the rest of the way, some twenty feet below the last stone tread.

Lower Level

The entirety of the lower level is a cavernous opening, with the ground floor suspended above (it is structurally sound, and in no danger of collapse). The floor of this level resembles cooled lava, an almost smooth surface of black pitch, punctuated here and there by ripples, waves, and other odd formations. The majority of the excavation is occurring in roughly the center of the room; the wooden ramp zigs and zags above the main dig, so that those laboring are not immediately visible from the ramp (and vice versa). It is a great shallow pit, some thirty feet in diameter and nearly fifteen feet deep in the center. There will be 1d4+1 slaves and 1d4 orcs working here at all times (basically, all those not standing guard or sleeping), with the slaves doing the bulk of the work while the orcs stand around, verbally abusing them when possible.

The Doom of Cthedrak has made it quite clear, however, that she expects all her servants to contribute to the task, and if she is present (1 in 6 chance) the orcs will be working feverishly with pick and shovel as well, in an effort to please their mistress.

Excavation is slow work, and the removal of debris is accomplished by two individuals wrestling a hod filled with debris up the ramp and stairs, then out the front door. A complement of four workers can excavate a full load's worth of debris every hour or so. This pace slows down at night somewhat. Every six turns, two slaves wrestle a load of debris up the ramp and out the front door.

Stairs Up (in Area 2)

The upward-curving stairs lead to the Doom of Cthedrak's personal quarters. There is a 1-4 in 6 chance that she is upstairs. If she is not upstairs she is either downstairs overseeing the excavation (on a result of 5) or outside, hunting (on a result of 6). The stairs follow the curve of the interior wall, disappearing into the floor of the level above.

Upper Level

Much of the upper level, while still in good condition, is inaccessible for the time being. When the dimensional ship was in use the upper levels were reserved for the command center and the quarters of the officers aboard, and access to them was restricted to those who had a special passkey.

There are currently two impediments to gaining access to the upper levels, neither of which can be resolved quickly. First, power must be restored to the ship. This is actually the easier of the two requirements. The reactor is totally destroyed, in addition to being buried under tons of slag, but a temporary power source can be rigged. This process basically calls for the creation of a magical item.

Second, a passkey must be located. There were four in existence, three of which can be found on the other side of the airlock, on the corpses of the pilots who were killed when the dimensional ship crashed. The fourth card was being carried by the ship's first mate, who was on the main level when disaster struck. She was killed, but in the centuries since the ship crashed her body was looted – along with the rest of the accessible treasure. It can currently be found far to the south, in the ruins of the city of Jacaar, in the lair of the dragon Jadlierbron the All-Seeing. The Doom of Cthedrak has learned this through her divinations and has been toying with the idea of trying to *charm* some more powerful servants and sending them south in an attempt to retrieve it.

Only the single room currently accessible on the second floor is detailed herein.

The Doom of Cthedrak's Chamber (2nd Level)

The stairs pierce the ceiling of Area 2 and open into a room with curved walls similar to those below. The chamber is roughly thirty feet wide and fifty feet long, running south to north. Another large beaten copper door is directly adjacent to the head of the stairs. The surface of the door is traced with a maze of thin silver wire, spiraling and winding from the perimeter to form an irregular pentagon the size of a man's hand in the center of the door. When power is provided to the dome the wires glow with a faint blue light. Pressing the pentagonal pass-key to the outline on the door will cause it to unlock for a period of one minute, after which point it seals again.

The Doom of Cthedrak has claimed this chamber and can often be found here. Along the northern wall is a nest of branches, leaves and torn cloth for her to rest in when she infrequently sleeps, and a low desk containing her personal library (described in her entry below).

There are numerous bones strewn across the floor in the areas that see little traffic, the remains of the naga's meals. When her *charmed* servants become too weak to work she devours them and discards their bones haphazardly around her lair.

The Doom of Cthedrak (spirit naga). AC *4 [15],* **HD** *10*** (56 hp),* **Att** *1 x bite (1d3+ poison), 2 x spell (by spell), or 1 x bite and 1 x spell,* **THAC0** *11 [+8],* **MV** *120' (40'),* **SV** *D6 W7 P8 B8 S10 (F10),* **ML** *8,* **AL** *Chaotic,* **XP** *3,000,* **NA** *unique,* **TT** *special*

The Doom of Cthedrak is a potent combatant. She casts spells as a 4th-level cleric and a 5th-level magic-user, and can either cast two spells in one round (one clerical and one magic-user) or cast a spell and use a bite attack. In addition to the damage, those bitten must Save v. Poison or die. Those that meet her gaze must Save v. Paralysis or be *charmed*, indefinitely.

Additionally, she may take the following actions a number of times as noted.

- Twice per day she may choose to automatically succeed on a saving throw. This may be done at any time.
- She can control the pitch-like substance, the *chaug*, that forms the interior of the dome, doing one of the following.
  - Soften the *chaug* in a 20' radius, reducing the movement of all the creatures within by ½.
  - Soften the *chaug* under a single target, reducing their movement for the round to 0. The target can try to break free by rolling under their Strength on 4d6, but that takes their entire round.

    Each effect has a range of 60' and she can only use one per round; it lasts as long as she concentrates on maintaining it. Choosing a new target ends the existing effect.
- The bones of her victims litter the floor in her lair. Once per round, in lieu of casting one spell, she may animate the bones of 1d6 of them as skeletons. There are a total of 8 skeletons that can be animated in her lair.

An ancient spirit naga, over three Cycles old, The Doom of Cthedrak arrived at the dome – known to her as the Dome of the Rakazara – some five years previous, having learned of it through her readings of cryptic texts. She moved in and immediately began to *charm* any humanoids that wandered near her new lair, quickly pressing them into service to begin clearing the lower depths in search of the Library.

Cthedrak is some twenty feet long, jet black, with the head of a human woman. Her head is strikingly beautiful, with ebony skin and shockingly white hair.

She worships Ystlacesth, a minor snake demon, and casts clerical spells as a 4th-level cleric with access to the following spells.

First level: *command, cure light wounds, detect magic, light, fear.*

Second level: *augury, delay poison, hold person, silence 15' radius, snake charm.*

The Doom of Cthedrak typically has *detect magic, fear,* and *silence 15' radius* memorized at any given time.

She is a more powerful arcane spellcaster, casting as a 5th-level magic-user. Her spellbooks are described below. Assume she has memorized the following spells on a given day:

First level: *comprehend languages, sleep, unseen servant.*

Second level: *ESP, invisibility, web*

Third level: *protection from normal missiles*

The Doom of Cthedrak also possesses an oracular ability. Once per month, at the time of the new moon, she may cast the *contact higher plane* spell (treat Cthedrak as having an Intelligence of 18). Use of this ability has driven her insane. There's a 1 in 6 chance every time she

uses her mental abilities to control the *chaug* as a lair action that she is affected as per the *confusion* spell for a period of 1d4 rounds.

In her lair on the second floor of the Dome can be found the following treasure: 7,500 sp, 2,000 ep, 6,000 gp, 3 gems (worth 25, 50 and 75 gp), and four scrolls (one with a 3rd-level M-U spell, one with three 2nd-level M-U spells, one with a 6th-level M-U spell, and one with three 1st-level cleric spells, chosen at the Referee's discretion). The gear belonging to the non-orc slaves (as well as that belonging to her previous slaves) can be found here as well. It is all standard adventuring gear, but there can also be found a *sword +1*, three *arrows +2*, and a magical ring which, once per day, grants its wearer a Strength of 18 for 1d6 rounds.

The Doom of Cthedrak possesses five spellbooks taken from magic-users of little ability or note. Between those five spellbooks she has access to all of the 1st- and 2nd-level spells contained in the **OSE** core rulebook. Additionally, she possesses the following spellbooks of greater utility and power.

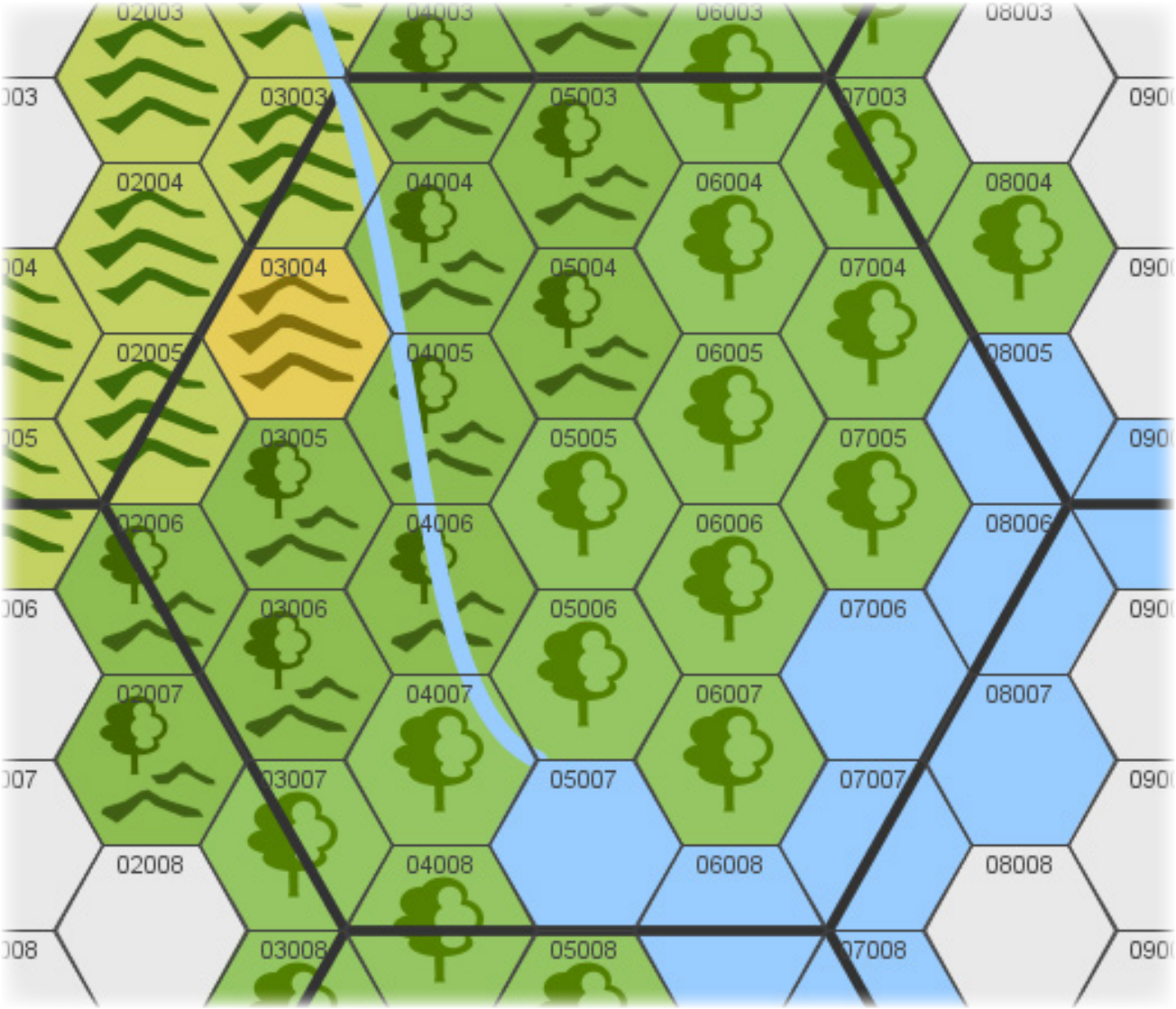
1. A tome bound in basilisk hide, containing the following spells: *burning hands*, charm person, magic aura*, spider climb, ventriloquism, arcane lock, locate object, mirror image, phantasmal force, dispel magic, tiny hut*.*
2. A collection of silver discs, beaten to the thickness of a blade of grass, inscribed with the following spells: *auditory illusion, magic mouth, rope trick, knock, locate object, blink* (detailed in *Hex 18.24*), *infravision, dispel magic, protection from normal missiles, ice storm*, enchant arms*.*
3. A treatise on the transmutative arts. If used to research new transmutation spells the possessor reduces the base chance of failure by 3%. It also contains the following spells: *strength*, polymorph self, stone to flesh.*
4. A book bound in rich, red leather, smooth and supple to the touch. The book is protected by a curse; those who attempt to read it without first casting *protection from evil* upon themselves must Save v. Spells or be subject to a disease similar to Mummy's Rot. The book contains the following spells: *animate dead* and *magic jar.* The book imparts a +5% bonus to any attempt to create undead creatures (adjudicated by the Referee to fit the method in question).
5. A sheaf of ten large leaves, magically preserved, upon which have been scribed the following spells: *fly, lightning bolt, charm monster.*

*new spells detailed in the Appendix

The Doom of Cthedrak also has a dozen or so other tomes, of various mundane yet esoteric topics. This collection of non-magical writings is worth some three thousand gold coins to a collector of books or a sage.

Encounter Tables

1. Hornet, giant (1d6)
2. Orc patrol (1d4+3, plus one 1st-level reaver)
3. Orc warband (3d4+9, plus three 1st-level reavers and one 2nd-level reaver)
4. Orc patrol (1d4+3, plus one 1st-level reaver, plus Drabad)
5. Pegasus (1d2, from Hex 17.23)
6. Boar (1d4, from hex 16.24)
7. Basilisk (1d2, from Hex 15.22)
8. Stirges (2d4, from Hex 17.23)



Large hex = 6 miles face to face
Smaller hexes = 1.2 miles face to face

The Darkwoods

This supplement covers the rest of the Darkwoods, which was first introduced in Hexes 17.24 and 18.24. The entire Darkwoods comprises a total of 23 additional hexes, as indicated by the dashed red line on the overview map. The following information is presented here to provide an overview of the effects of the Darkwoods.

The Darkwoods is a place of evil, of concentrated Chaos and malice. It has existed for many Cycles, and has seen the reign, or attempted reign, of many that called themselves Master of the Darkwoods.

There are currently four major players within the Darkwoods:

- The undead treant, Imgashkril, that dwells in the northern part of the forest. It is detailed in Hex 18.24 – the Deadwoods.
- The current Lord of the Deadwoods, the Master of Shadows, Argcertaa, who resides in the ancient keep in Hex 20.24.
- Lamdreshnur, an enormous and ancient spider, lairs in Hex 18.25, and has dwelled in this forest for many Cycles. She is the one who birthed most, if not all, the spiders found in other regions of the Darkwoods, and as far as anyone knows is immortal.
- The Sorrowglade. The largest open expanse within the Darkwoods, found in Hex 21.22, the Sorrowglade may look inviting and sunny, after the gloom of the surrounding forest, but is in fact a trap to snare the unwary. An ancient and malevolent intelligence inhabits the Sorrowglade; it is an immense predator disguised as a sunlit meadow.

The Darkwoods is a large, densely wooded forest that has been irrevocably tainted by Chaos. It is generally avoided by residents of the nearby hexes, except during the midday hours when the sun is at its highest.

One of those infrequent places in the world where the presence of evil is palpable, shaping the inhabitants and those who enter, the Darkwoods is a relatively natural phenomenon; there is no specific cause for it, and no known way to remove it. It first sprang up during the Seventh Cycle, a period known to historians as the Long Night.

Lawful and Neutral characters who enter the Darkwoods are affected in the following manner:

- They have an ever-present sense of moving shapes in their peripheral vision, hushed whispers behind them, and the feeling of ghostly fingers brushing the nape of their neck. This state of constant awareness is distracting, and as such they suffer a –1 penalty to avoid surprise. Chaotic characters suffer no such phantasmal delusions.
- Resting within the Darkwoods is near impossible for non-Chaotic creatures. All Lawful and Neutral characters must make a save v. spells every time they attempt to sleep. Failure indicates a restless night, imposing penalties as though they had not rested (–1 to attack and damage rolls until they've rested a full day). Spellcasters cannot regain lost spells if the save is failed. Neutral characters make this roll with Advantage.
- The Darkwoods is somewhat inimical to life. Whenever magical healing occurs within its borders roll twice, taking the lower of the two results.
- A *protection from evil* spell will eliminate these penalties, but only as long as the spell lasts and only for those within its radius who have not broken the strictures of the spell (attacking, casting a spell upon, or forcing the barrier against an evil creature).

In addition to the oppressive dangers of the Darkwoods, the forest itself is heavily shaded; even during the middle of the afternoon it is as dark as dusk under its boughs, allowing creatures sensitive to sunlight to walk freely. It's also noticeably colder within the wood.

The terrain is difficult to navigate. The densely packed trees reduce movement to 2/3 normal. If using the exploration rules in *Into the Wild* the number of subhexes that can be explored per day is reduced by 1. It is also difficult to discern a trail or keep one's bearings here; tracking skill checks are made with a –2 penalty, and the chances of getting lost are doubled.

One of the biggest questions and goals the adventurers will likely have is determining whether there is a permanent way to remove the stain of the Darkwoods. The Referee has two potential answers to this question.

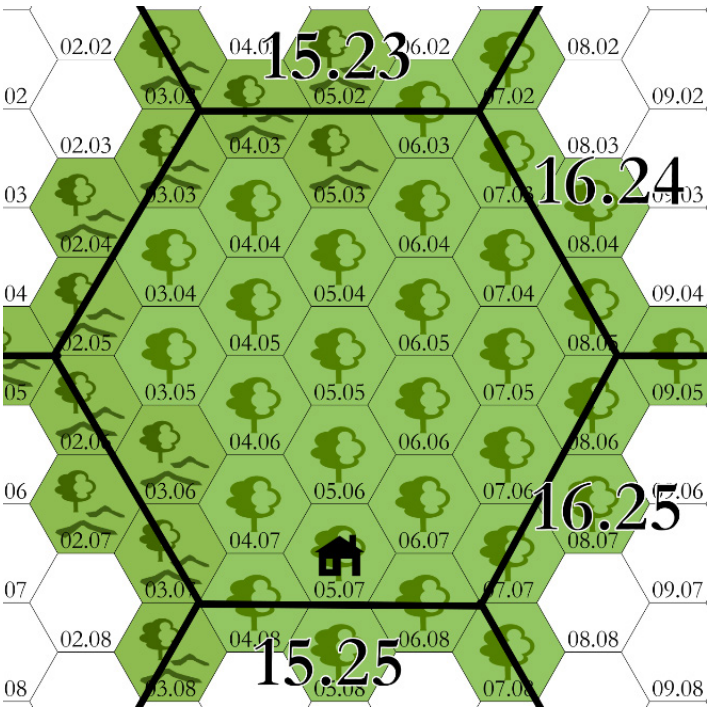
The shortest, and perhaps easiest but least palatable to a lot of players, is "no". The Darkwoods exists as a force of nature and the Chaotic influence that haunts it cannot be eradicated. In this case major players in the Darkwoods can be destroyed, and perhaps some territory reclaimed for Law (see results of slaying individual monsters, below), but in the end the taint of Chaos cannot be permanently removed and, while the size of the Darkwoods might shrink, it can never be eliminated entirely.

Alternatively, the Referee might choose to allow the Darkwoods to be conquered, the stain of Chaos removed from this particular part of the world. This can be accomplished via a number of means. Perhaps the adventurers need to research a particular ritual spell (see the *Basilisk Hills Compiled* or *Ultimate* hexcrawl). It is suggested, however, that the following steps will eradicate the Darkwoods:

- The undead treant, Imgashkril, must be destroyed. Once this occurs the size of the Darkwoods shrinks by three hexes (18.24, 19.22, and 19.23).
- The current Lord of the Deadwoods, the Master of Shadows, Argcertaa, must be slain and the shadow siphon located in the Tower of Shadows closed. If Argcertaa is slain, but the siphon not destroyed, the Darkwoods will eventually return, especially once a new Master of Shadows takes the mantle. Slaying Argcertaa eliminates the Darkwoods corruption from Hexes 20.22, 20.23, 20.25, 21.24, 21.25, 22.24, 22.25, and 22.26. Destroying the siphon will additionally eliminate Hex 20.24.
- Lamdreshnur, an enormous and ancient spider lairing in Hex 18.25, must be destroyed. This removes the taint of Chaos from Hexes 18.25, 18.26, 17.24, 17.25, 17.26, and 16.27.
- The Sorrowglade must be slain on the Dreamlands side of Hex 21.22. If this is accomplished it will cleanse Hexes 21.21, 21.22, 21.23, 22.21, 22.22, and 22.23.

If all of the steps above are not taken, the Darkwoods will persist. If the portal to the Shadowlands is destroyed, the Darkwoods will cease expanding but will still persist. If one of the above threats is eliminated, but the portal not destroyed, the hexes cleared will be free of the influence of the Darkwoods, but only until the following Nadir.

Hex 15.24



Resources: Animal, game (4)

The western portion of this hex grows hillier as the land rises towards the higher elevations of the Basilisk Hills. An unusually high percentage of squirrels make their home in this hex, delighting Ris, the hermit who makes her home within the woods and lives largely on a squirrel-based diet.

Lairs

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Features

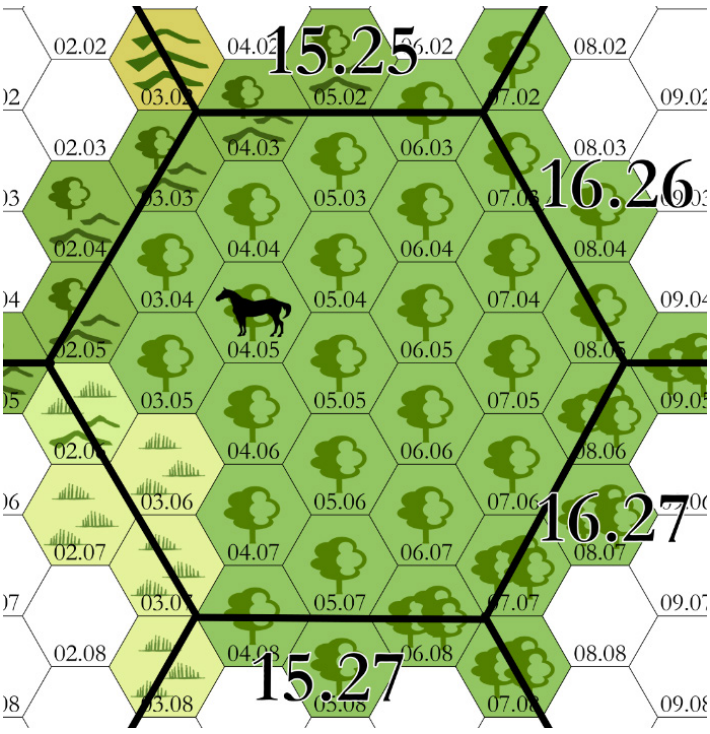
1. **05.07. Hermit's hut.** A lone hermit dwells in a small, ramshackle hut constructed of fallen branches, leaves, and mud. Known only as Ris, she left Liwil (see Hex 14.23) over three decades previous to live a solitary existence. Ris professes to possess potent prophetic powers, and has deliberately cultivated a wild appearance and demeanor to further that belief. She occasionally entertains visitors from Liwil and beyond who come seeking knowledge and wisdom, and she makes sure that all who do so leave happy.

   Ris is a normal human with 3 hp. There's a 1% chance that any fortune she tells will come true.
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Encounter Table

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

Hex 15.26



Resources: Animal, game (deer, 2)

Bordered by wooded hills to the northwest, grassland to the southwest, and the thicker forest of the perimeter of the Darkwoods to the southeast, this hex is inhabited by deer and not much else.

Lairs

1.
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Features

1. **04.05.** A herd of deer can be found in this hex. There are 31 deer in the herd. In the spring and summer, increase this number by 1d20. A quarter of the deer (8) are adult males, half (15) are females, and the remainder (8, plus any additional in the spring and summer) are young.

***Deer (1). AC** 7 [12], **HD** 2 (9 hp), **Att** 1 x butt (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 5, **AL** Neutral, **XP** 20, **NA** 0 (3d10), **TT** None*

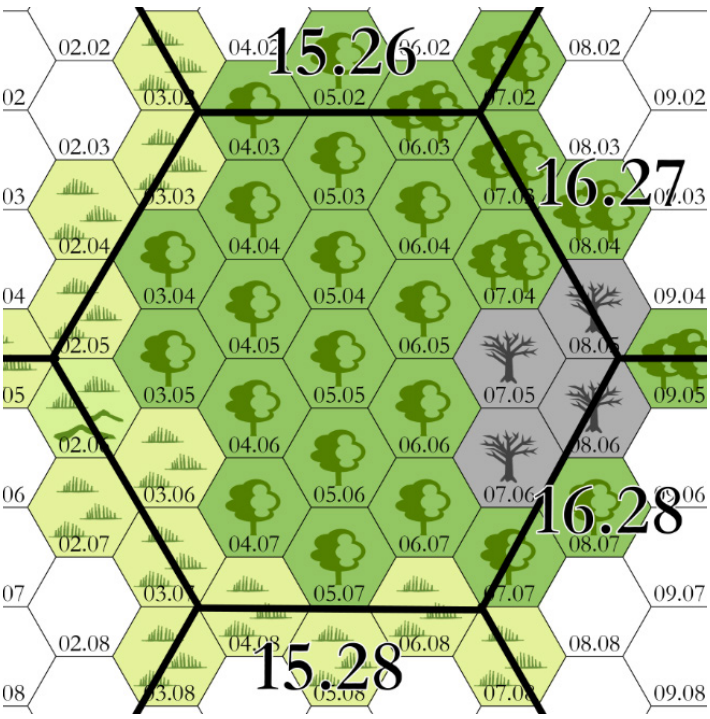
- Herds of 20 or more will trample those in their path. There's a 1-4 in 6 chance per round that a herd will attempt to stampede, charging in a random direction for one round. All within the path are attacked, and the herd gains a +4 bonus against human-sized or smaller creatures. Those "hit" by the stampede suffer 1d10 damage.
- Only 1 in 4 deer are males and have a butt attack. The rest (females and young) do not attack. Males have an extra 1d4 hp, and young have half the normal hp.
- Each adult deer yields 60+1d20 pounds of meat. Young yield 30+1d20 pounds.

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6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6.

Hex 15.27



Resources: Vegetable, agricultural (nuts, 4) × 2

The lightly wooded forest of this hex gives way to the grasslands of the Zelaia Plains to the west and south, while the thicker forests of the Darkwoods fill in the east. Nearly five square miles of woods at the perimeter of the Darkwoods have died recently, indicating that perhaps whatever malignant forces dwell within that fell forest are slowly spreading. Despite the fungus decimating the forest to the east, the woods here are composed primarily of walnut, chestnut, and hickory, providing plentiful nut harvests.

Lairs

1.

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4.

5.

6.

Features

1. **07.05, 07.06, 08.05, 08.06.** The trees, and every other living green thing in these hexes, are dead. Grasses, shrubs, and lesser vegetation has withered away, and is dry and desiccated. The trees have all died, their bark covered with a strange, whitish mold that is harmless to animals.

If living plant life, or plant creatures (such as treants) enter one of these subhexes they must make a save versus death. Those that fail contract the *white withering*, a fungus that has entered the mortal realm from the Shadowlands. Plants and plant creatures infected with the *white withering* die in a number of days equal to their HD.

Further, during this time the plant is infectious to other plants. For each day the fungus is present in a new subhex there's a 1 in 6 chance the fungus gains a foothold. In this case the subhex succumbs to the fungus in 1d10 days if thickly wooded, 2d10 days if lightly wooded, or 3d10 days if grassland or similar. If individuals (such as



the adventurers) enter one of these subhexes and then exit into an unaffected area there's a 1 in 12 chance they carry the fungus with them, unless each individual is treated as below (i.e. with *remove curse* — or, in the case of a certain type of PC, fire. It is, after all, the only way to be sure).

The *white withering* is a magical fungus, and can only be destroyed on individuals with a *remove curse* spell. The only way to eradicate it on a large scale is through burning, the coordinated efforts of a group of druids, or other powerful magics.

Once the adventurers discover one of these subhexes, the fungus will begin to spread, infecting adjacent subhexes at a rate of 1d3 per 3d4 months after the first encounter. The fungus will continue to spread at this rate throughout the entirety of the forest. Strangely, the Darkwoods are not affected by the *white withering*.

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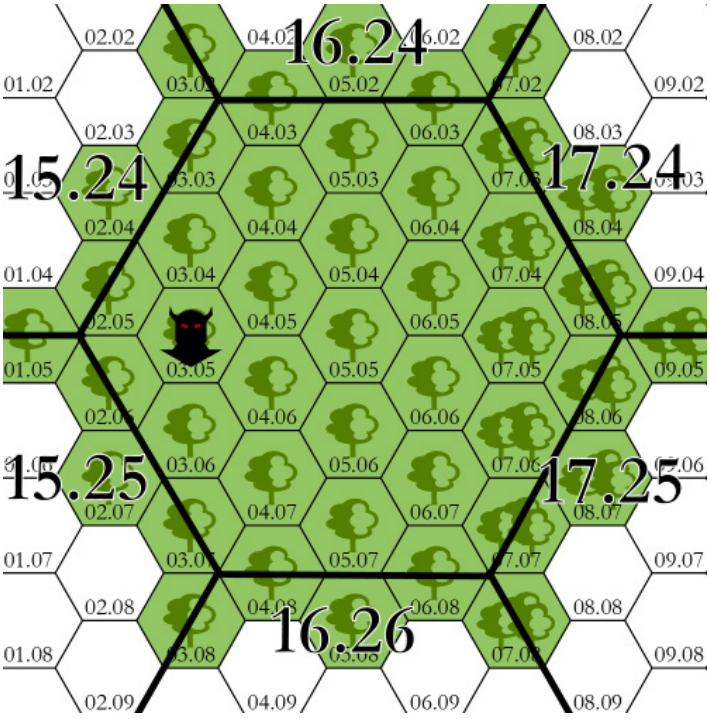
5.

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. Gorgon (1d4) from Hex 16.28, grassland only
7.
8.

Hex 16.25



Resources: Animal, game (squirrel, 3); Animal, game (deer, 3); Vegetable, agricultural (nuts, 1)

This resource-rich hex borders the Darkwoods to the east but is otherwise lightly wooded. A strange fey creature lairs in the western portion of the hex. Deer and squirrel are plentiful here.

Lairs

1. **03.05.** An especially ill-tempered and capricious fey creature known as a blackberry cat dwells in this subhex, amidst a jumble of brambles. Lorein, as it calls itself, was banished from Faery decades ago by the Pallescent Duke (see Hex 16.24) and, bitter at its lot in life, delights in tormenting the few mortals that stray into its territory.

When resting, which is most of the time, Lorein resembles a clump of blackberries; elves and druids have a chance of detecting something strange about it on a roll of 1 in 6 when exploring the hex. When active, the blackberry canes twist and compact to form a cat-like shape, with leafy paws tipped with thorns, and eyes that glow a witchy green.

Lorein can cloak itself in an illusion (as per *glamour*) to appear to be a normal housecat. Once per day it may also cast *dancing lights* as a 3rd-level caster.



***Blackberry cat (1). AC** 5 [15], **HD** 2+5* (10 hp), **Att** 2 x claw (1d3 + steal luck), 1 bite (1d6 + steal luck) **THAC0** 17 [+2], **MV** 180' (60'), **SV** D13 W14 P13 B16 S15 (M3), **ML** 10, **AL** Chaotic, **XP** 5, **NA** 0 (1), **TT** U*

- Normally rests amongst blackberry bushes and brambles, emerging only at night and on the solstices and equinoxes.
- Can cloak itself in an illusion to appear as an ordinary housecat.
- Those hit by a blackberry cat must make a saving throw versus spells. Those failing suffer bad luck, making all subsequent rolls, including attack, save, and damage rolls, at Disadvantage. This lasts for 1d4 rounds per hit.
- If a blackberry cat rolls a natural 20 on an attack, the target automatically fails their save against the luck-stealing effect, and is afflicted with permanent bad luck (as above).
- As long as at least one creature within 30' of the blackberry cat is suffering from bad luck, the cat has good luck, making all rolls at Advantage.

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Features

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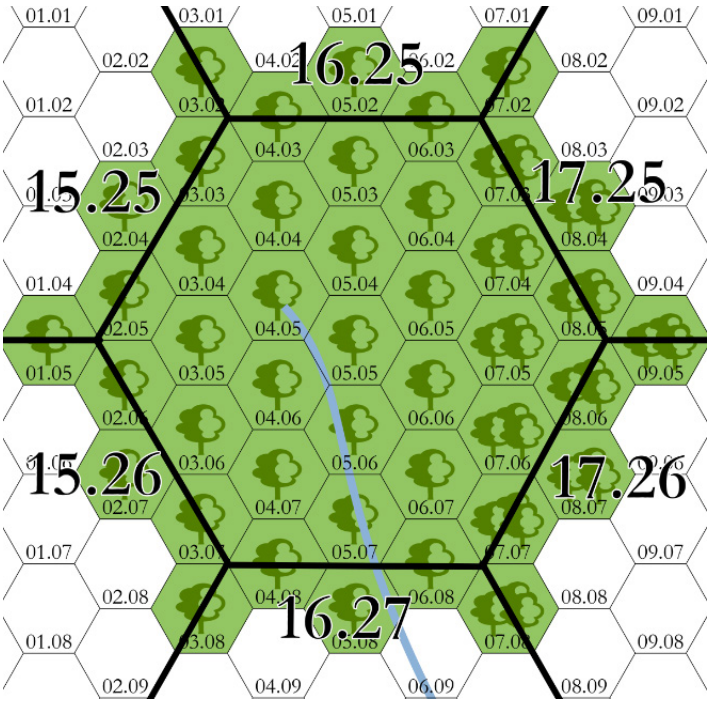
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. Lorein, the blackberry cat.
7.
8.

Hex 16.26



Resources: Mineral, mined (talc, 5); Mineral, quarried (granite, 1)

A small creek has its start in this hex, welling to the surface from a small spring and flowing south. It is but a few feet wide and shallow, but contains cool, drinkable water here. The Darkwoods borders this hex to the east and south.

This hex contains a large deposit of talc in the area of the spring.

Lairs

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Features

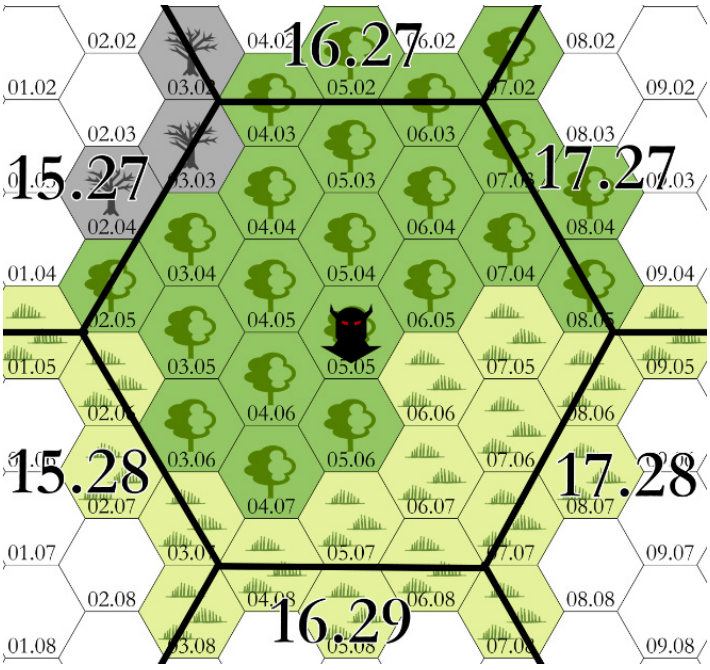
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6.

Hex 16.27 can be found in the Darkwoods chapter.

Hex 16.28



Resources: Vegetable, agricultural (wild yarrow, 1)

One of the most diverse hexes in the area, the southern portion of this hex sees the woods thin to fertile grassland, while the north borders the Darkwoods, and the northwest face of the hex borders the copse of dead trees found largely in Hex 15.27. Note that the same fungal disease found in the aforementioned hex can spread southwards, as well (refer to Hex 15.27).

Lairs

1. **05.05.** A family of four gorgons make their lair here in the liminal space between forest and field, emerging from the woods to hunt the herds of horses and deer that wander close to the treeline.

***Gorgon (4). AC** 2 [17], **HD** 8* (38, 39, 42, 43 hp), **Att** 1 x gore (2d6), 1 x breath (petrify), **THAC0** 12 [+7], **MV** 120' (40'), **SV** D8 W9 P10 B10 S12 (F8), **ML** 8, **AL** Chaotic, **XP** 1,200, **NA** 1d2 (1d4), **TT** E*

- When not in melee a gorgon can charge by running in a straight line for at least 20 yards. When charging, a successful gore attack inflicts double damage.
- Once per round a gorgon may breathe a petrifying cloud 10' in diameter and 60' long. All living, non-plant creatures within the cloud must save versus petrification. Those failing are turned to stone. Gorgons are not harmed by their own breath. After emitting a cloud they must wait 1d6 rounds before breathing again.

Gorgons prefer to eat raw meat, and do not use their breath weapon except in dire circumstances or, perhaps, when bored and not hungry. They are not especially bright, but have some grasp of ambush tactics. They are ill-tempered, and usually end up smashing any petrified victims once a combat is over.

These gorgons have not had to resort to stoning anyone in many a year, and any petrified victims have since been reduced to rubble by the gorgons' "playing" with the statues. One such pile of ruins, the remains of a brigand from Sin, can be found in subhex 07.05, and mixed in with the lithic debris is a large, nearly flawless ruby worth 4,000 gp. This subhex must be specifically searched to find the treasure, however.

These gorgons will not be encountered in the woods, except for subhex 05.05, so if their result is rolled for a random encounter happening within a wooded area roll again.

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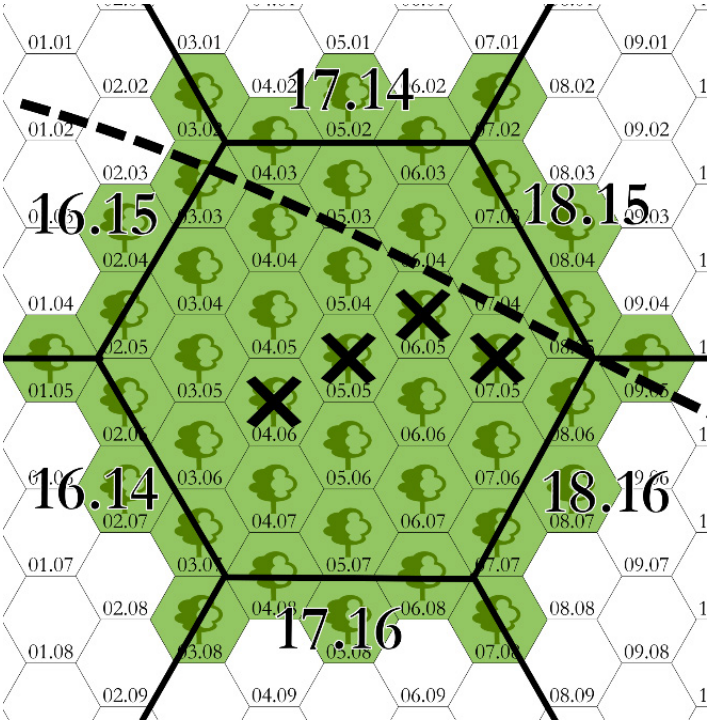
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. Gorgons (1d4), grasslands or subhex 05.05 only
6.

Hex 17.15



Resources: Animal, game (turkey, 5); Mineral, quarried (granite, 1); Vegetable, agricultural (nuts, 4)

This fertile, resource-rich hex borders the northern edge of this area. The Western Road that connects Junction to Rocky Peak runs through the northern portion of the hex. Flocks of wild turkey roam the hex, fattening themselves on the plentiful nuts found here.

Lairs

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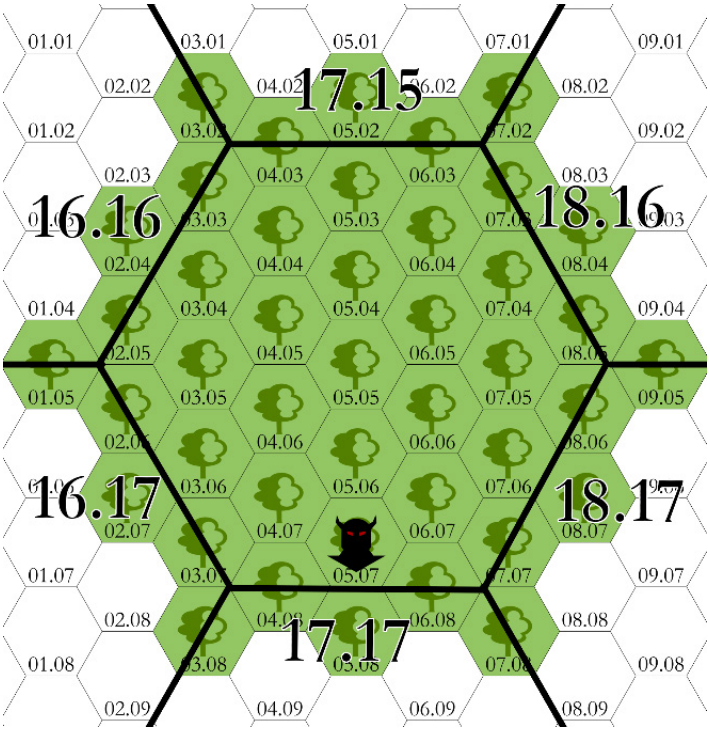
Features

1. **04.06, 05.05, 06.05, and 07.05.** A strong microburst struck this hex about a month prior to the adventurers' arrival, and hundreds of trees have been felled by winds in these four subhexes. Movement rates in these subhexes (both within and through, see *Into the Wild*) are halved, and chances of the adventurers being surprised are increased by 1 due to the short sight-lines.
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
5. *Table 2.1*
6. *Table 4*
7. Weasel, giant (1d6) from Hex 17.16
8. Mantis, giant (1) from Hex 19.14
9.
10.

Hex 17.16



Resources: Animal, game (deer, 3)

This wooded hex is unremarkable except for the large number of deer that can be found within, as well as the gang of weasels that preys upon them.

Lairs

1. **05.07.** Weasels. A gang of weasels dwells in this subhex, in a maze of tunnels they've dug amongst the trees. This presents a two-part problem: the weasels are vicious, attacking all those that enter the subhex, and their tunnels have considerably weakened the soil here.

Anytime a creature the size of an ogre or larger (including horses) enters the subhex, there's a 1-2 in 6 chance the ground collapses into a subterranean tunnel. It's not a long fall, about five feet or so, but the victim is half-buried in dirt and takes 1d4 rounds to extricate themself, during which time they suffer a –4 penalty to AC and attack rolls (and obviously can't move).

There's a 1-3 in 6 chance that if encountered during the spring or summer time there will be 1d4 weaselings in the lair. Treat the young as having 1 HD and biting for 1d4 points of damage. If caught, young giant weasels may be trained. They are clever enough to avoid (or rather, mostly avoid) the amphisbaena that dwells to the south.

Weasel, giant (6). ***AC*** *7 [12],* ***HD*** *4+4 (14, 19, 22, 24, 27, 29 hp),* ***Att*** *1 x bite (2d4 + blood sucking),* ***THAC0*** *15 [4],* ***MV*** *150' (50'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *125,* ***NA*** *1d4 (1d6),* ***TT*** *V*

- Infravision to 30'.
- Upon a successful attack the weasel latches onto the target and automatically inflicts 2d4 points of damage per round.

The weasels have no treasure.

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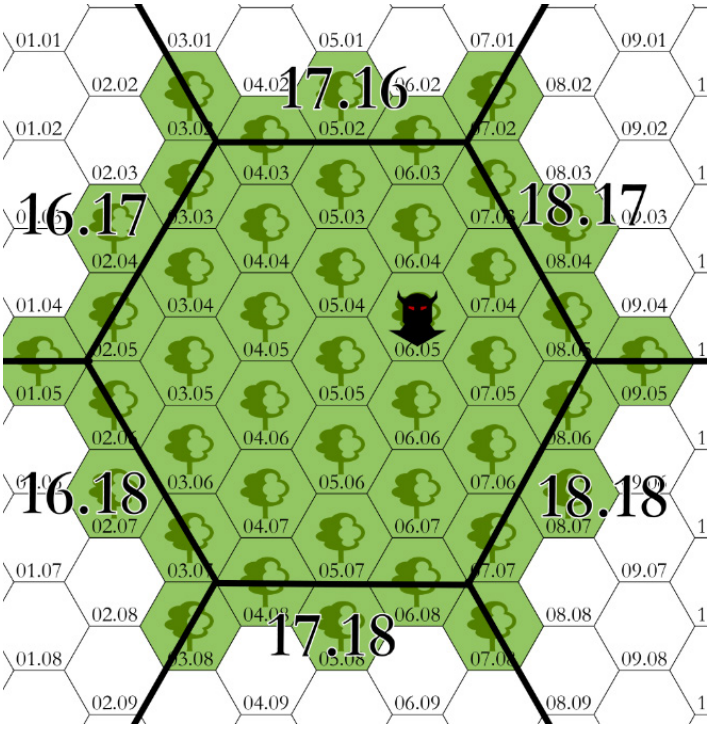
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Weasel, giant (1d6)
5. Amphisbaena (1) from Hex 17.17
6.
7.
8.

Hex 17.17



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

Deer are plentiful in this hex, which is good, for a terrible snake-like monster dwells here, and the deer keep it fed. A small amount of high-quality timber can also be harvested in this hex, above and beyond what would normally be available.

Lairs

1. **06.05.** A strange, solitary creature dwells in this subhex: an amphisbaena. This 8' long giant snake has a head on both ends, allowing it to make two bite attacks per round.

Amphisbaena (1). ***AC*** *3 [16],* ***HD*** *6 (19 hp),* ***Att*** *2 x bite (1d3 + poison),* ***THAC0*** *14 [+5],* ***MV*** *120' (40'),* ***SV*** *D10 W11 P12 B13 S14 (F6),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *500,* ***NA*** *1d3 (1d3),* ***TT*** *None*

- Bite injects a venom that causes death in 1d6 rounds unless a save versus poison is made.
- Immune to damage from cold-based attacks.
- Only surprised on a roll of 1 in 6.

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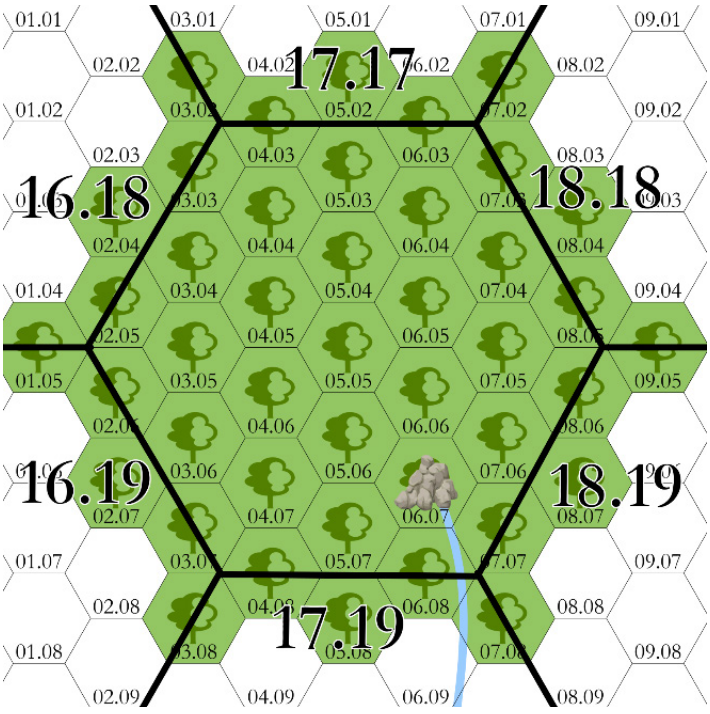
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Amphisbaena (1)
5. Weasel, giant (1d6) from Hex 17.16
6.
7.
8.

Hex 17.18



Resources: Vegetable, agricultural (wild ginseng, 3); Vegetable, industrial (timber, 3); Vegetable, industrial (timber, 2)

Wild ginseng is scattered throughout this hex, amidst copses of trees that yield valuable building timber. In the southern portion of the hex an enormous boulder emerges from the soil, and a small spring wells up at the base.

Lairs

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Features

1. **06.07.** An enormous plug of granite emerges from the ground in this subhex, tilted at a shallow, 60 degree angle. Here and there along the surface trees and shrubs have taken root in the crevices of the rock.

The highest end of the rock is perhaps 75' above the ground, just higher than the canopy of the forest, allowing the adventurers to get a bearing on their surroundings. They can see in a roughly 10-mile radius from this vantage point.

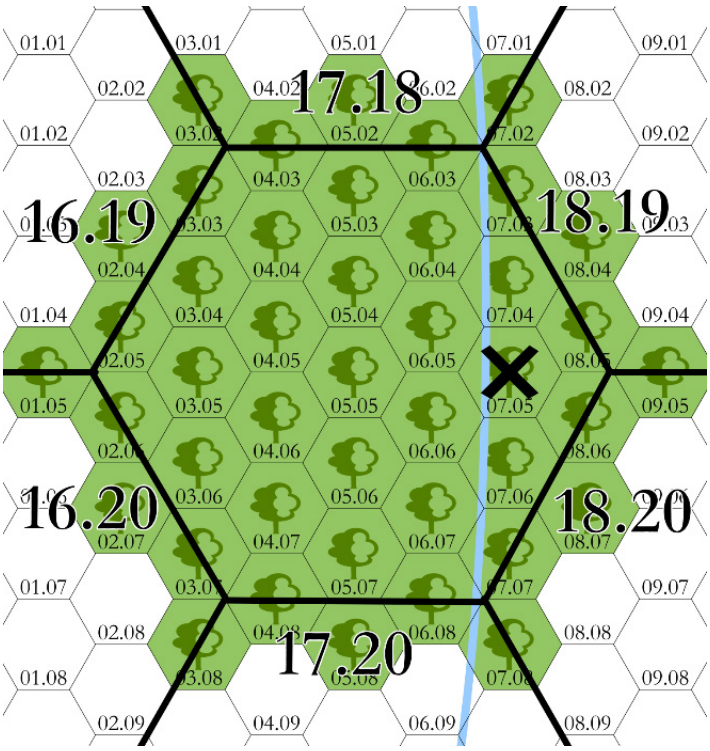
A small, unnamed stream emerges from the southern base of the granite plug, flowing south until it terminates in the Lake of Abominations.

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Amphisbaena (1) from Hex 17.17
5.
6.

Hex 17.19



Resources: Animal, game (deer, 2)

This bucolic and otherwise normal-looking hex hides a painful, if not necessarily deadly, secret. Alongside a meandering stream can be found a large hive of normal yellowjackets. Like all yellowjackets, they are angry at the world itself, and think nothing of swarming and stinging any unfortunate interloper.

Lairs

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Features

1. **07.05.** The stream meanders onward through Hex 17.20, and in this subhex widens and becomes shallower, with a smooth, sandy bank on the east side. Unfortunately, an enormous nest of (normal-sized) yellowjackets is hidden in the ground, just upslope from the bank. Adventurers exploring this subhex, or deciding to use the smooth bank as a campsite, have a 1-4 in 6 chance of disturbing the yellowjackets (and a 1 in 10 chance at night). If this occurs, all within 45' of

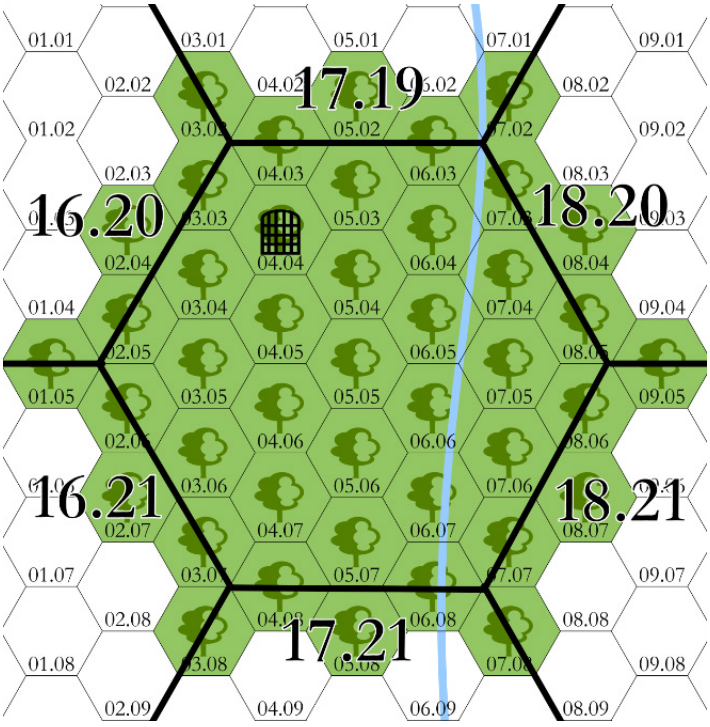
the location must make a save versus death or take 1d4 points of stinging damage. NPCs (including mounts), must immediately make morale checks. Those failing flee for 2d6 rounds, as fast as they can, away from the little angry bastards.

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Encounter Table

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

Hex 17.20



Resources: Animal, game (rabbit, 3); Vegetable, agricultural (yarrow, 1)

Several warrens of rabbits can be found throughout this hex, feeding off the yarrow that grows sporadically under the canopy of trees.

Lairs

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Features

1. **04.04.** Dungeon. Excavated by the boar-folk many Cycles previous as their civilization was collapsing, this small complex has been expanded and reworked by a number of different creatures over the years.
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 3*
5. Bat, giant vampire (1d3) from Hex 18.21
6.
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Dungeon

1. The entrance to the dungeon is marked by a ring of tilted standing stones, each no taller than a person. Those who have studied the boar-folk know they often marked the entrances to mausoleums in this fashion.

A wooden lid, warped and water-logged, partially bars the steep steps descending into the sod, keeping the worst of the weather out of the subterranean complex.

2. Antechamber. After descending some twenty feet into the earth, the steps open up into a circular, rough-hewn antechamber. A pile of wood lies scattered across the floor, left there by the previous resident, a would-be hermit who was attempting to shore up the ceiling and make the complex safe to live in.

Seven pit vipers dwell amongst the haphazardly piled lumber. If cleared, a slightly sunken fire circle is found in the floor. Hidden amongst the ash of the fire is a singular opal worth 275 gp.

A stout wooden door is set into the west wall while an opening in the east wall leads further into the complex.

Pit viper (7). ***AC*** *6 [13],* ***HD*** *2* (9 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 go first in the initiative order.
- Those bitten must save versus poison to avoid death in 1d4 turns.

3. Empty Chamber. This is a smaller chamber off the main antechamber, and is devoid of anything of interest except for a few scraps of wood and rusted or broken tools.

4. Supplies. Once used as supply storage, this chamber contains a few barrels and boxes, all in poor condition. Anything within the containers has long since rotted or decayed.

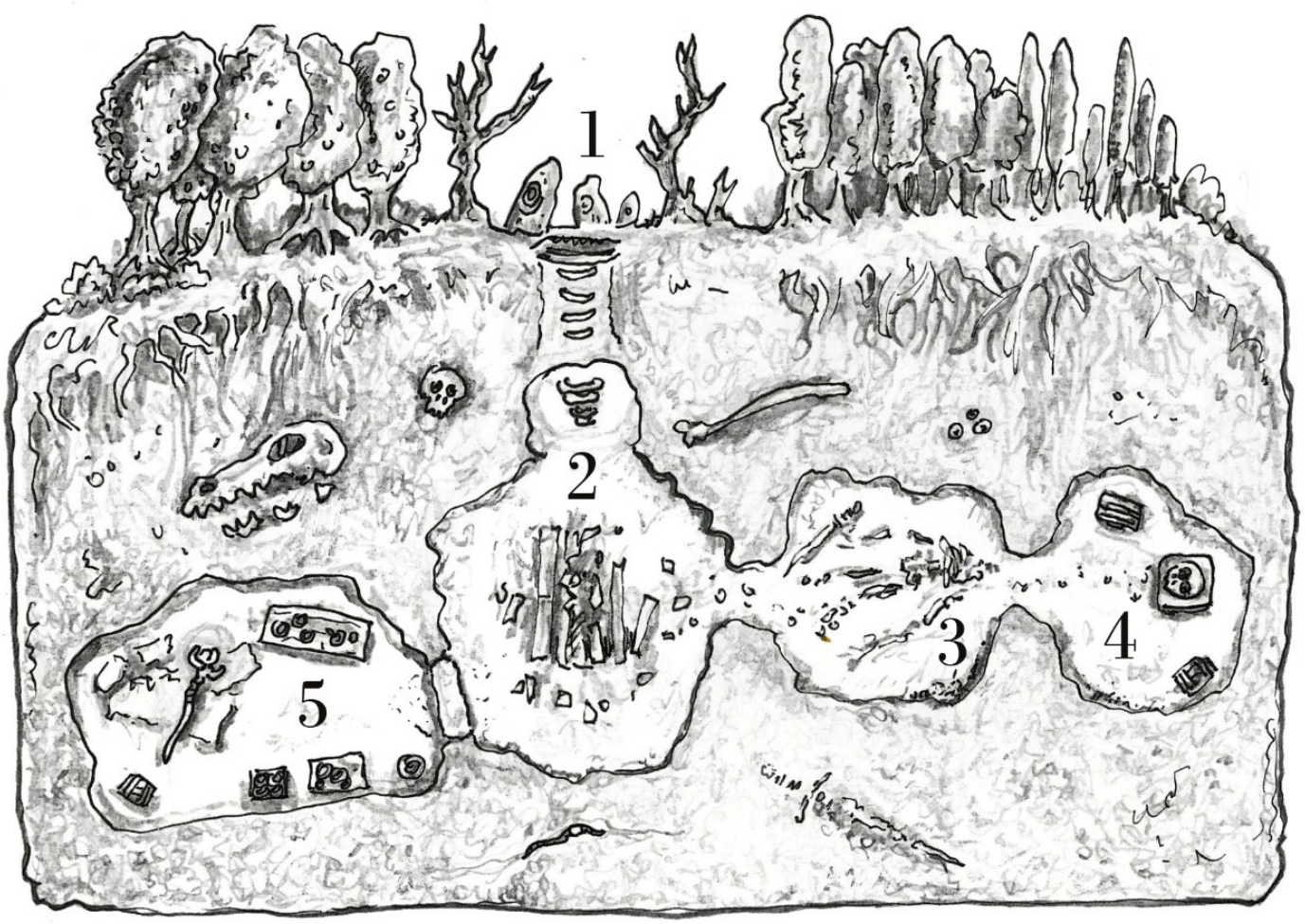
Adding insult to the lack of treasure, two colonies of yellow mold grow on the barrels and boxes in this chamber.

Yellow mold (2). ***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.

5. Workshop. The door to this chamber is of stout oak, reinforced with hand-forged steel nails. It is not locked, but years of exposure to the humid air below the earth has caused it to swell. It can be forced open on a roll of 1 in 8 (Strength modifier can be added to the chance of success), chopped down in 1 turn with an axe or sledgehammer, or opened through spells (such as *warp wood* or *knock*).

The interior of the chamber was clearly used as a

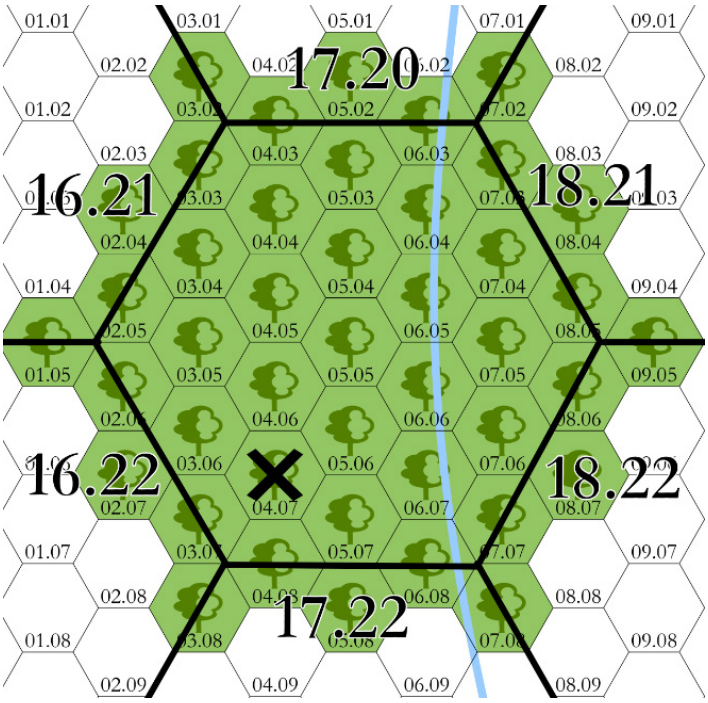


workshop of some arcane nature. A low bench on the northern side contains a few bowls and ceramic vessels containing unknown ingredients. An intricately carved wooden staff is on the floor. It looks as if it should be magical, the kind of staff that any wizard would be proud to wield, but alas, it is extremely non-magical.

The hermit that was the last resident of the complex fancied themself a magician, but was only a normal human with delusions of grandeur and great deeds. The "laboratory" is just a collection of arcane-looking implements and supplies: dried animal parts, smooth or curiously-shaped rocks, impressively carved wooden toys (the hermit may not have been able to wield the magical arts but was a dab hand with a carving knife).

Additionally, a moldy meditation mat under the staff does possess a magical dweomer: any arcane spellcaster that spends their time studying spells while seated on the meditation mat will find they can (1-3) memorize or cast an additional 1st-level spell for the day, (4-5) memorize or cast an additional 2nd-level spell for the day, or (6) lose the ability to cast one 1st-level spell for the day.

Hex 17.21



Resources: Mineral, quarried (clay, 2); Vegetable, industrial (timber, 3)

The creek continues to wind its way south through the hex, widening slightly as it gets nearer the Lake of Abominations. Small deposits of clay suitable for pottery can be found lining the creek banks, and there is good timber here as well, suitable for framing and structural purposes.

Lairs

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Features

1. **04.07.** Goblin sign. The goblins that lair in Hex 17.22 like to hunt in the southern portion of this hex, and in this location the adventurers will find signs of their presence: broken arrows, abandoned scraps of leather and gear, and, the first time they enter this subhex, a gutted and cleaned deer, at least a few days old.

   Woodswise characters should have no issue tracking the goblins back to their lair.
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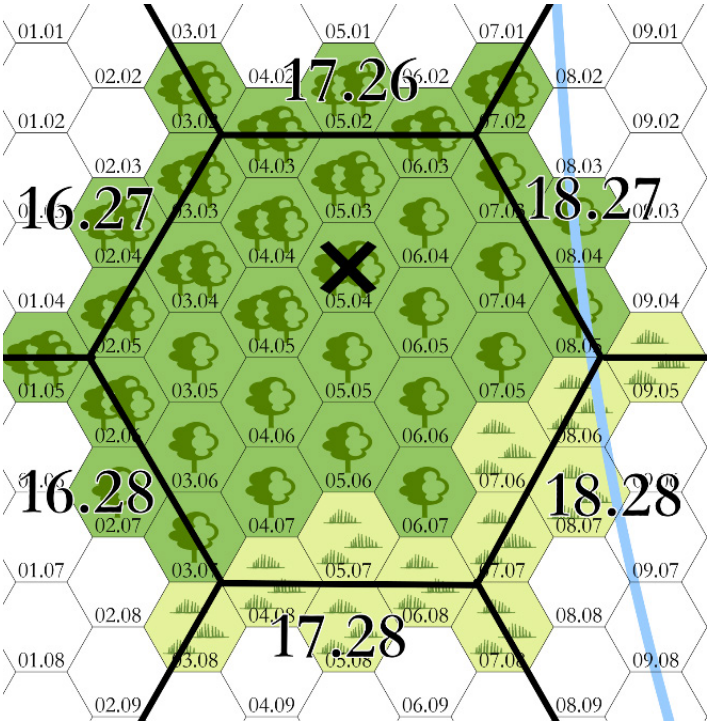
Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. Bat, giant vampire (1d3) from Hex 18.21
7.
8.

Hexes 17.22, 17.23, and 17.24 can be found in the Lake of Abominations Cluster section of the Ultimate book.

Hex 17.25 and 17.26 can be found in the Darkwoods section of both the Supplemental and Ultimate books.

Hex 17.27



Resources: Mineral, quarried (clay, 3)

With the Darkwoods to the north and the Zelaia Plains to the south, this is a transitional hex between forest and plains. Where the river kisses the eastern corner a decent-sized deposit of clay, suitable for pottery, can be found.

Venturing out onto the open plains can be dangerous, as the gorgons lairing in Hex 16.28 can often be found hunting the border between field and forest.

Lairs

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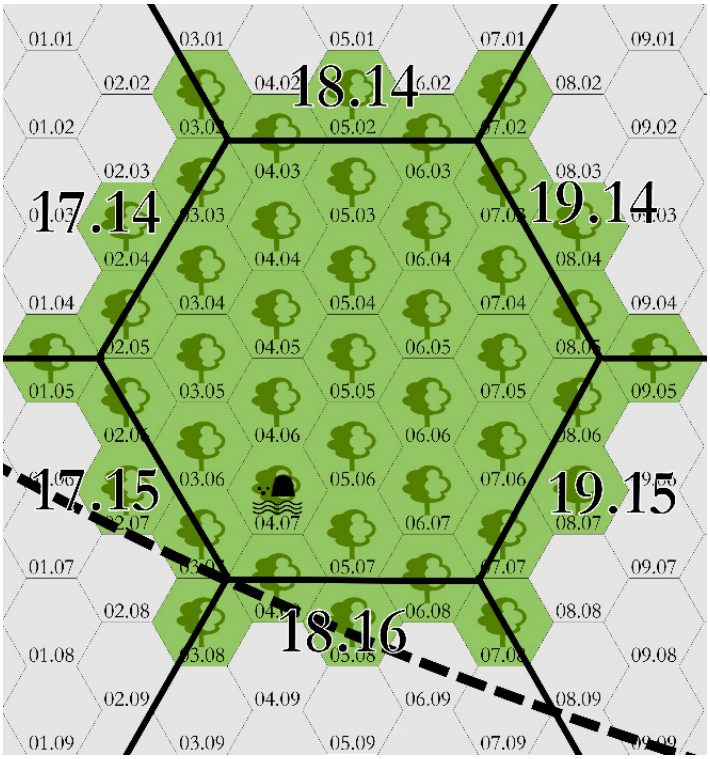
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. Gorgon (1d4) from Hex 16.28, grassland only
7.
8.

Hex 18.15



Resources: Animal, game (deer, 4); Mineral, mined (marble, 3); Vegetable, agricultural (blueberries, 2)

The road west to Rocky Peak passes just south of this hex, and the plentiful deer that dwell here have grown bold since humans no longer ply the trade route so regularly. The hex is sprinkled with blueberry bushes and also contains a decent, if not large, deposit of marble.

In the southern portion of the hex is a deep hot spring.

Lairs

1.
2.

3.
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6.

Features

1. **04.07.** A deep hot spring can be found in this location, at least 30' deep and no more than 10' wide. Years ago, when the trade route was in greater use, this was a popular campground used by the merchants weary from the road, and the woods around it had been cleared for dozens of yards on a side to allow room for wagons and tents. The spring is warm, no more than 100 degrees Fahrenheit (38 Celsius), and not harmful.

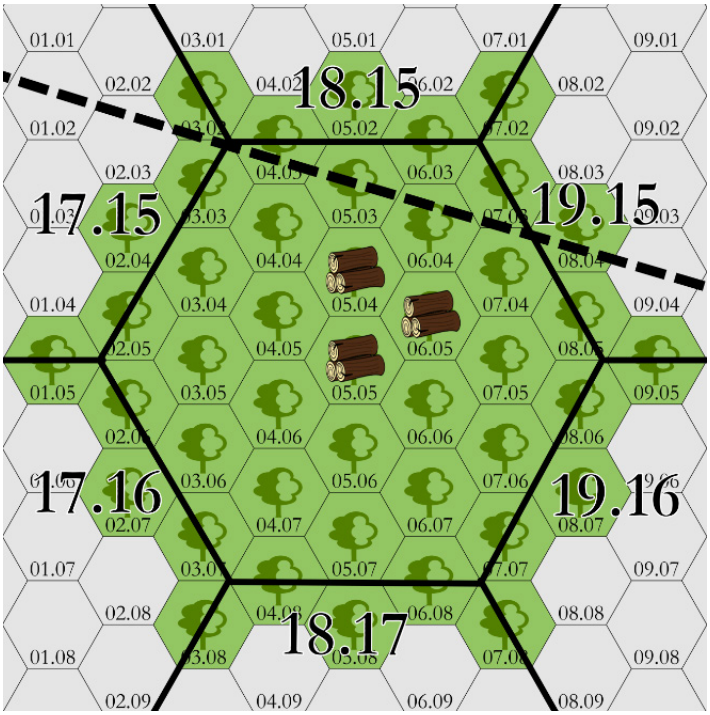
   The road leading here has long since disappeared, and the flat, cleared land long been reclaimed by the woods. The first time the adventurers discover this spot they can find the equivalent of Treasure Type V scattered about the clearing, mostly buried in leaf mold.

   Alternatively, they may find a treasure at the bottom of the hot spring, should the Referee so desire.
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Mantis, giant (1) from Hex 19.14
6.
7.
8.

Hex 18.16



Resources: Vegetable, industrial (timber, 2)

The road west to Rocky Peak passes through the northern portion of this hex. Just to the south are several square miles of cherry trees, valuable not for the small, bitter fruit they produce but for the fine-grained wood that can be milled.

Lairs

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Features

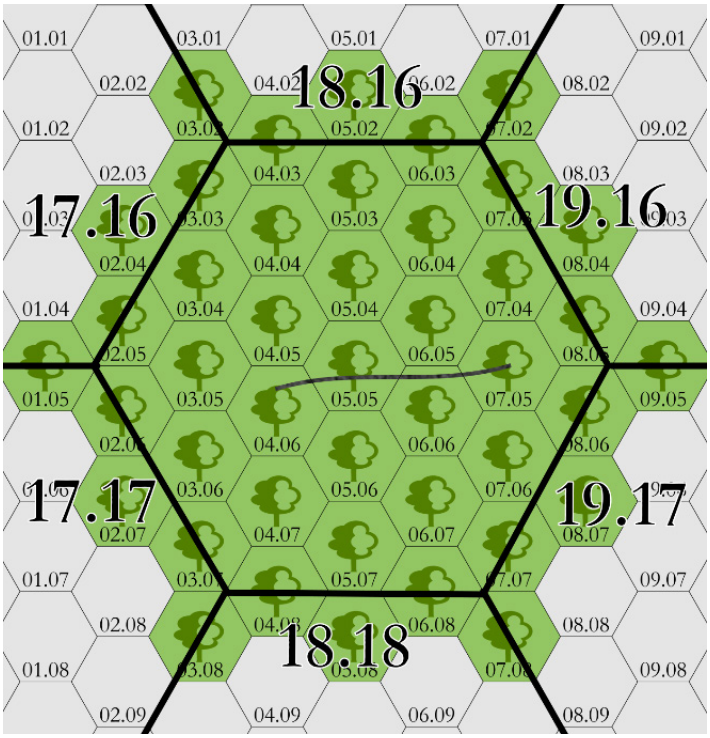
1. **05.04.** Cherry trees. A grove of tall, straight-grained cherry trees grow in this subhex. They have a Resource Step of 2 and a base value of 281 gp.
2. **05.05.** Cherry trees. A grove of tall, straight-grained cherry trees grow in this subhex. They have a Resource Step of 4 and a base value of 479 gp.
3. **06.05.** Cherry trees. A grove of tall, straight-grained cherry trees grow in this subhex. They have a Resource Step of 3 and a base value of 561 gp.

4.
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6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Weasel, giant (1d6) from Hex 17.16
6. Mantis, giant (1) from Hex 19.14
7.
8.

Hex 18.17



Resources: N/A

This hex is relatively unremarkable, and most importantly, safe.

Lairs

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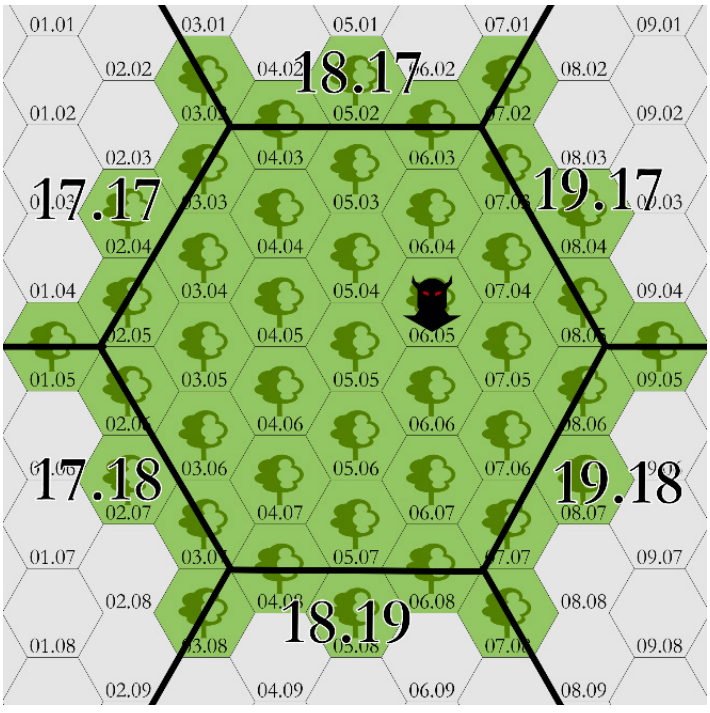
Features

1. **04.06, 05.05, 06.06, 07.05.** The remains of a dry-laid stone wall run through these hexes in a roughly east-west direction. The wall is no more than a few feet in height.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Weasel, giant (1d6) from Hex 17.16
5. Amphisbaena (1) from Hex 17.17
6. Horses, from Hex 19.17
7.
8.

Hex 18.18



Resources: Animal, game (squirrels, 4); Animal, game (deer, 2)

The only thing of interest within this hex – outside the plentiful animal life – is the lair of oil beetles that can be found near the center. The massive beetles have a short range, and are not found outside the hex.

Lairs

1. **06.05.** A nest of oil beetles busily burrow beneath the bracken in this subhex, mostly keeping to themselves. They subsist largely on plant matter, however, and welcome the chance to snack on some fresh meat should the opportunity present itself.

***Oil Beetles (6). AC** 4 [15], **HD** 2* (9 hp), **Att** 1 x bite (1d6), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Neutral, **XP** 25, **NA** 1d8 (2d6), **TT** None*

- Will instinctively release a spray of highly irritating oil upon being damaged by an attack. The attacker, or the nearest non-beetle within 5', is automatically subjected to a spray of oil (this is an attack using the beetle's THAC0). If the spray hits, the target suffers a –2 to all attack rolls for 24 hours or until treated by *cure light wounds* (which does not heal any hit points if used in this manner).
- Using the oil spray is a reaction to an attack and is made automatically at the same time the beetle is damaged. Each beetle may spray three times per day.
- If the spray attack roll is a natural 20 the target must save versus poison or be blinded for 1d8 hours in addition to suffering the above penalty.

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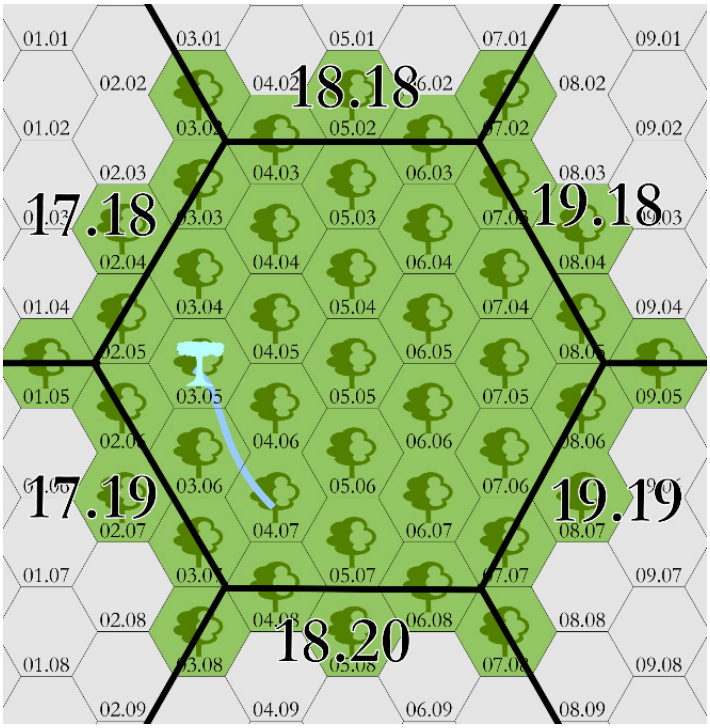
Features

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2.
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Beetle, oil (1d6)
5. Amphisbaena (1) from Hex 17.17
6. Horses, from Hex 19.17
7.
8.

Hex 18.19



Resources: N/A

A small, idyllic spring bubbles to the surface in this hex, creating a small creek that eventually peters out after winding through the woods for a couple of miles, soaking back into the ground.

Lairs

1.
2.
3.
4.
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6.

Features

1. **03.05.** A small spring, no more than 6' in diameter, wells from the ground at the base of a spreading oak. A stream flows southwards from the spring. A handful of frogs and a cantankerous, but not very large, snapping turtle make their home in the spring. The snapping turtle is a normal snapping turtle (not giant) but will

not hesitate to try and bite an interloping swimmer.

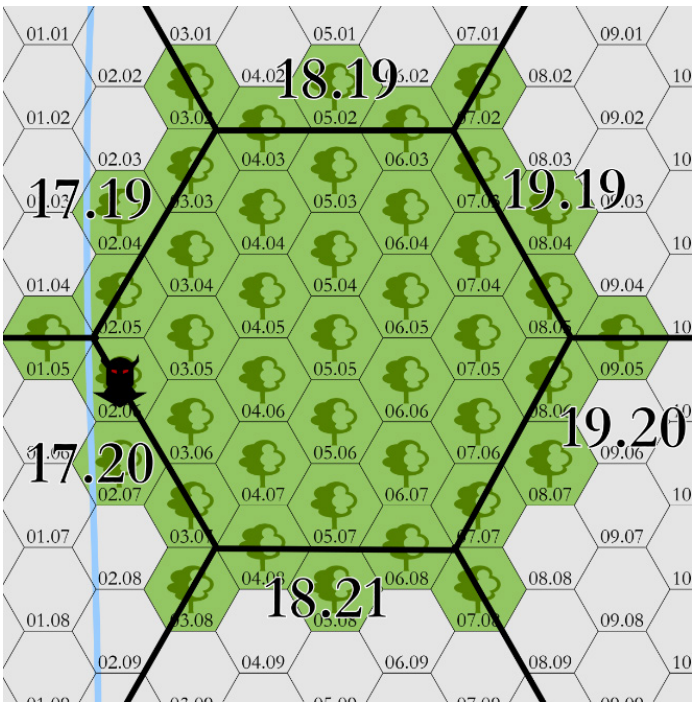
Snapping turtle, normal (1). *AC 6 [13],* ***HD*** *1 (6 hp),* ***Att*** *1 x bite (1d2),* ***THAC0*** *19 [0],* ***MV*** *30' (10') / 90' (30') swimming,* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *8,* ***AL*** *Neutral,* ***XP*** *10,* ***NA*** *0 (1d4),* ***TT*** *None*

2.
3.
4.
5.
6.

Encounter Table

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

Hex 18.20



Resources: Animal, game (deer, 3); Mineral, mined (quartz, 5)

This hex is just east of a small creek. A few herds of deer dwell in this hex, and some large deposits of quartz are also present.

Lairs

1. **02.06.** The creek widens in this subhex, turning the ground into a wet, marshy mess. Three giant leeches dwell in here, attacking those that wade through the shallow water.

   If a leech detaches from a dead victim, or fails a morale check, it can escape back into the marsh on a roll of 1-4 in 6. Furthermore, fighting in the marsh is considered difficult terrain, and non-aquatic creatures move at half their speed and suffer a –1 penalty to initiative.

Leeches, giant (3). *AC 7 [12],* ***HD*** *6 (27, 33, 41 hp),* ***Att*** *1 x bite (1d6 + blood drain),* ***THAC0*** *14 [+5],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *275,* ***NA*** *0 (1d4), TT None*

- On a successful hit the leech attaches to a victim and begins to drain blood, doing 1d6 automatic damage per round until it or the victim is slain.
- Will only detach upon being slain, the victim's death (in which case the leech attempts to retreat and hide to digest its meal), or being forcibly removed.
- A victim or ally may attempt to remove the leech by spending one round and rolling equal to or under their Strength on 3d6. If successful the leech is forcibly removed.

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Features

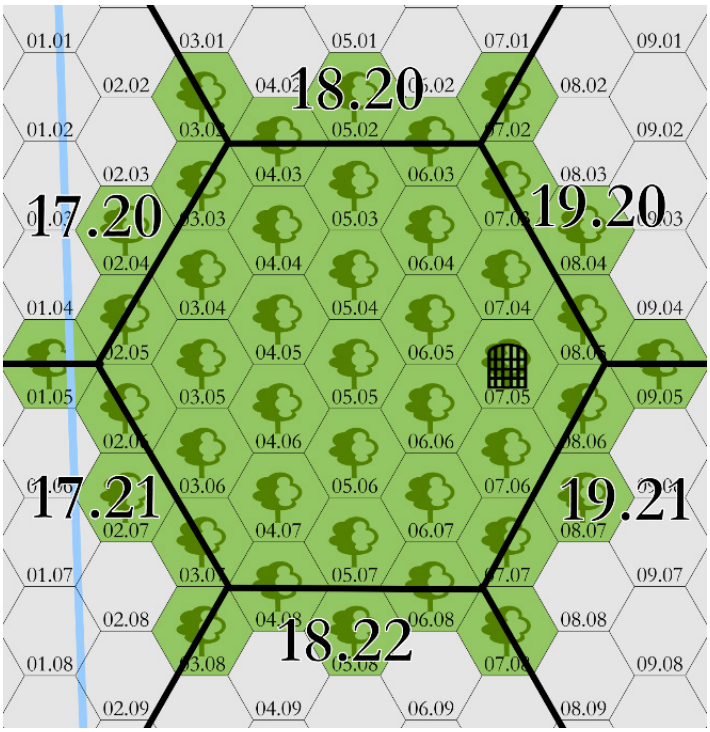
1.
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*

4. Leech (1d3), encounter only occurs in subhexes 02.05 or 02.06.
5. Bat, giant vampire (1d3) from Hex 18.21
6.
7.
8.

Hex 18.21



Resources: Animal, game (deer, 4); Vegetable, agricultural (wild ginseng, 1)

Except for a few large herds of deer, and patches of wild ginseng scattered about, this hex is largely devoid of features except for the ruins located in subhex 07.05.

Lairs

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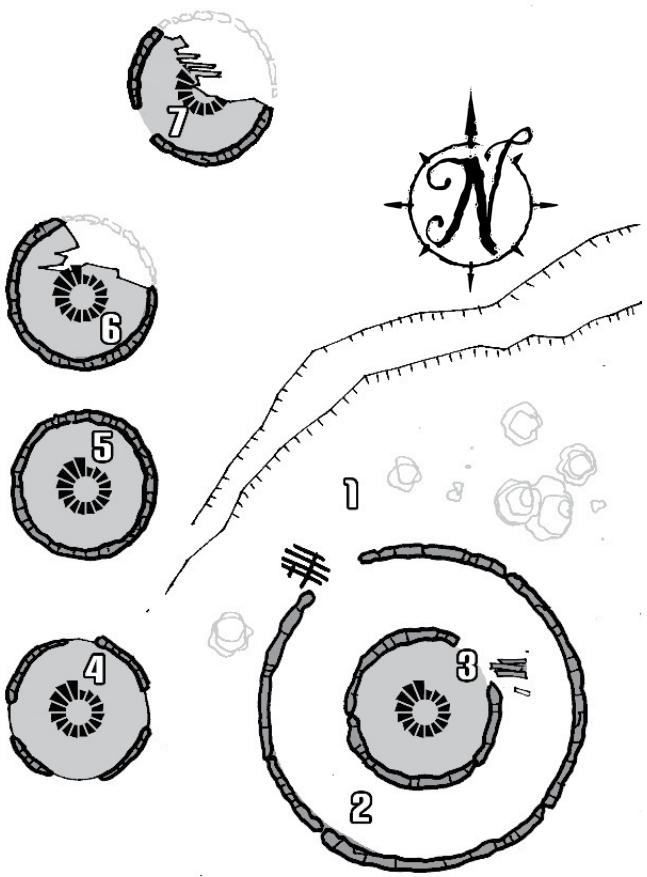
Features

1. **07.05.** This tower is all that remains of a Skeldrene outpost, the most eastern one built. It was built during the height of the dynasty, during the Twelfth Cycle.

2.
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6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 3*
5. Bat, giant vampire (1d3)
6. Chrysomeli (2d4) from Hex 19.21
7. Zombies, 1d2
8.
9.
10.



Ruined Tower

Located at the base of a small ridge, the tower is perhaps seventy feet tall, the tip reaching just above the canopy of trees. It is constructed of well-fitted granite blocks, worn

grey by age and elements. The entire tower is perhaps twenty-five feet in diameter, and has no windows or other openings except where indicated.

The tower is surrounded by a stone wall ten feet in height and two feet thick, encircling a courtyard around the tower itself, with a large enough flat space for an adventuring party, their mounts, and a squad of foot soldiers.

- One of the first questions the players will no doubt have is what is the value of the tower and can they repair it? The tower has the following characteristics (derived from *Into the Wild*):
- The tower was built as part of a larger planned garrison that was never built.
- As it stands, it can house a squad of 20 foot soldiers and has a total potential value of 60,000 gp (including the wall).
- The tower is in poor condition, is currently worth 20,000 gp, and can only comfortably house five individuals.

1. Gate. A wooden gate has fallen off its hinges and lays abandoned on the ground, rotted and covered in dirt. Concealed in the dirt under the gate is a nest of giant centipedes. They will only attack if the gate is disturbed (for firewood, perhaps).

These centipedes are a larger, more vicious breed than those normally encountered, distinguishable by the yellow band running down their backs. Their jaws are large enough to inflict actual damage, while their venom is slightly less potent than the average giant centipede.

***Centipede, giant (5). AC** 9 [10], **HD** 1/2 (2 hp), **Att** 1 x bite (1 + 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 these giant centipedes take 1 point of damage and must save versus poison with a +2 bonus. If they succeed they just take the damage; those failing are sick for 1d6 days, unable to do anything except move at half speed.

2. Courtyard. A cleared area between the wall and base of the tower, the courtyard was once paved with smooth flagstones. These stones are now buried in dirt and debris or heaved out of the ground by frost.

A firepit has been built southwest of the tower, roughly where the number "2" is on the map. It hasn't been used in years. The northern side of the courtyard is strewn with debris from the collapsed upper levels (see Areas 6 and 7).

3. First Level. The wooden door to the interior of the tower has been wrenched from its hinges. Unlike the gate, which appears to have fallen off due to neglect, this door looks to have been violently de-portaled. A careful examination reveals burn damage to the door, as if scorched by fire.

The interior of the tower has a flagstone floor, with a wooden circular staircase leading upwards. The floor in this chamber is covered in leaf mold and sticks. The ceiling above is fashioned from wooden planks laid across joists; one can assume that it is the floor of the second level.

4. Second Level. The walls of this level are pierced with arrow slits that are now more accurately arrow windows, significant portions of the stone having broken and fallen off. Light streams in through these openings, as does rain, which has unfortunately led the floor on this level to become somewhat rotten. There's a chance that the floor collapses under the weight of the adventurers, as follows; roll each time the chance *increases*, but not if it otherwise changes or remains the same:

- The first time an adventurer steps on the floor there's a 1 in 6 chance of collapse.
- Each additional adventurer on the floor at the same time increases the chance by 1. Elves, halflings, and gnomes count as ½ an individual (so, an elf and a halfling would increase the chance by 1).

Example. The adventurers ascend the stairs to the second level. The first steps off to explore the level. The Referee rolls for the chance of collapse, which will occur on a roll of 1 in 6, and gets a 3. The next party member, a halfling, steps onto the floor. Being small, they are not large enough to trigger a roll. The next party member is an elf. Also slight of build, the elf would not normally trigger a roll, but with the halfling's weight another roll is made, this time with a 1-2 in 6 chance.

If the floor collapses, the entire second floor structure crashes to the lower level, although the stairs remain intact. Anyone currently on the second level takes 1d6 points of damage, and anyone unfortunate enough to be on the first level takes 2d6 damage from falling debris and party members, although they may save versus death for half damage.

5. This floor is relatively intact, but windowless. If the adventurers enter during the day they find it illuminated with dim light from the open stairwell, leading to the next level.

They also find themselves in the same chamber as a brood of three giant vampire bats.

***Bats, giant vampire (3). AC** 6 [13], **HD** 2 (9, 10, 13 hp), **Att** 1 x bite (1d4 + unconsciousness), **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*

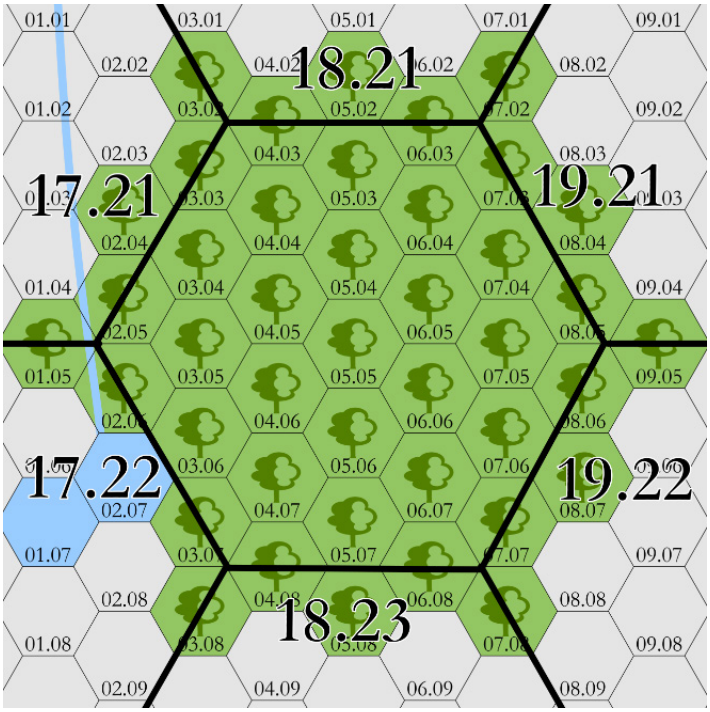
- Navigate via echolocation, do not need light, but can be blinded via *silence* or similar spells.
- Those bitten must save versus paralysis or be knocked unconscious for 1d10 rounds.
- The bat may automatically drain 1d4 hp per round from an unconscious victim. Those reduced to 0 hp by a giant vampire bat rise as a zombie after 1d6 days.

Note that although they sleep during the day, they will be awakened by loud noises (such as an adventurer falling through the ceiling in Area 4).

6 and 7. These two levels are in considerably worse condition than the lower floors. The entire northern face of the tower at this point has sloughed off, exposing these levels to the elements. Characters exploring these levels run the same risk of falling as in Area 4, except damage is increased by an additional 1d6 for each level (so 3d6 falling, or 4d6 crushing, if Area 6 collapses).

A *Horn of Valhalla* is found leaning against the remaining wall in Area 7, fashioned of wrought brass (See **OSE** *Advanced Fantasy: Treasures*).

Hex 18.22



Resources: Animal, game (deer, 5); Vegetable, industrial (timber, 3)

This hex borders the Lake of Abominations, lying to the southwest, and is home to an unusually large population of deer. Little known to the gnolls of the south, the goblins of the Sunken Sun village have, for years, been raising the deer in this hex to increase their hunting prospects. The arrival of the gnoll tribe to Hex 18.23 has seen the numbers of deer drastically reduced.

Lairs

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Features

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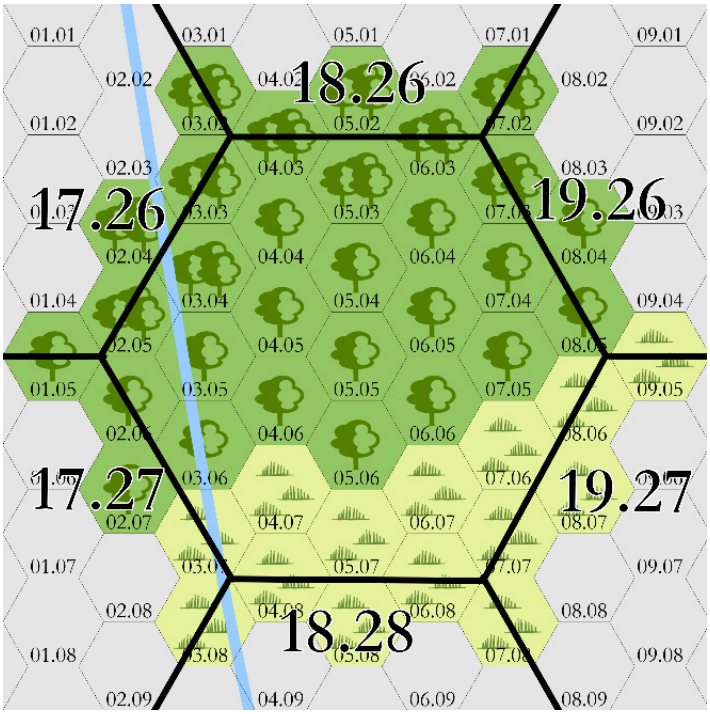
Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. Gnolls from Hex 18.23 (1 gang + gangboss)
7. Goblins from Hex 17.22 (1 gang + gangboss)
8. Chrysomeli (2d4) from Hex 19.21
9. Bat, giant vampire (1d3) from Hex 18.21
10.

Hexes 18.23 and 18.24 can be found in the Lake of Abominations Cluster section of the Ultimate book.

Hexes 18.25 and 18.26 can be found in the Darkwoods section of both the Supplemental and Ultimate books.

Hex 18.27



Resources: Vegetable, agricultural (wild tobacco, 5)

The river flowing out of the Lake of Abominations flows through the western portion of this hex, and to the south it opens up to the Zelaia Plains. Along the boundary between forest and field can be found plentiful wild tobacco plants, and this hex often sees rangers from Sin, who harvest the tobacco for their hand-rolled cigarettes and plugs to chew.

Lairs

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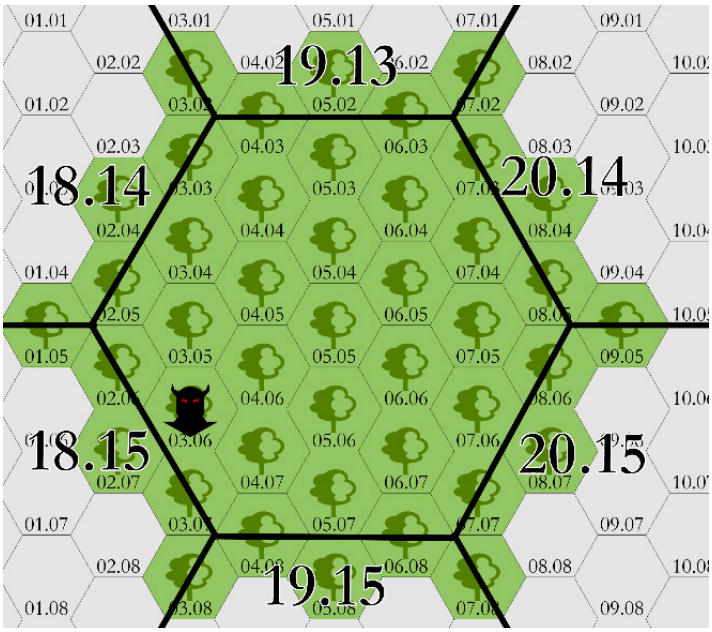
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. Ruffians from Sin (1d6)
7.
8.

Hex 19.14



Resources: Animal, game (deer, 2); Animal, game (wild turkey, 3)

A larger than normal number of deer and wild turkey can be found in this hex, stalked by a fearsome insectile predator: a giant mantis that dwells in the southwestern portion of the hex.

Lairs

1. **03.06.** Giant mantis. This deadly giant insect roams the northern forests of these parts, hunting anything that crosses its path.

Mantis, giant (1). ***AC*** *2 [17],* ***HD*** *10* (51 hp),* ***Att*** *2 x claw (1d6),* ***THAC0*** *11 [+8],* ***MV*** *60' (20') / 120' (40') flying,* ***SV*** *D10 W11 P12 B13 S14 (F5),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *1,600,* ***NA*** *0 (1),* ***TT*** *None*

- Surprises on a roll of 1-4 in 6. Will not attack anything clearly more powerful than it, or face

large groups of humans head-on. Prefers to pick off stragglers or lone targets.

- If a target is hit by both claws in a single round they are grappled, and attacked each subsequent round with powerful mandibles (+2 to hit, 3d4 damage).

The mantis has quite a large range, needed to support its size, and can be found up to twelve miles away from its simple lair.

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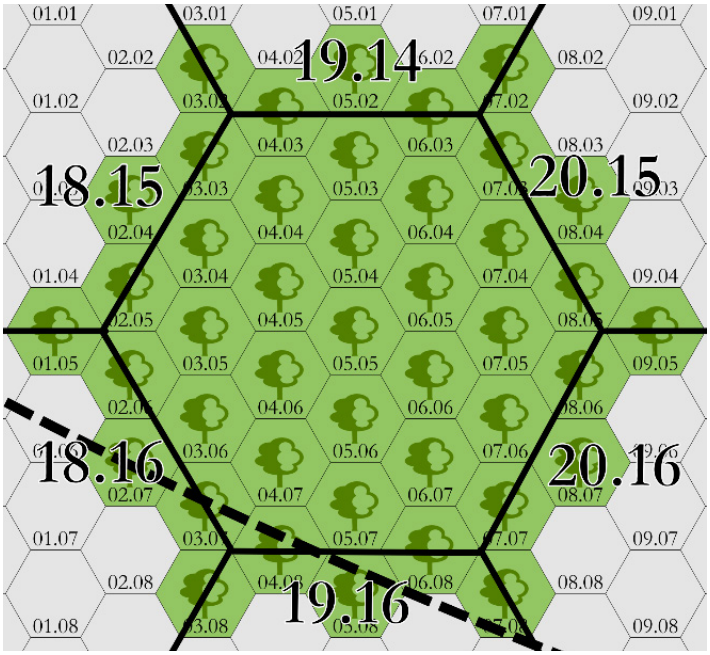
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. **Mantis, giant (1)**
5.
6.

Hex 19.15



Resources: Mineral, mined (gold, 4)

The western road runs through the southern portion of this hex, which is chiefly notable for the small amounts of gold that can be found scattered through the soil.

Lairs

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Features

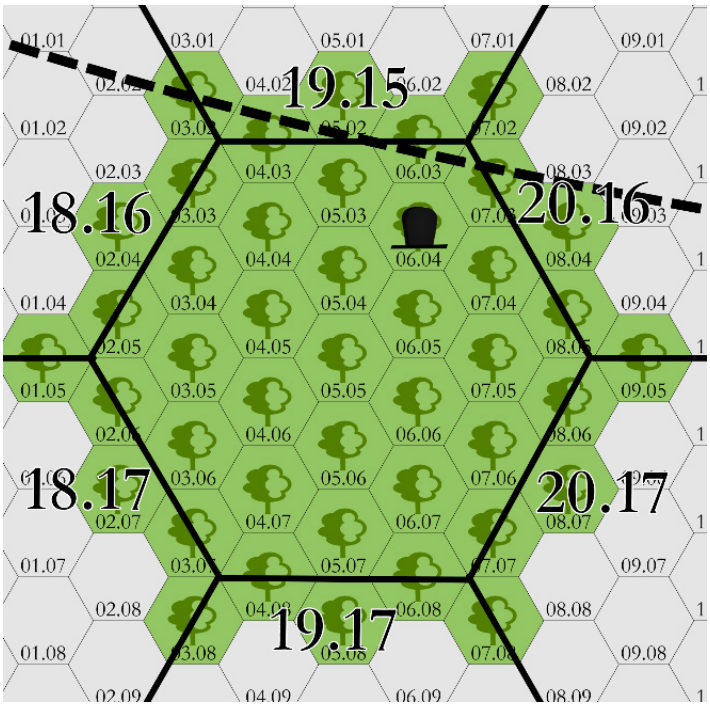
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Encounter Table

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

5. Mantis, giant (1) from Hex 19.14
6.

Hex 19.16



Resources: Animal, game (wild turkey, 5); Vegetable, industrial (timber, 4)

This hex features abundant trees suitable for structural lumber, as well as plentiful flocks of wild turkey. The western road runs through the northern portion of this hex.

Lairs

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Features

1. **06.04.** An enormous skeleton – human, or at least human-like – is found in this subhex. The bones have yellowed with age, and an oak sapling sprouts from the ribcage.

   This was once a hill giant, slain in battle. Should the oak sapling growing from the bones be harvested, it yields enough wood to craft a single *arrow of giant slaying*.

2.
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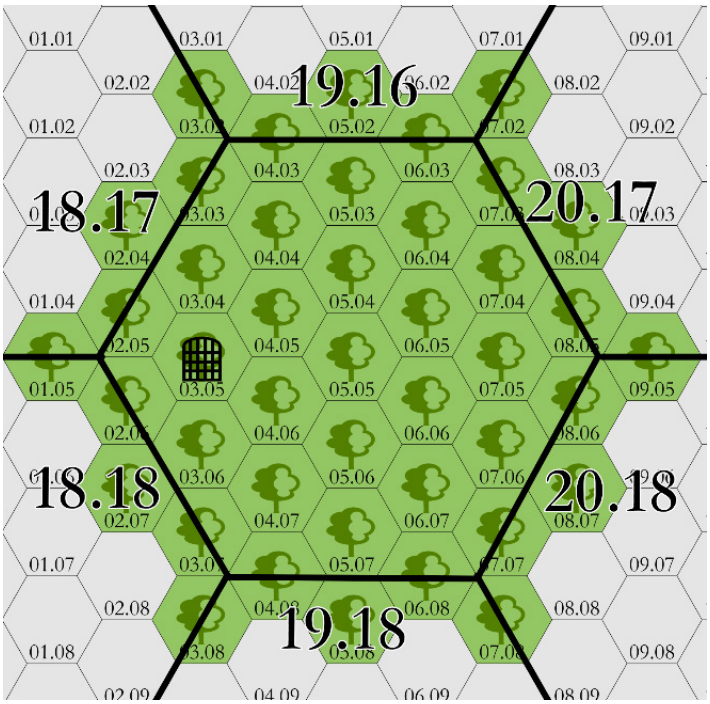


4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Mantis, giant (1) from Hex 19.14
6. Horses, from Hex 19.17
7.
8.

Hex 19.17



Resources: Animal, game (yellow striped beetle, 5)
This hex is notable chiefly for the large population of the yellow striped beetle, a small (not giant) beetle that subsists on rotting wood and vegetation. Fried, it is considered a delicacy in the Scarlet Principality.
There is also a small dungeon in the western portion, and the abandoned camp of a party of adventurers who met their demise exploring it.

Lairs

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6.

Features

1. **03.05.** Dungeon. During the Seventh Cycle this natural cave system was inhabited by a great, but old, dragon, who had the good fortune to die of old age in its sleep. Shortly thereafter, the cave system was discovered by the humans that had recently arrived in the area, and upon discovering the corpse of the dragon they began to worship it.

   The caves were abandoned during the Seventh Nadir and were unexplored until recently, when a party from the Scarlet Principality had the misfortune of stumbling across them.

2.
3.
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Ferret, giant (1d8) from Hex 19.18
5. Horses (see Campsite entry, below)
6.

Wight Cave

The Campsite. Clearly abandoned only very recently, the surface around the cave has been cleared to create a flat, open space, two waxed canvas tents erected, a firepit dug, and even a short safety railing put up around the perimeter of the sinkhole entrance.

A careful examination of the site takes two adventurer-hours and reveals the following:

- Mounts of some sort were once hobbled nearby,


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7

but they are no longer there. A frayed rope tied to a peg driven into the ground, and plentiful quantities of horseshit, are all that remain of their presence. The ferrets from Hex 19.18 were sniffing around for a meal several days previous, and the horses spooked and bolted.

- The two tents contain three bedrolls apiece, some small personal effects, and the following gear: four 50' lengths of rope, 12 flasks of oil, 12 pitons and a small hammer, four torches, five waterskins, two tinderboxes, a small mirror of polished bronze, 40 arrows, and six weeks of iron rations. There is also what looks to be several weeks' worth of normal rations, but mice or other small animals have gotten into them. The food itself has not yet gone bad, however, indicating that the campsite is recent.

Running this adventure. The cave system is inhabited by a gang of wights, recently awakened by the unfortunate adventurers who preceded the party, four days previous. Their ranks have now swollen by five, the number of adventurers who fell to their sharp talons, to a total of eleven undead.

When first encountered, the wights are still working up the courage to ascend to the surface, and are remaining within the cave system itself. Unused to sunlight, they hang back from the entrance (Area 1). 1d8 days after the adventurers discover this dungeon, assuming they do not enter and encounter the wights, the undead will emerge and begin to hunt the surrounding areas (at which point any surviving wights should be added to the encounter table).

To use the encounter table, go down through the rows starting at the top and rolling to determine the number of wights that are in each chamber. Subtract the result for each chamber from the total number of wights remaining.

Wight Encounter Table

Area	< 1d8 Days	After 1d8 Days
7	1d6	1d3
6	1d6	1d3
5	1d6	1d4
4	1d4	1d3
3	1d3-1	1d3
2	1d4	1d3
1	—	1d2
Outside	—	1d3

Example. When first encountered there are 11 wights in the complex. The Referee rolls to place the wights, and gets, in order 4, 2, 1, and 4. There are four wights lurking in Area 7, two in Area 6, one in Area 5, and four in Area 4.

If the Referee gets to the end of the table with wights unplaced, assume they are in Area 7.

1d4 weeks after the cavern is first encountered the wights will have clawed open the crypt in Area 7 and released the *scaly priest* (see Area 7).

Any time a fight breaks out, or the adventurers make excessive noise, there is a 1-3 in 6 chance that the wights are alerted to the presence of intruders and will begin to converge on them. It takes one minute per chamber distant to reach them.

Example. The adventurers are foolish and make a racket in Area 2, alerting the wights. It takes the wights in Area 4 one minute to reach the party, those in Area 5 two minutes, etc.

Until the required number of days passes, the wights will not pursue the adventurers into Area 1 – provided it is sunlit – or up aboveground (regardless of lighting conditions). After the rolled number of days, however, all bets are off.

When the wights are encountered, roughly 50% will be the original wights (round up) while the remainder will be the new wights.

1. Entrance. A rope ladder with wooden rungs is staked into the ground here, leading into the sinkhole. It's a thirty-foot drop to the bottom of the sinkhole. A small amount of water has collected here at the bottom, but the bedrock in this hex is porous and water quickly drains away (disappearing 1d8 days after a rain).

2. Antechamber. The large open chamber at the base of the sinkhole has two exits that lead off to the west and the south. Both are roughly ten feet in diameter and look to be naturally occurring. This is a wet cave, so once past the open entrance all surfaces are slick with moisture.

Two rough tables, clearly new, have been erected at this location. A number of blue and green fragments of stone are arranged on both tables, with no discernable pattern. The adventurers exploring the site set up these tables to aid in sorting the loose stone chips from Area 4.

Also next to the table is an amphora of lamp oil, containing enough oil to fill 30 flasks, and two lanterns.

3. The Well of Tears. The floor in this chamber has been crusted over with a thick layer of limestone accretion. Barely visible through the crust is a circular pattern of flagstones surrounding a stalagmite perhaps a foot tall.

When originally used as a shrine, this chamber was built to catch a slow, constant drip of water from the ceiling, forming a ceremonial well referred to by the cultists as the *Well of Tears*. As the years passed, the well filled with the alkaline water, choking the well with limestone and spilling out over the floor.

If the well is excavated – a long process that takes specialized tools (miner's tools, essentially) and 1d20+30 adventurer hours – delvers will find a gold-plated dragon's tooth at the bottom. The tooth radiates faint magic, and if placed in several gallons of water will, gradually, impart a magical dweomer to the water. However, the tooth is thoroughly crusted with limestone. If excavated normally there's a 1-3 in 6 chance the tooth is destroyed in the process. If the adventurers hurry the process (taking less time than what is rolled) the chance increases to 1-4 in 6. If a dwarf, gnome, or character with a mining background does the work this chance is reduced to 1-2 in 6, and if extra time is taken (1.5 times the amount rolled) it is further reduced to 1 in 6.

For every week the tooth is immersed in water it generates one flask's worth (the equivalent of a potion) of *Galadhcaror's Tears*. The imbiber saves against all forms of dragon breath weapons with Advantage (roll twice, take the better number) for a duration of 1d6+6 turns.

4. Galadhcaror the Great. Where the corpse of the mighty dragon lay, the cultists laid a mosaic of brightly colored green and blue stone chips (serpentine and soapstone). At one point the floor in here was covered with the same thick limestone accretion as in Area 3, but it has been painstakingly scraped away and now the debris lines the walls of the cave, revealing a mostly excavated dragon-mosaic, missing a number of stones. The adventurers had been spending their time revealing and attempting to recreate the mosaic, in the mistaken belief that it was what is referred to in legends as *Galadhcaror's Tears.*

Assuming the PCs are struck with the same thought, it takes 1d20+20 adventurer hours to finish cleaning and replacing the stone chips to recreate the mosaic, at which point they will likely find themselves disappointed, in much the same way that jigsaw puzzlers often are once a puzzle has been completed. That is, provided they have dealt with the denizens of Area 5.

5. Crypt of Cultists. The cultists interred their dead in these chambers and, as the cult began to decline and die out, the remaining members sealed themselves within and blocked the entrance with stone. Over the years limestone deposits covered the barrier, rendering it difficult to see, and it was only by happenstance that one of the unfortunate explorers discovered it.

Breaking down the barrier revealed the crypts beyond, and let loose the inhabitants, who had all but forgotten the surface world of light and living flesh. Now, the inhabitants of the crypt bide their time, growing ever braver, and soon will leave the crypt and begin hunting on the surface...

Six wooden coffins are arranged throughout the room, all currently empty. The inhabitants now roam freely through the complex. Refer to **running this adventure**, above, to determine where they will be.

Six of the wights are the remains of the cultists that were interred within, since joined by the five unlucky adventurers whom they have slain.

Wights, original (6). ***AC*** *5 [14],* ***HD*** *3+2* (12, 16, 15, 17, 18, 19 hp),* ***Att*** *1 x touch (1d8 + see below),* ***THAC0*** *16 [+3],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *75,* ***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, which requires magical healing *or* complete bedrest.
- Targets slain by a wight become wights themselves 1d4 days after death, under the control of the wight who slew them.
- The original wights turn as 4-HD undead.

The wights carry no treasure or gear – their garments have decayed to scraps and rags over the centuries – but within the coffins can be found the following treasures:

- A gold crown in the shape of a roaring dragon's head, worth 1,500 gp.
- A platinum armband, studded with emeralds, in the shape of an entwined, wingless dragon, worth 2,700 gp.
- A ring of silver, studded with blue diamond chips, worth 900 gp.

Wights, new (5). ***AC*** *5 [14],* ***HD*** *3* (10, 14, 14, 15, 16 hp),* ***Att*** *1 x touch (1d8 + see below),* ***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, which requires magical healing *or* complete bedrest.

- Targets slain by a wight become wights themselves 1d4 days after death, under the control of the wight who slew them.

These five wights are clearly recently slain, and are garbed in the clothes and gear in which they died. Note that they will not use any of their equipment or weaponry, and the armor they are wearing does not actually affect their AC. They are, in corresponding order of hit point totals:

1. Robed female (10 hp), carrying a backpack with spellbook containing the spells *light*, *mirror image*, *sleep*, *invisibility*, *web*, and *lightning bolt*, as well as a dagger and 50 gp.
2. Armored female in chain (14 hp), carrying a mace, a holy symbol depicting a spreading oak tree, with a backpack containing two *potions of healing* and 35 gp.
3. Armored male in plate with a shield (14 hp), carrying a *sword +1*, and a backpack with excavation tools (shovel, small hammer, etc.) and 62 gp.
4. Armored male in chain (15 hp), with a short sword and 15 sp tucked into his belt.
5. Armored female in leather (16 hp), carrying a short sword, *crossbow +1*, with a set of thieves' tools in her pack and a diamond worth 1,000 gp hidden in a false heel in her left boot.
6. **Ceremonial Chamber.** This is the chamber where the cultists prepared the body of the high priest (found in Area 7) for burial. Two tables, now worm-eaten and ready to collapse, hold primitive embalming tools, all badly rusted, pitted, and any wooden parts rotted away. There is one long, wickedly barbed hook fashioned from beaten bronze that is still intact, and, in fact, magical. If used to create a mummy (see *PHM* #2 for rules on creating undead) it increases the chance of success by +3%.
7. **Crypt of the Scaly Priest.** When the first (and only) high priest of the cult died, their body was interred in this chamber, in a sarcophagus of ebony enchanted to withstand the ravages of time. The cult fell apart shortly after the priest's death, the remaining members buried in Area 5. Since that time, the high priest has reanimated as a scaly priest, a fearsome undead foe with draconic characteristics.

The sarcophagus has proven secure, however, and the high priest unable to escape. The wights have been clawing at the preserved wood, raking it with their preternaturally sharp talons, as will be evident from a casual examination. The wights will succeed in opening the sarcophagus 1d4 weeks after the dungeon is first encountered, assuming the adventurers do not vanquish them.

Once risen, the scaly priest will take control of the wights, sending them out on raids into the neighboring forest, and will work to re-establish the cult as well as swelling the number of wights.

Scaly priest (1). ***AC*** *3 [16],* ***HD*** *8** (51 hp),* ***Att*** *2 x claws (2d6 + energy drain) or 1 x breath,* ***THAC0*** *12 [+7],* ***MV*** *120' (40') / 150' (50') flying,* ***SV*** *D11 W12 P13 B14 S15 (C10),* ***ML*** *10,* ***AL*** *Chaotic,* ***XP*** *1750,* ***NA*** *unique,* ***TT*** *F*

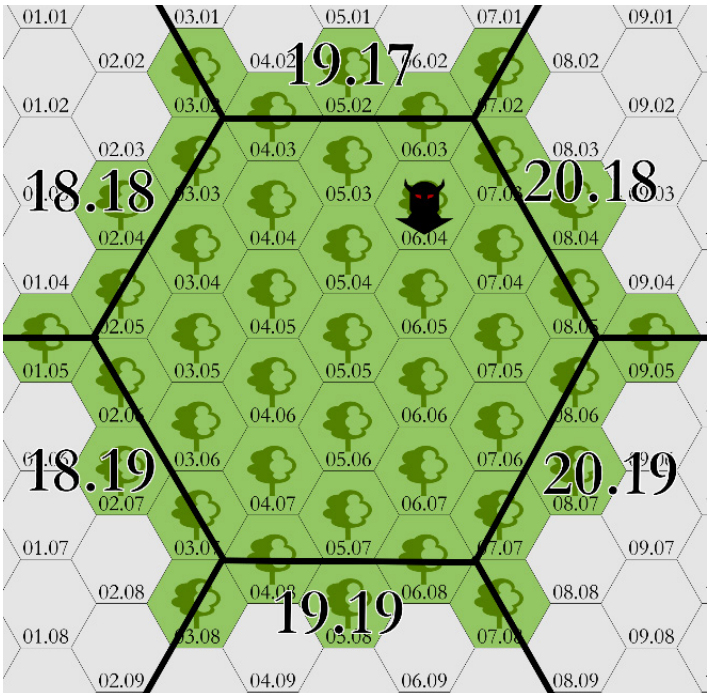
- Standard undead immunities.
- Only damaged by magic.
- The scaly priest may rake with its claws twice per round, with each successful attack doing 2d6 damage. Even if the attack misses, the target still takes 1 point of damage, as long as the roll is not a natural 1.
- Damage caused by the scaly priest will not heal naturally, and can only be restored by magic.
- Targets slain by the scaly priest become wights themselves 1d4 rounds after death, under the control of the scaly priest.
- While in the underground complex the scaly priest cannot be turned.
- The scaly priest can choose to automatically succeed on a saving throw twice per day.
- Three times per day, the scaly priest can breath a

line of lightning, 45' long and 5' wide, that inflicts 6d6 points of damage to all creatures within its path. Those targeted by its breath may attempt a save versus breath for half damage. When used within the cult compound, all those targeted by its breath attack save with Disadvantage (roll twice, taking the lower result).

The following treasure can be found within the priest's sarcophagus:

- A funerary mask, wrought in gold, platinum, and turquoise, worth 7,500 gp.
- A *sword +2* that enables the wielder to understand the language of dragons, as long as they are holding the blade unsheathed.
- About a dozen vials, jars, and bottles, all of which are unfortunately empty, the insides crusted with leavings from the evaporated liquids.

Hex 19.18



Resources: Animal, game (feral pigs, 4); Mineral, mined (silver, 5)

This hex has plentiful resources, and is populated by several sounders of pigs that have long since gone feral. There are several veins of silver running though the bedrock here, although it will take a professional surveyor to locate them.

Lairs

1. **06.04.** Nine giant ferrets live in this subhex, in a warren dug in between the roots of an enormous walnut tree. In the fall, when the nuts ripen, the ferrets prey upon the unsuspecting deer, wild boar, and perhaps adventurers that think they can get a delicious nutty snack.

Ferret, giant (9). ***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*

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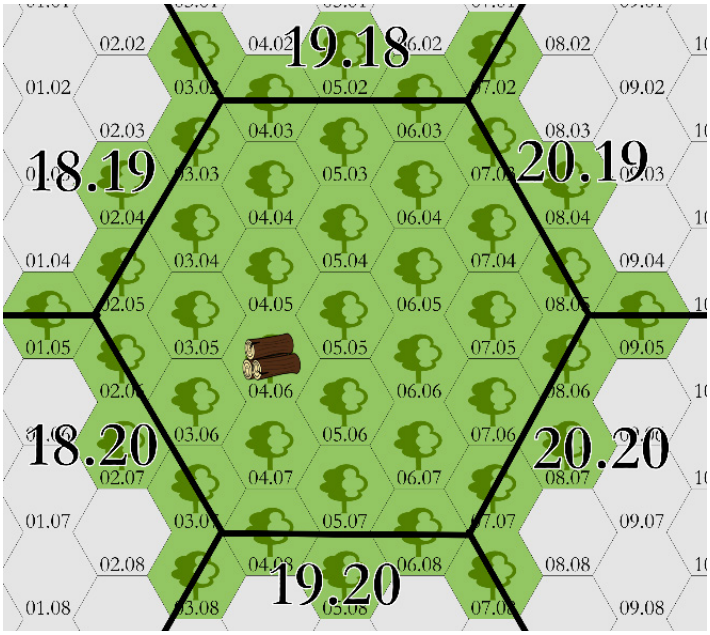
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Ferret, giant (1d6)
5. Horses, from Hex 19.17
6. Hypno-moth (1) from Hex 20.19
7.
8.

Hex 19.19



Resources: Vegetable, industrial (ironbark, 3); Vegetable, industrial (ironbark, 4)

This hex is of interest mainly for the large concentration of ironbark trees. A tall, deciduous tree with smooth, greyish bark and wide-splayed leaves, the wood is extremely hard for its weight, and much sought after for use in both boat building (for planks) and the construction of defensive structures. Any wooden structure built with at least 25% ironbark gains an additional 10% structural hp.

The value of ironbark is 2 times greater than normal industrial resources (see *Into the Wild*).

Lairs

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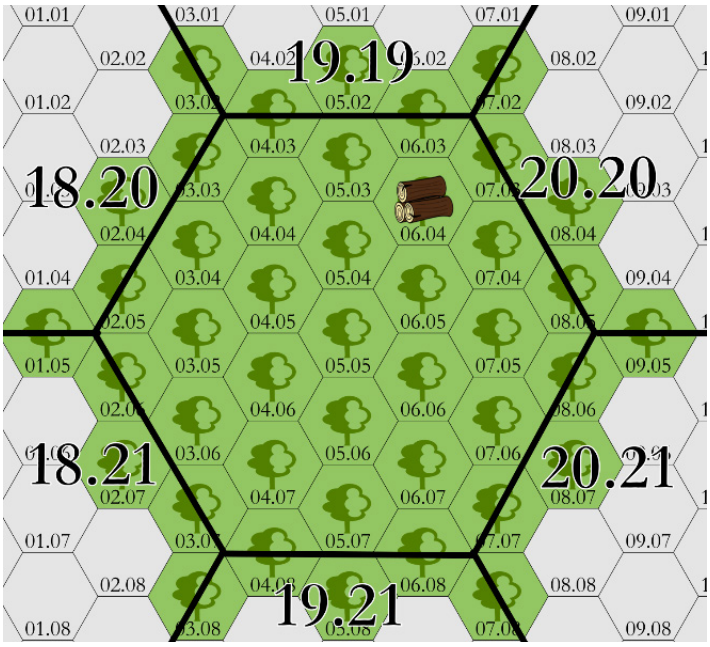
Features

1. **04.06.** Ironbark Grove. A large grove of ironbark trees is concentrated in this subhex, with a Resource Step of 5 and a base value of 949 gp.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Hypno-moth (1) from Hex 20.19
5.
6.

Hex 19.20



Resources: Vegetable, industrial (ironbark, 5)

This hex is of interest mainly for the large concentration of ironbark trees. A tall, deciduous tree with smooth, greyish bark and wide-splayed leaves, the wood is extremely hard for its weight, and much sought after for use in both boat building (for planks) and the construction of defensive structures. Any wooden structure built with at least 25% ironbark gains an additional 10% structural hp.

The value of ironbark is 2 times greater than normal industrial resources (see *Into the Wild*).

Lairs

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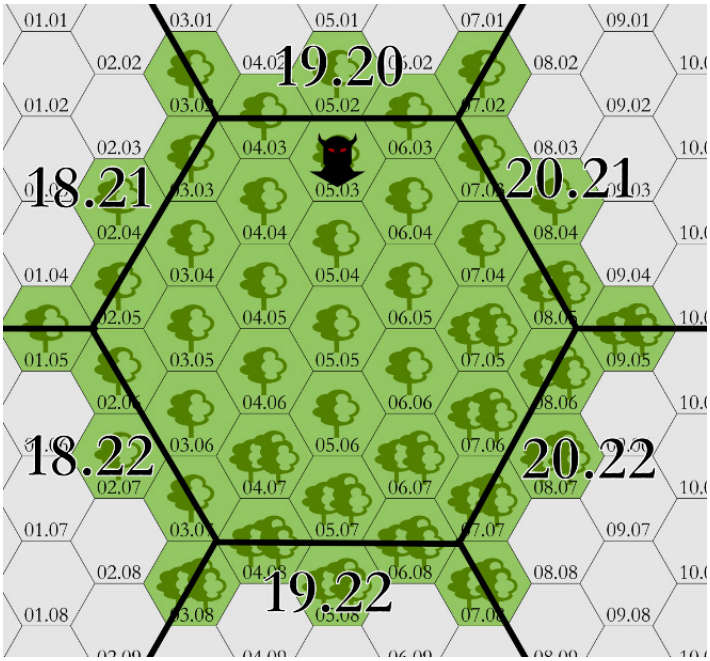
Features

1. **06.04.** Ironbark Grove. A smaller grove of ironbark trees can be found in this hex, with a Resource Step of 3 and a base value of 1528 gp.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Chrysomeli (2d4) from Hex 19.21
5. Bat, giant vampire (1d3) from Hex 18.21
6.
7.
8.

Hex 19.21



Resources: Mineral, quarried (coal, 3); Vegetable, industrial (ironbark, 3)

Bordering the Darkwoods to the south, this hex contains some small amounts of coal, a few scattered ironbark trees (see Hex 19.20), and is home to a hive of strange, bee-like creatures known as *chrysomeli*.

Lairs

1. **05.03.** In this subhex can be found a hive of strange, glittering gold and silver bumblebees the size of housecats. Called chrysomeli, these are alien creatures from the Elemental Matrix.

   The hive is composed of a waxy, luminescent substance extruded by the chrysomeli, who defend their hive against all living creatures that stumble upon it.

Chrysomeli (10). ***AC*** *7 [12],* ***HD*** *1+5* (10 hp),* ***Att*** *1 x sting (1d6 + poison),* ***THAC0*** *18 [+1],* ***MV*** *60' (20') / 180' (60') flying,* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *10,* ***AL*** *Neutral,* ***XP*** *19,* ***NA*** *1d4 (2d6),* ***TT*** *Special*

   It is somewhat curious that the chrysomeli reside where they do, on the borders of the Darkwoods, as they are intrinsically creatures of light and inimical to shadow beings.

   - A chrysomeli's sting is of pure, concentrated light and makes an attack roll against a target's AC that only includes Dexterity and magical modifiers.
   - Target stung by a chrysomeli must save versus poison or be blinded for 1d4 turns.
   - Undead, or creatures native to the Shadowlands, must save versus poison if stung. On a failed save they are stunned and lose their next action.
   - The honey produced by the chrysomeli is not palatable to mortals, but may be applied to weapons (one weapon or a dozen projectiles). It has the same effect as chrysomeli poison, although those affected by it save with a +2 bonus.
   - A hive will contain enough honey to coat one weapon for every two chrysomeli in the hive.
   - Make a reaction roll with a –1 penalty whenever the hive is encountered, due to the chrysomeli's extreme territorial nature.

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Features

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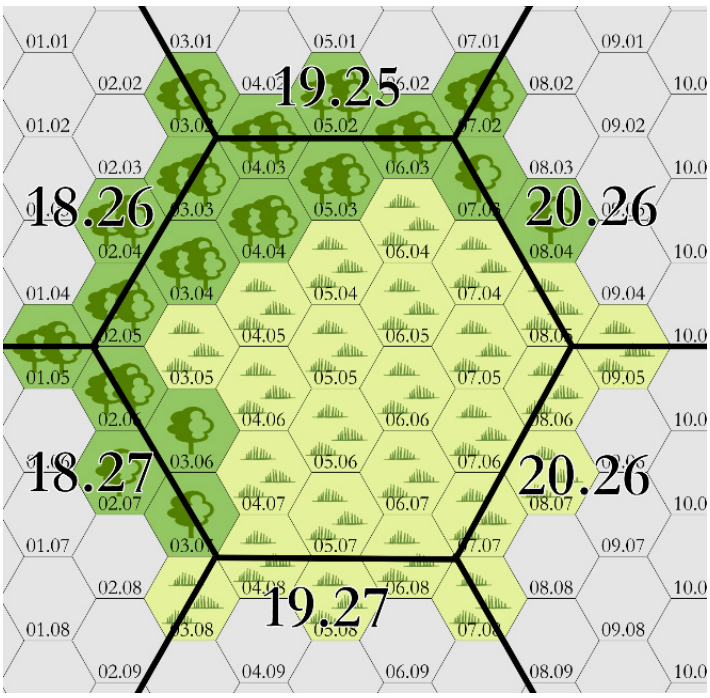
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. Chrysomeli (1d10)
7. Bat, giant vampire (1d3) from Hex 18.21
8.
9.
10.

Hexes 19.22, 19.23, 19.24, and 19.25 can be found in the Darkwoods section of both the Supplemental and Ultimate books.

Hex 19.26



Resources: Vegetable, agricultural (wild tobacco, 3)

The Darkwoods creeps right up to the grasslands in this hex, one of the only places for it to do so. Most travelers give this area a wide berth for that reason, although there are small amounts of prized wild tobacco that grow along the boundary area.

Lairs

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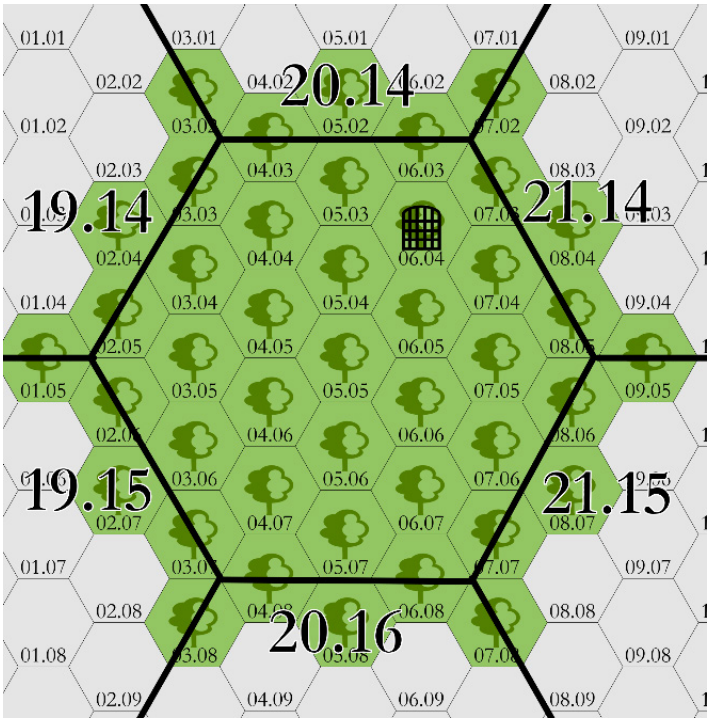
Features

1.
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6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6.

Hex 20.15



Resources: Mineral, quarried (blood marble, 3) × 2

This hex once boasted several small quarries that extracted a rare, reddish marble much prized for decorative applications in the courts of the Scarlet Principality. Since the beginning of the last Nadir the quarries have been abandoned, including the largest one, which boasted a small, semi-permanent encampment above a wooded ravine. Though mostly played out, there are still several veins of the sought-after stone remaining.

The blood marble that can be quarried here has a base value 3 times greater than normal (see *Into the Wild*).

Lairs

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

Features

1. **06.04.** The mining camp remains, in poor condition, with buildings perched on either side of a 50–yard wide and 20–yard high ravine. The blood marble that was once quarried here was dug out of the sides of the ravine, but the veins that ran through the earth here have been all but mined out.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Mantis, giant (1) from Hex 19.14
5.
6.

Mining Camp

The structures in this settlement are, unless otherwise noted, of timber construction, the foundations dry-laid stone. None of the structures were built with any idea of permanence in mind; the camp grew up organically around the largest quarrying operation and was only ever intended to last as long as the marble did.

1. Worker's Quarters. Most of the roof is missing from this wooden building, which measures twenty feet wide and forty long. It used to house the engineers and laborers that quarried the marble. Now all that is left inside are a dozen or so bunk beds, in dilapidated condition.

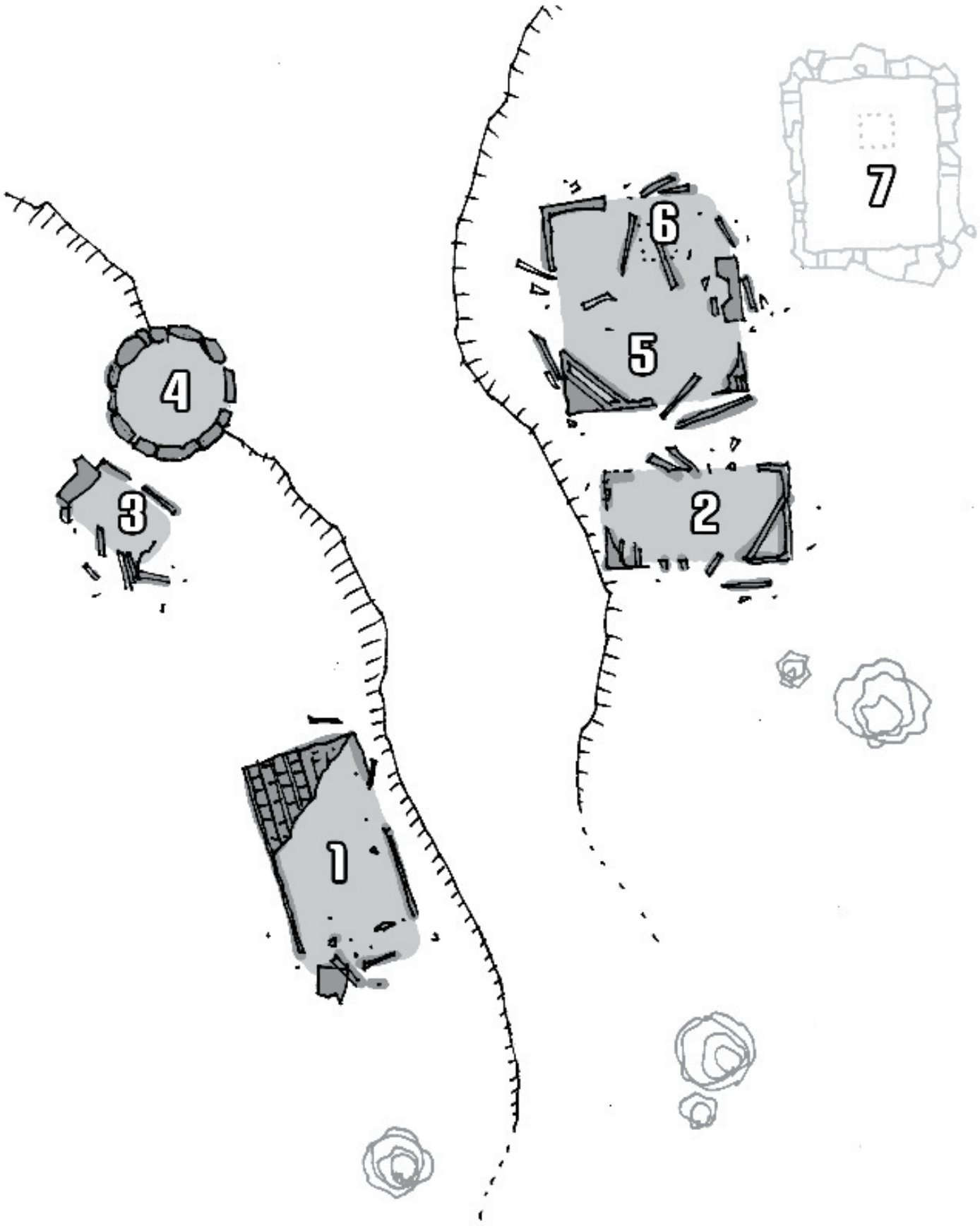
The floor in this structure is badly rotten, and each PC that enters the building has a 1-2 in 6 chance of breaking through and falling. Luckily, it's only a drop of a couple feet, and anyone falling through takes 1d3–1 points of damage from splintered wood. Unluckily, a large family of rats lives under the floor, and will swarm to attack the nearest leg out of fear and/or hunger.

Rats, giant (18). ***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 (3d10),* ***TT*** *L*

- Bite has a 1 in 20 chance of infecting the target, who must roll their CON or lower on 3d6. Those failing are sick and bedridden for one month, unless the roll is 5 or more higher than their CON score, in which case they will die in 1d6 days. It takes 1d4 days until the onset of the disease.
- The rats are afraid of fire, automatically triggering morale checks when faced with it.
- There are three packs of 6 rats each, with each pack attacking as a single creature. One pack will attack in each round, unless more than one person falls through the floor, in which case randomly roll for each pack to determine which adventurer is attacked.
- Adventurers that fall through the floor must spend their turn extricating themselves, and must save versus death if they attempt to do this while being swarmed; failure indicates they remain stuck.
- Each pack will attack for 1d3 rounds before fleeing back under the floor.

The rats have squirreled away an amazingly large assortment of junk under the flooring, mostly detritus left behind by the miners; scraps of paper and clothing, metal bits and bobs, and three shiny jaspers, one worth 10 gp and the other two worth 25 gp.

2. Mess. Little remains of this structure, which was once used to feed the workers. The roof has totally collapsed,



Mining Camp

the walls partially. It takes two adventurer-hours to search the debris, and each person searching has a 1 in 6 chance of taking 1d3–1 points of damage from shifting beams, sharp fragments of wood, or rusted metal fasteners.

Nothing of interest is found in these ruins.

3. Office. This building, too, is largely in ruins, and takes one adventurer-hour to search, although the remains are so badly rotted and rusted that no risk of injury remains.

4. Watch Tower. A simple stone watchtower, forty feet in height and twenty in diameter, was built on the edge of the ravine to house the guards that protected the operation. The roof and interior floors of this structure have collapsed, leaving it a shaft open to sky, the floor littered with rotting wood.

A lone carcass crawler lives among the debris, emerging at night to hunt. Its lair is well hidden among the wooden planks and beams, and it has a 1-3 in 6 chance of surprising anyone searching through the mess.

Carcass Crawler (1). ***AC*** *7 [12],* ***HD*** *3+1* (16 hp),* ***Att*** *8 x tentacle (paralysis),* ***THAC0*** *16 [+3],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *75,* ***NA*** *1d3 (1d3),* ***TT*** *B*

- A hit by a tentacle causes paralysis that lasts 2d4 turns unless the target succeeds on a save versus paralysis (a save must be made for each hit).
- A paralyzed target will be devoured if the crawler is undisturbed.
- Can climb on walls and ceilings.

60 gp and a gem worth 500 gp can be found amongst the rubble (requires an adventurer-hour to search).

5. Supply Shed. Like most of the other buildings in this abandoned camp this one is mostly collapsed. Once used for storage, it is filled with boxes, crates, and barrels, as well as the remains of old tools, all of which are in poor (read: unusable) condition. It takes two adventurer-hours to search the entire structure; this building was constructed better than most of the others, and there is no danger of collapse while doing so.

There is one item of potential interest to adventurers: a "Y"-shaped branch of alder-wood, with a chip of red stone lashed to the tip. This is a *dowsing rod*, crafted specifically to locate veins of the blood marble. A surveyor (see *Into the Wild*) that uses this dowsing rod takes half the normal time to find any existing veins of marble. Note that it is not actually a magical item.

Finally, a trap door is hidden in the north-east corner of the room (where the number "6" is on the map) under the collapsed roof. It leads to Area 7.

7. Cellar. The trapdoor reveals a set of stairs leading down, a musty, stale smell emerging from below. The cellar was once used to preserve root vegetables, dried meat, cheeses, and other goods. It has been emptied out of anything valuable.

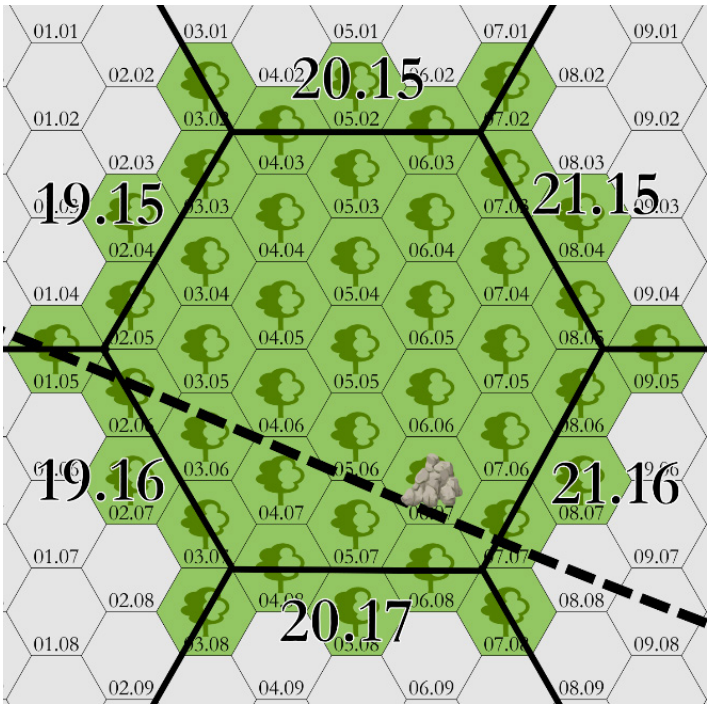
Towards the end of the last Nadir a trio of brigands sought shelter in the cellar, only to have the roof collapse and trap them within. They have long since died, but their spirits remain as poltergeists.

Poltergeist (3). ***AC*** *9 [10],* ***HD*** *2 (4, 14, 15 hp),* ***Att*** *2 x hurled object (1d4),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *1d8 (0),* ***TT*** *None*

- Standard undead immunities. Not affected by poisons, disease, mind-controlling or altering spells.
- Always surprise unless PCs can see invisible creatures.
- Can throw small objects with a range of 30'.
- Only harmed by silver weapons or magic.
- Attack rolls against a poltergeist suffer a –4 penalty unless attacker can see invisible creatures.

The three skeletal corpses of the brigands are leaning against one wall. They have no treasure, although one brigand has a mouthful of gold teeth (15 in all), each worth 5 gp. The poltergeists can be defeated simply by giving the dead a proper burial or cremation. The poltergeists cannot leave the cellar.

Hex 20.16



Resources: Mineral, quarried (blood marble, 4)
The western road runs through the southern portion of the hex. In addition to the gypsum mine, noted below, there are veins of blood marble to be found buried underground.

Lairs

1.
2.
3.
4.
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Features

1. **06.07. Resource.** At one time, years ago, a previous resident of the keep to the south built a road to access a particularly rich deposit of gypsum. The mine itself is underground, dug into the side of a shallow hill.

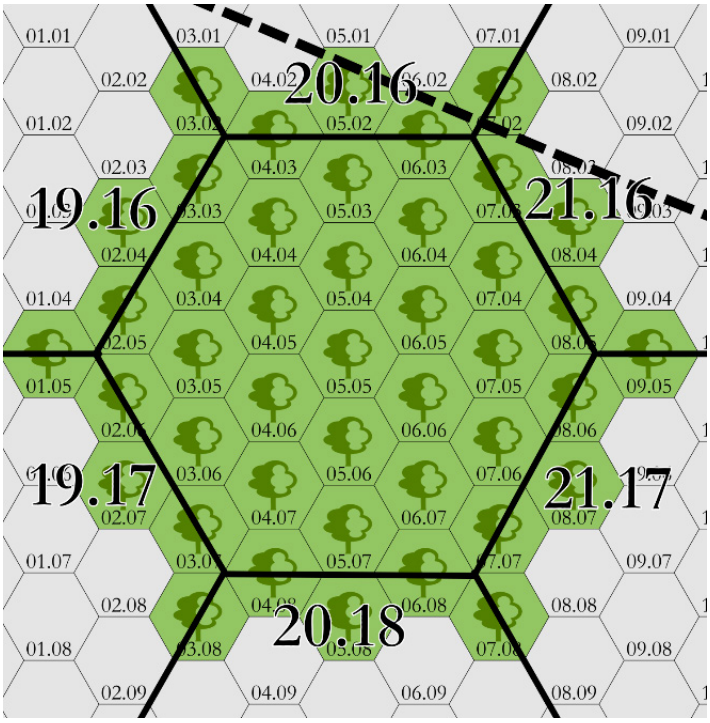
   Several years ago the entrance to the mine collapsed, sealing it off. It will take 20 adventurer-hours to clear the entrance, and the mine shaft will need to be reinforced with timbers. The tunnel is already fifty feet long and will cost 50 gp per 10' to reinforce. Once this is done the rest of the gypsum can be extracted, as per the method detailed in the supplement *Filling in the Blanks*.

   The mine has a resource step of 2 and a base value of 431 gp.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Mantis, giant (1) from Hex 19.14
6.
7.
8.

Hex 20.17



Resources: Vegetable, agricultural (apple trees, 5)

Once this land was tended and planted with groves of apple trees, but now the forest has run wild, and the trees grow untended. Apples can still be harvested by the bushel. In the fall, increase encounter chances by 1 in this hex as creatures come from far and wide to eat the apples... or prey upon those who do.

Lairs

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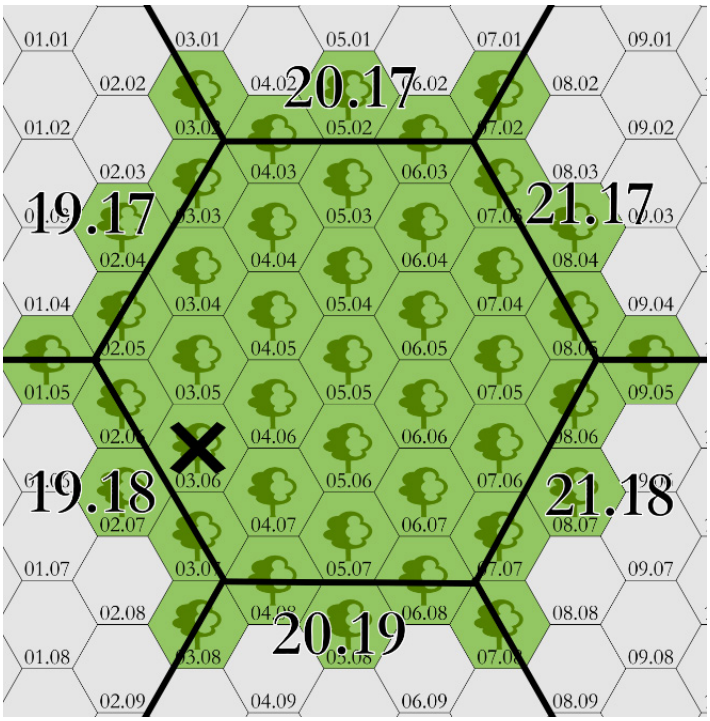
Features

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5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Horses, from Hex 19.17
6.

Hex 20.18



Resources: N/A

This is a mostly average hex, except for the overgrown patch in the southwest corner.

Lairs

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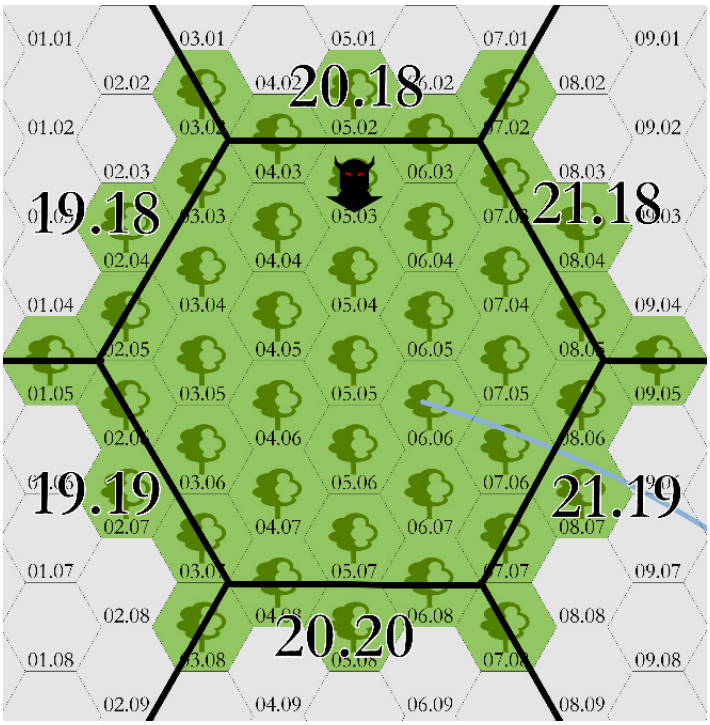
Features

1. **03.06. Brambles.** This subhex is overgrown with brambles, thorny vines that aren't even considerate enough to bear blackberries. The time it takes to move through or explore this subhex is doubled, and visibility is halved.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Horses, from Hex 19.17
5.
6.

Hex 20.19



Resources: Mineral, quarried (blood marble, 3); Vegetable, agricultural (apples, 5); Vegetable, industrial (timber, 1)

Rich in resources, this hex boasts a vein or two of the valuable blood marble (see Hex 20.15), as well as more groves of the abandoned apple trees found in Hex 20.17. It is also home to a dangerous creature known as a hypno-moth that preys upon the creatures entering this hex to eat the plentiful apples.

Increase chances of encounters in this hex by 1 during the fall months due to the plentiful apples that ripen during this time.

Lairs

1. **05.03.** Hypo-moth. An extremely unusual creature, a giant hypno-moth, dwells in this subhex, lairing in an enormous cedar. The tree's interior is hollow, and the hypno-moth can be found lairing here during the day. At night it flits through the woods, drawing prey towards its mesmerizing wings. The moth mostly hunts in the western portion of this hex, having learned that any prey in the interior of the Darkwoods is often more dangerous than nutritious.



Hypno-moth (1). ***AC*** *4 [15],* ***HD*** *9* (43 hp),* ***Att*** *1 x probing proboscis (1d8),* ***THAC0*** *12 [+7],* ***MV*** *180' (60') flying,* ***SV*** *D7 W8 P9 B9 S9 (F9),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *1600,* ***NA*** *1 (1),* ***TT*** *Nil*

- Resistant to magic. Gains a +2 bonus to save versus spells (already reflected in the stat block).
- In flight, the hypno-moth's slowly beating wings create an effect as per the illusionist spell *rainbow pattern.*
- The hypno-moth releases a chemical through its proboscis that numbs the entry wound.

All within 30' of the hypno-moth must save versus spells or become hypnotized, staring at its bizarrely patterned wings. Up to 24 HD of creatures may be affected. The hypno-moth will then target one creature and insert its proboscis, proceeding to suck the target's blood. The poison coating the proboscis numbs the pain and prevents the target from snapping out of the hypnotism.

The hypno-moth possesses a cunning sort of intelligence, and is immune to all illusion-type spells. It has no treasure, but its wings are incredibly valuable if used as a principal or special component in magic-item or spell creation, with a value equal to 1600 gp. If used for an illusion-based item or spell they have double their normal value.

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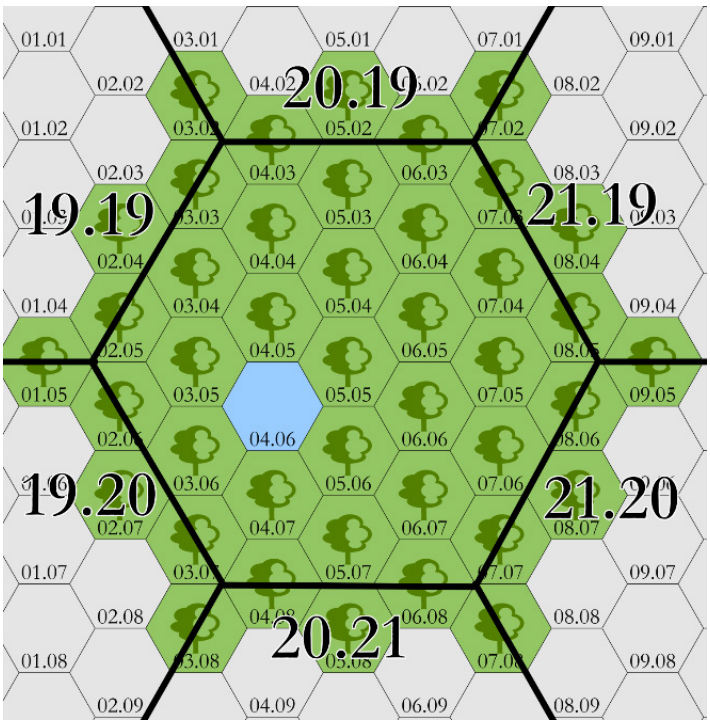
Features

1.
2.
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5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Hypno-moth (1)
5.
6.

Hex 20.20



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

This hex is home to a several small herds of deer as well as a small, spring-fed lake that teems with fish. Encounter chances in this hex are increased by 1 due to the lake and abundance of game.

Lairs

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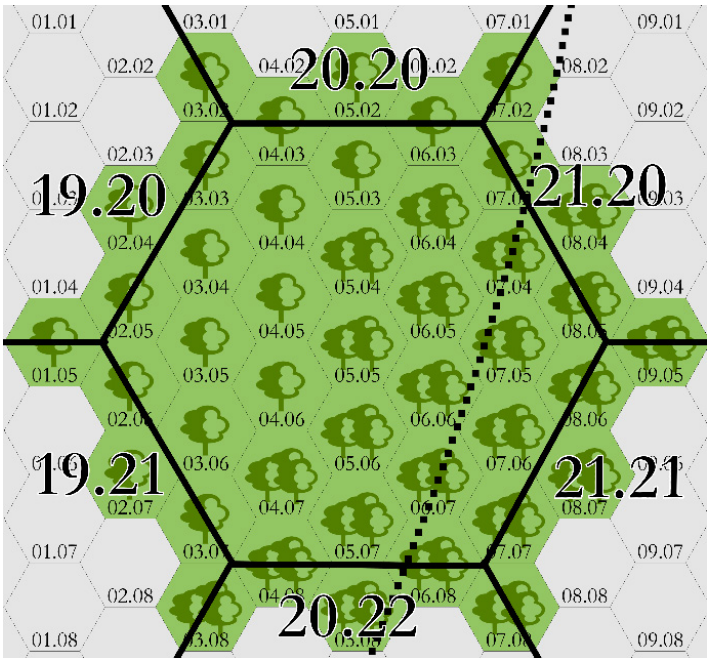
Features

1. **04.06.** Most of this subhex is a shallow, spring-fed lake. No more than 5 or 6 feet deep, it is well-stocked with fish. A close examination reveals the lake is actually artificial, formed with strategic berms and re-routed channels that help feed it. Whoever is responsible for creating it is long gone, and no evidence of their existence, other than the lake, remains.
2.
3.
4.
5.
6.

Encounter Table

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

Hex 20.21



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

The Darkwoods has begun to encroach upon the eastern portion of this hex, making much of this area dangerous to explore. It is not wholly under the influence, though, so explorers do not suffer the full effects of being in the Darkwoods.

Lairs

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Features

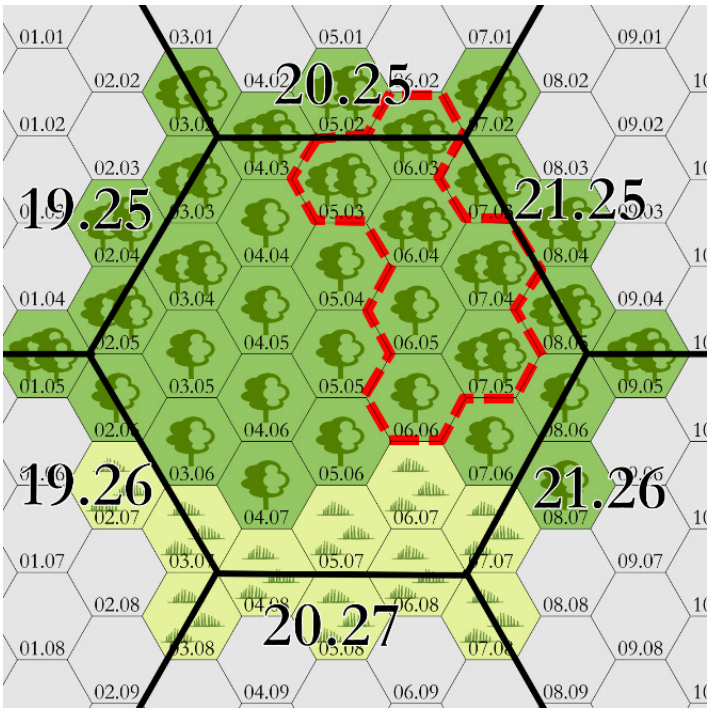
1.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2*
5. *Table 3*
6. *Table 4*
7. Chrysomeli (2d4) from Hex 19.21
8.
9.
10.

Hexes 20.22, 20.23, 20.24, and 20.25 can be found in the Darkwoods section of both the Supplemental and Ultimate books.

Hex 20.26



Resources: Animal, game (deer, 1)

This is a transitional hex between normal forest, the Darkwoods, and the plains to the south. Much of the northeastern part of the hex is affected by a weird magic zone in which magical healing is suppressed.

Lairs

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6.

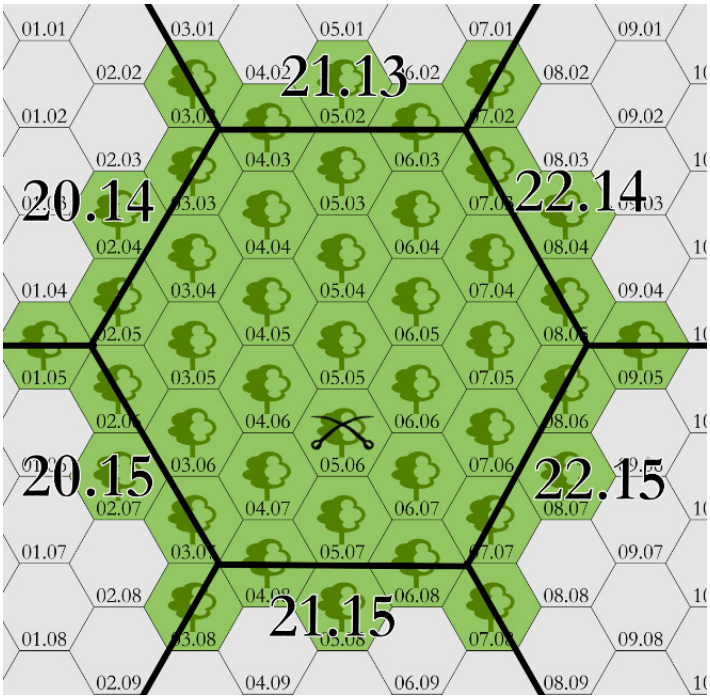
Features

1. **05.03, 06.03, 06.04, 06.05, 06.06, 07.04, 07.05.** A lingering influence of the Shadowlands causes magical healing in these subhexes to be suppressed. Treat any die rolls as a 1 when determining hp healed magically. *Ex. A potion that cures 1d6+1 points of damage will only heal 2 hp within this area.*
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. *Table 4*
7.
8.

Hex 21.14



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

This hex contains a number of rabbit warrens as well as a few veins of the prized blood marble. Lingering evidence of a recent battle despoils an otherwise bucolic hex.

Lairs

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

Features

1. **05.06.** When the adventurers first enter this subhex they encounter a scene of carnage. The bodies of nearly a dozen humans and about the same number of orcs are scattered about, all dead for at least a week. Both sides are dressed in ill-fitting and cheaply-made armor, and what weapons remain are much the same.

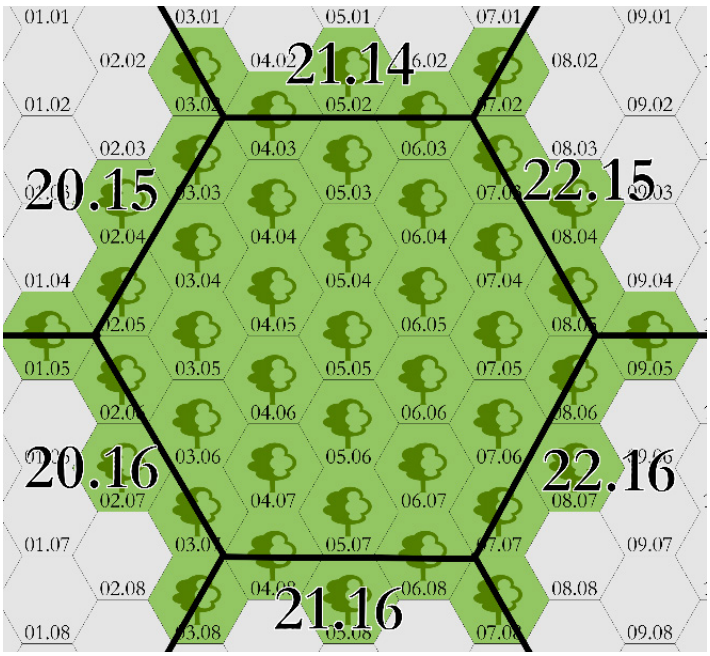
   If the field of battle is searched, which takes one adventurer-hour, the party will find the equivalent of a Type B treasure.

   Leaving the corpses unburied or uncremated is risky, as each subsequent week after they are first discovered will see 1d6–1 of the corpses animate as zombies and prowl the entire hex (add to the random encounter table).
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Mantis, giant (1) from Hex 19.14
5.
6.

Hex 21.15



Resources: Mineral, mined (silver, 3)

A small vein of silver runs through this otherwise average hex.

Lairs

1.
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6.

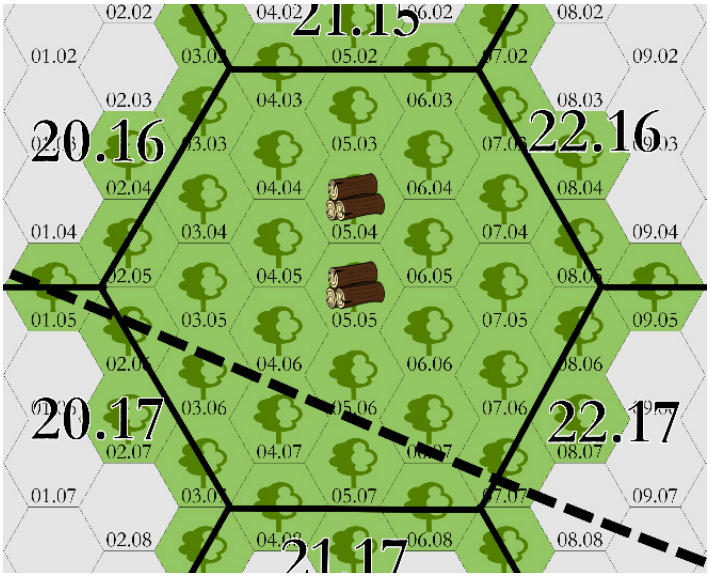
Features

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

Encounter Table

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

Hex 21.16



Resources: Animal, game (rabbits, 4)

The western road cuts through the southern portion of this hex. North of the road are several valuable stands of walnut trees, tall and straight-grained. The stands were logged infrequently during the past Nadir, and some evidence of this work remains; cut stumps, detritus left behind by loggers, and old trails where logs were dragged out of the woods.

Lairs

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6.

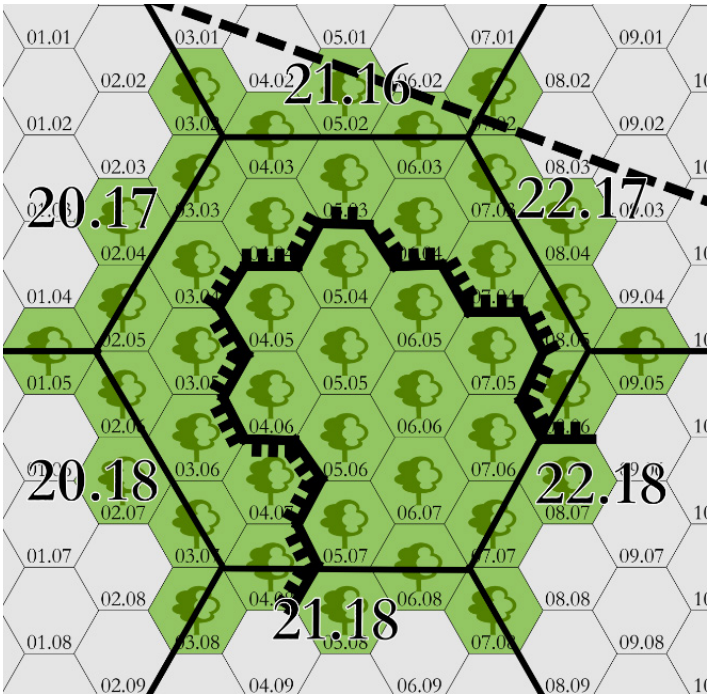
Features

1. **05.04.** This stand of old-growth walnut trees has a Resource Step of 3 and a base value of 461 gp. The timber that can be harvested from it is highly prized for furniture and other decorative applications.
2. **05.05.** This stand of old-growth walnut trees has a Resource Step of 3 and a base value of 369 gp. The timber that can be harvested from it is highly prized for furniture and other decorative applications.
3.
4.
5.
6.

Encounter Table

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

Hex 21.17



Resources: Animal, game (rabbits, 1); Mineral, mined (pyrite, 4); Mineral, mined (silver, 3)

This hex is dominated by a steep, broad bluff that rises from the ground in the southeast and takes up most of the central portion of the hex. It is 30–40 feet higher than the rest of the hex, and the bluff faces are steep enough that mounts such as horses or mules cannot ascend. It is an easy enough climb for those on foot, although heavily encumbered individuals (carrying 800+ cn) must roll their Dexterity or less on 3d6 in order to make the climb unaided.

The southeastern end of the bluff is inhabited by a tribe of awakened raccoons (see Hex 21.18).

Lairs

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6.

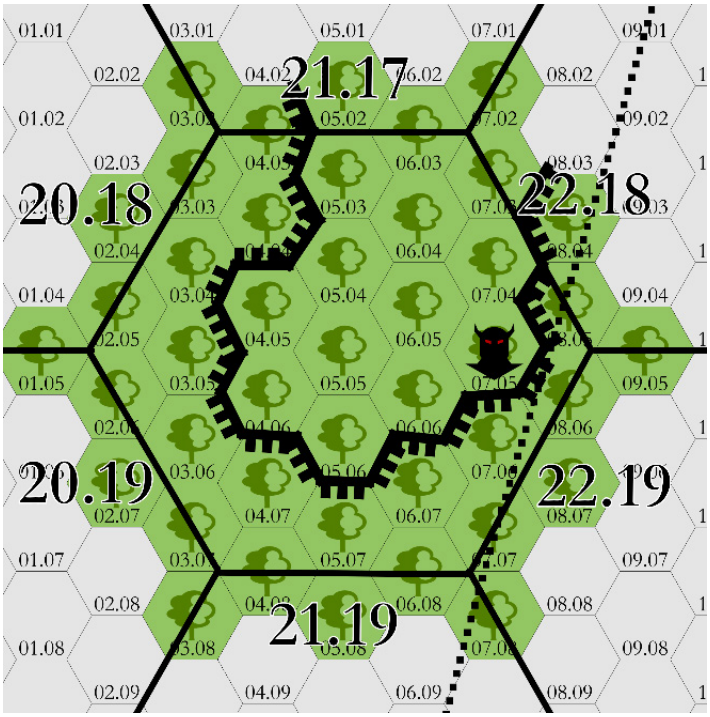
Features

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

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Trolls (1d4), from Hex 22.18
6.

Hex 21.18



Resources: N/A

This hex is dominated by a steep, broad bluff that rises from the ground in the north and takes up most of the central portion of the hex. It is 30–40 feet higher than the rest of the hex, and the bluff faces are steep enough that mounts such as horses or mules cannot ascend. It is an easy enough climb for those on foot, although heavily encumbered individuals (carrying 800+ cn) must roll their Dexterity or less on 3d6 in order to make the climb unaided.

The trail from the Western Road south runs through this hex, skirting the edge of the bluffs.



Lairs

1. **07.05.** Awakened Raccoons. A gaze of dire awakened raccoons live in this hex, surviving through cunning and quickness. They're about the size of a dog, and nest in a large hollow pine tree, the only access being a hole thirty feet up the trunk.

   As awakened animals they possess human-level intelligence but lack the ability to speak. They can communicate via gestures, if one were to pay enough attention to the waving of paws or shimmying of raccoon hips.

   The gaze comprises the leader, an older female named Grielzen, her mate Raenta, two more adult dire raccoons, and five kits that are but a year old. Their favorite activity is sneaking up on passersby and swiping small trinkets. Unfortunately, the road is not used very often, and so the raccoons are often bored.

Raccoons, awakened (9). ***AC*** *8 [11],* ***HD*** *1/2 (3 hp),* ***Att*** *1 x bite (1d3),* ***THAC0*** *19 [0],* ***MV*** *120' (340'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *5,* ***NA*** *0 (1d12),* ***TT*** *U*

Raenta has 5 hp, the rest of the adult raccoons have 3 hp, and the kits have 2 hp each. Dire raccoons attack with a bite and have thief abilities equal to a 1st-level thief. They have 66 cp, 85 sp, and a pair of earrings studded with clear gems. The jewels are unfortunately fake, worth only 1 gp, but are shiny and intriguing to the raccoons.

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3.
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6.

Features

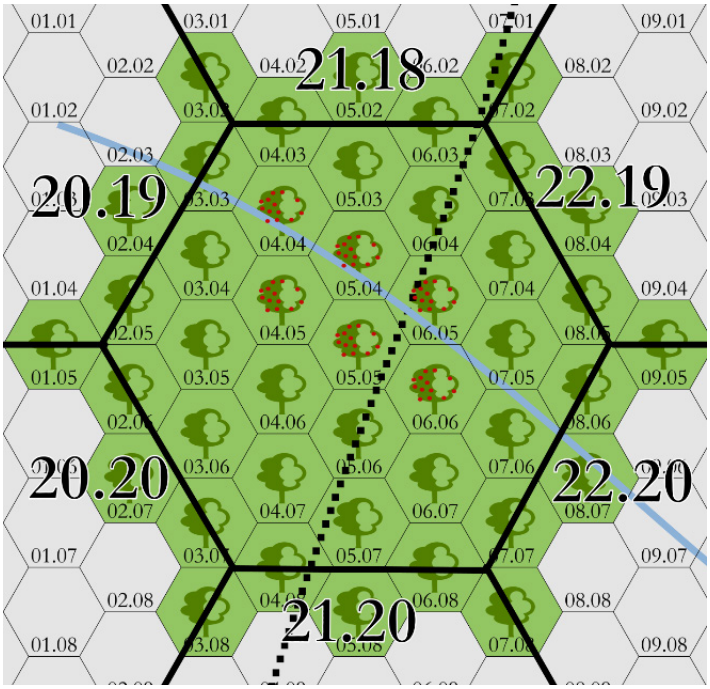
1.
2.
3.
4.
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6.

Encounter Table

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

5. **Awakened Raccoons (1d6)**
6. Hypno-moth (1) from Hex 20.19
7. Trolls (1d4) from Hex 22.18
8.

Hex 21.19



Resources: N/A

The road to Hezli runs through this hex, intersecting the small river that flows from the northwest to the Sarn in the south. The only way to cross the river is via fording, and the road does so at a location that is no more than two dozen feet wide and perhaps a foot deep.

Persimmon trees line the river for several miles, yielding bushels upon bushels of succulent fruit that is only ready to eat after the first frost.

Lairs

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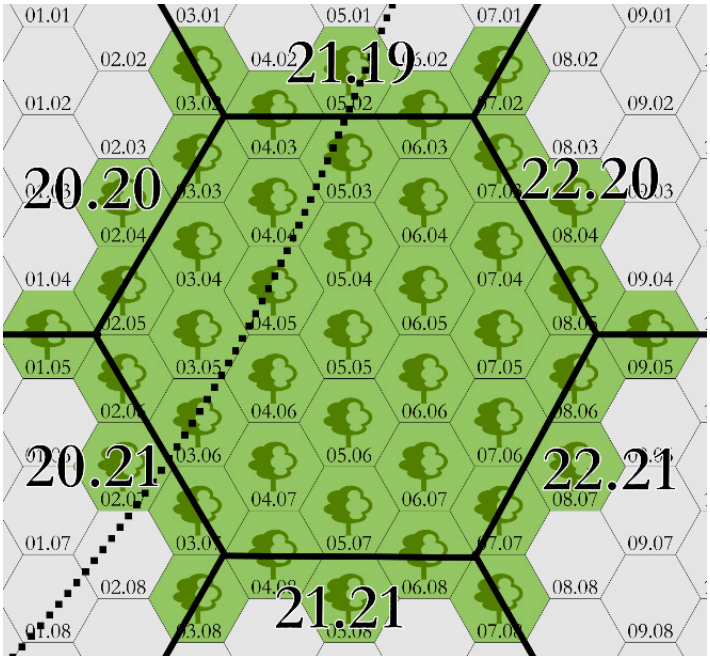
Features

1. **04.04, 04.05, 05.04, 05.05, 06.05, 06.06.** These six subhexes combine to form a grove of persimmon trees with a Resource Step of 4 and a base value of 125 gp.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. Table 4
5. Hypno-moth (1) from Hex 20.19
6.

Hex 21.20



Resources: Animal, game (deer, 5); Vegetable, industrial (timber, 1)

The road to Hezli continues through this hex, which has a number of herds of deer as well as timber suitable for building.

Lairs

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3.
4.
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6.

Features

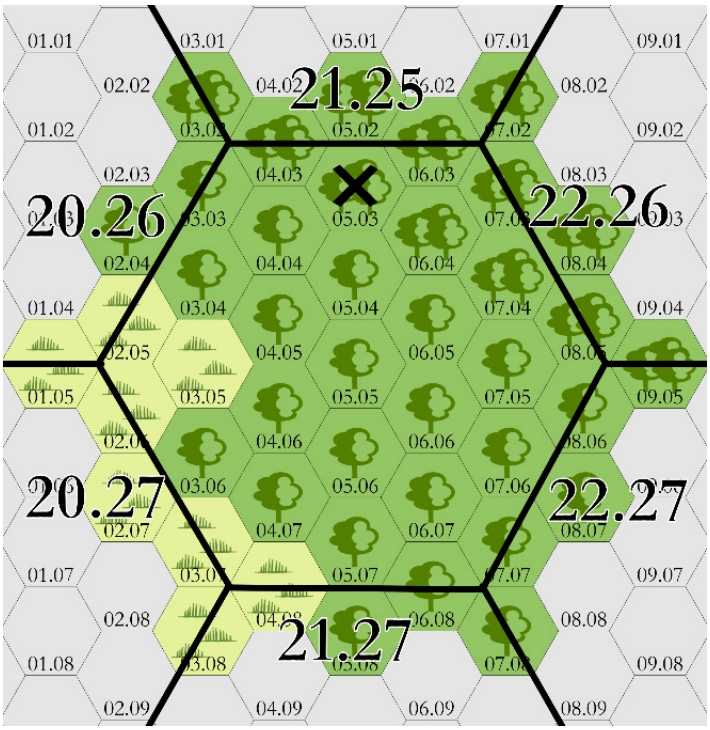
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6. *Table 4*
7.
8.

Hexes 21.21, 21.22, 21.23, 21.24, and 21.25 can be found in the Darkwoods section of both the Supplemental and Ultimate books.

Hex 21.26



Resources: Animal, game (wild boar, 4)

The Darkwoods borders the northern edge of this hex, and the Plains of Zelaia the south-western edge.

Lairs

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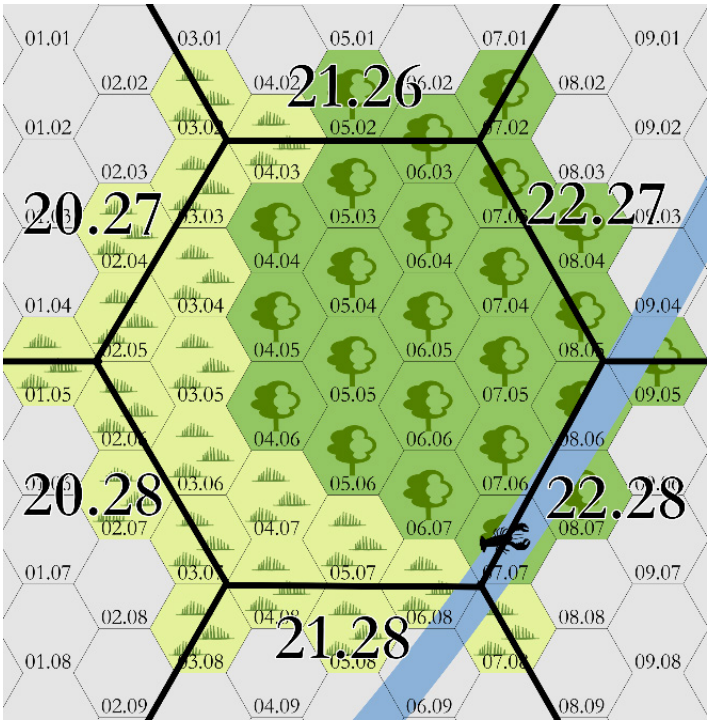
Features

1. **05.03.** Poison Ivy. This entire subhex is just *covered* in poison ivy. Just everywhere. Characters traveling through this subhex must make a saving throw versus poison. Those failing end up covered in itchy rashes that last for 1d4+2 days and impart a –1 to all attack and skill rolls due to the irritation. If the result of the save is a natural 1 the character is afflicted badly enough that they are incapacitated for that period of time, unable to do anything except move at half speed.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6.
7.
8.

Hex 21.27



Resources: Mineral, quarried (1); Vegetable, industrial (timber, 2)

A small amount of shale and timber can be harvested in this hex at the southern edge of the hexcrawl area. The mighty Sarn river flows through the southeastern portion of the hex, and as of the beginning of the Sixteenth Cycle river traffic has begun anew, bringing with it river boats and merchants.

Lairs

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6.

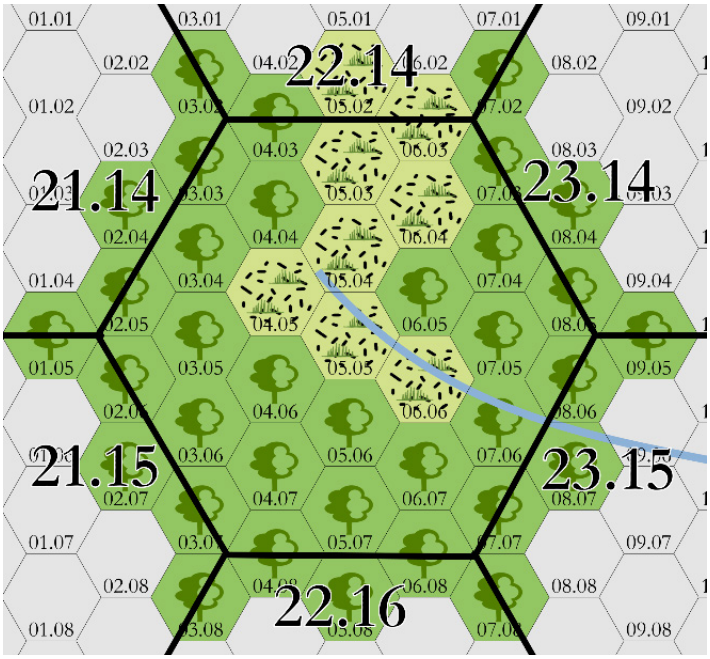
Features

1. **07.07.** A large population of crawfish can be found in the river in this subhex. For a period of 1d6 consecutive days all chances to forage, and amounts of forage found, are doubled if conducted in this subhex (see foraging rules in **OSE** or *Into the Wild*). Once depleted, the population needs 1d8–1 weeks to replenish. On a modified roll of 0 it never does replenish, and this resource is lost.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 3*
5. *Table 4*
6.
7.
8.

Hex 22.15

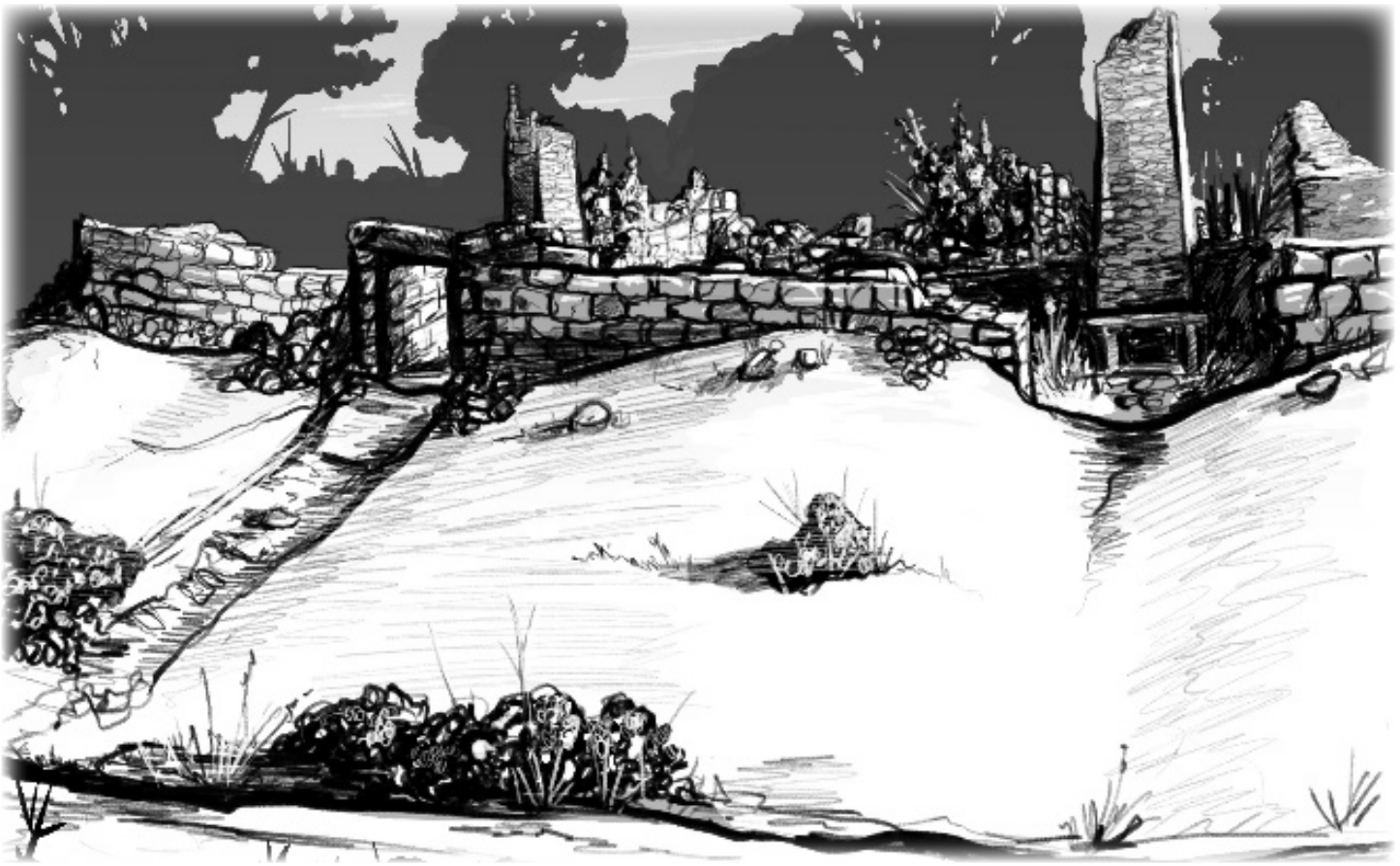


Resources: Vegetable, agricultural (yarrow, 5); Vegetable, industrial (timber, 3)

The northern portion of this hex is dominated by a spur of poor quality grassland that nonetheless contains a large amount of yarrow, a medicinal herb, that thrives in the rocky, barren soil. A small creek also begins in the barren patch, flowing eastward until it meets the Sarn.

Lairs

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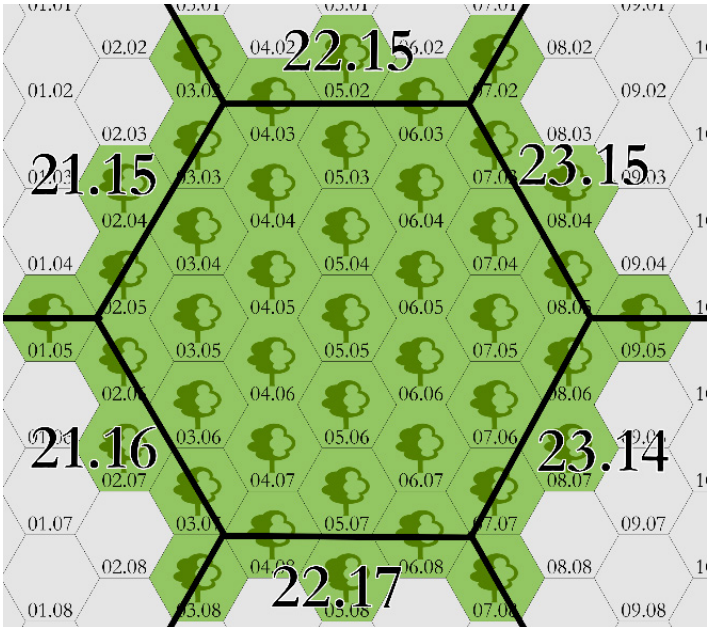
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4.
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Hex 22.16



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

Otherwise unremarkable except for a few herds of deer and a small amount of natron that can be found throughout the hex.

Lairs

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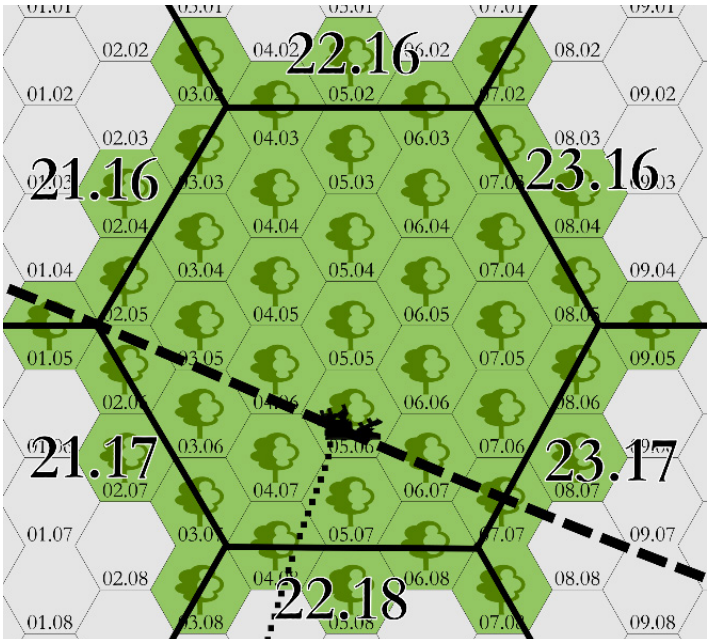
Features

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Encounter Table

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

Hex 22.17



Resources: Mineral, quarried (blood marble, 3)

A few veins of valuable blood marble run through this hex, detectable only with the aid of a surveyor (see *Into the Wild*). The road south leading to the ruined village of Hezli intersects the road to Rocky Peak here as well. During the last Cycle there was an inn at the crossroads, but it burned down during the Nadir and now lies in ruins.

Lairs

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Features

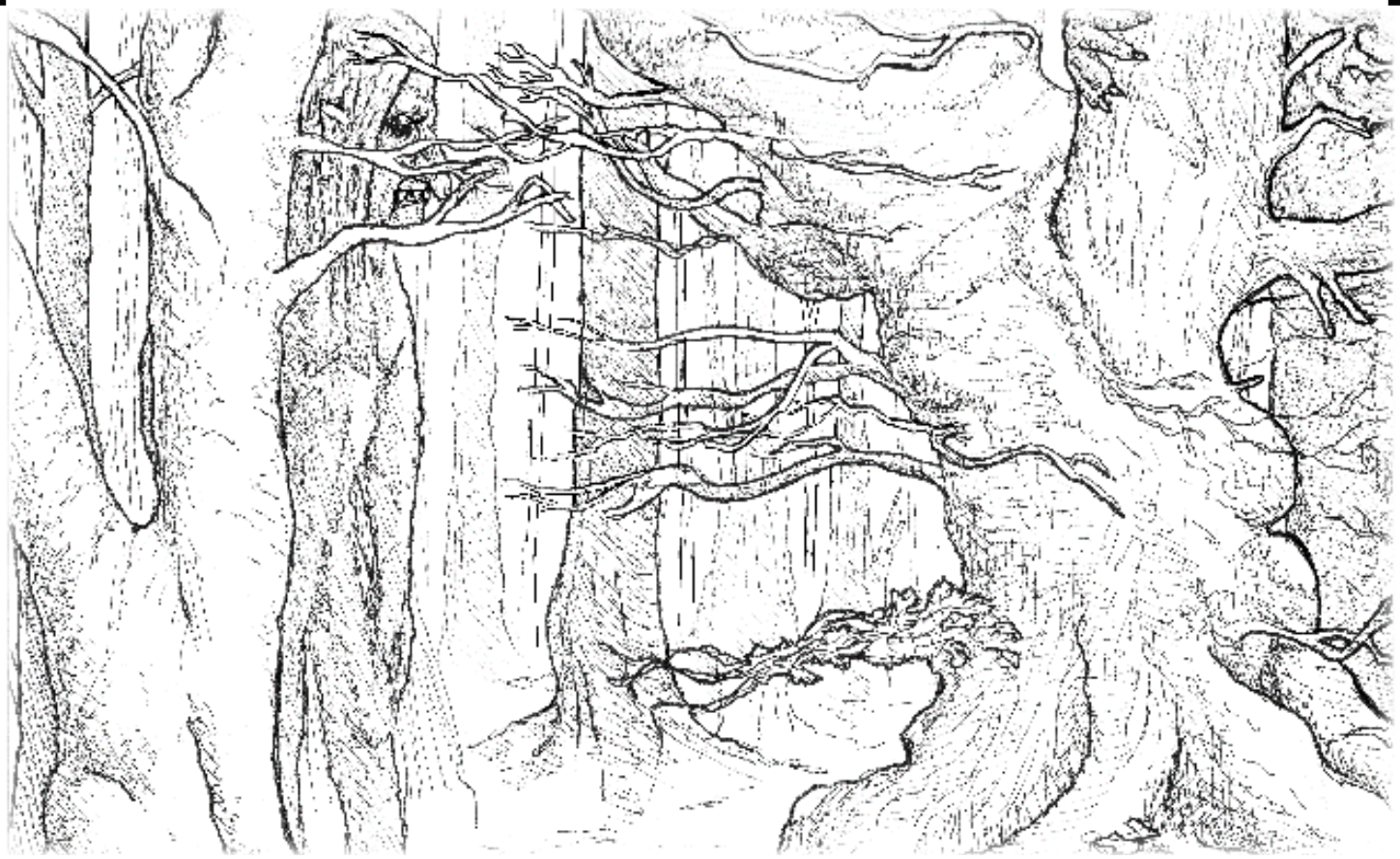
1. **05.06.** During the previous Cycle, when trade between Junction and Rocky Peak was booming, a fortified inn was erected at this location, serving as a waystation for travelers and merchants along the main east-west road as well as the smaller, southern road that led to the now-ruined hamlet of Hezli and beyond.

   The inn was destroyed during the Nadir of the Fifteenth Cycle, and nothing remains but a fire-blackened stone foundation.

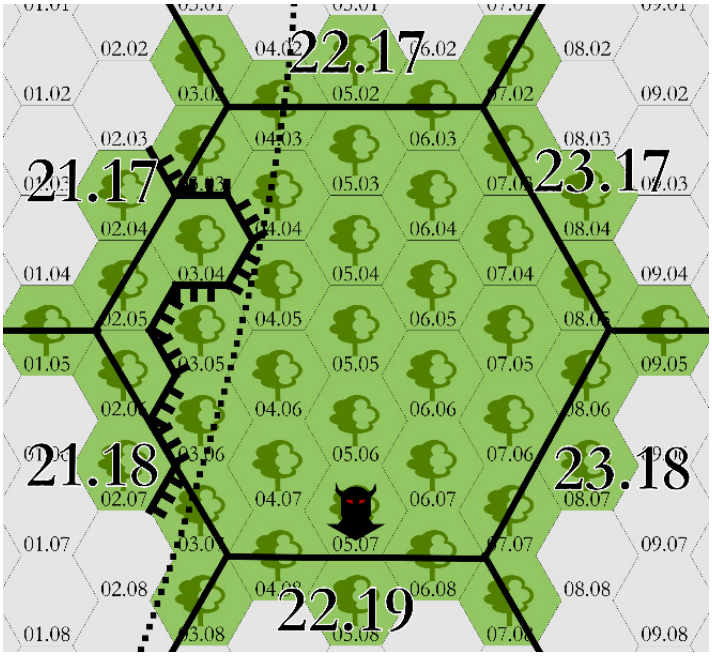
   If the foundation is searched (takes one adventurer-hour) the equivalent of a Type U treasure will be found.
2.
3.
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5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Trolls (1d4) from Hex 22.18
6.



Hex 22.18



Resources: Vegetable, agricultural (wild ginseng, 2)

The western edge of this hex is dominated by a steep, blocky, bluff that overlooks the old trail running southwards. It is 30–40 feet higher than the rest of the hex, and the bluff faces are steep enough that mounts such as horses or mules cannot ascend. It is an easy enough climb for those on foot, although heavily encumbered individuals (carrying 800+ cn) must roll their Dexterity or less on 3d6 in order to make the climb unaided.

The trail from the Western Road south runs through this hex, skirting the edge of the bluffs.

Lairs

1. **05.07.** Troll Quartet. Four trolls can be found in this subhex, lairing atop a slight rise. They hunt in the surrounding hexes, but are highly superstitious, and loathe to venture into the Darkwoods.

   When encountered there's a 1-2 in 6 chance that 1d4–1 of the trolls will be out hunting, returning in 1d4 hours.

Trolls (4). ***AC*** *4 [15],* ***HD*** *6+3* (26, 26, 28, 29 hp),* ***Att*** *2 x talon (1d6), 1 x bite (1d10),* ***THAC0*** *13 [+6],* ***MV*** *120' (40'),* ***SV*** *D9 W10 P11 B11 S13 (F6),* ***ML*** *10 (8 fear of fire),* ***AL*** *Chaotic,* ***XP*** *650,* ***NA*** *1d8 (1d8),* ***TT*** *D*

- 3 rounds after being damaged, a troll begins to regenerate 3 hp per round. Severed limbs can be reattached.
- Trolls will not regenerate in a round during which they suffer fire or acid damage.
- They can only be permanently slain by the

application of fire or acid upon being reduced to 0 hp, or if the above sources reduce them to 0 hp.

A total of 4,950 gp can be found on the ground, scattered around the trolls' camp.

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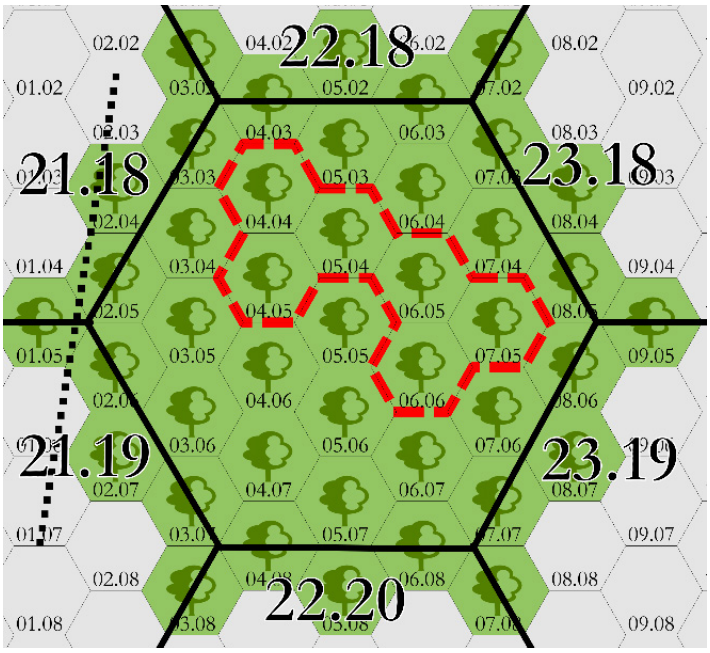
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. **Trolls (1d4)**
6.

Hex 22.19



Resources: N/A

Lairs

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2.
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4.
5.
6.

Features

1. **04.04, 04.05, 05.04, 06.05, 06.06, 07.05.** Weird magic. During the last Nadir a Chaos storm swept through the region, after which the above subhexes were left altered. Rain is now more likely to occur in these hexes than the surrounding area, and the land within is slowly changing to adapt. If rolling for random weather (see *Into the Wild*) add 1d4 to the second roll to determine if it rains.

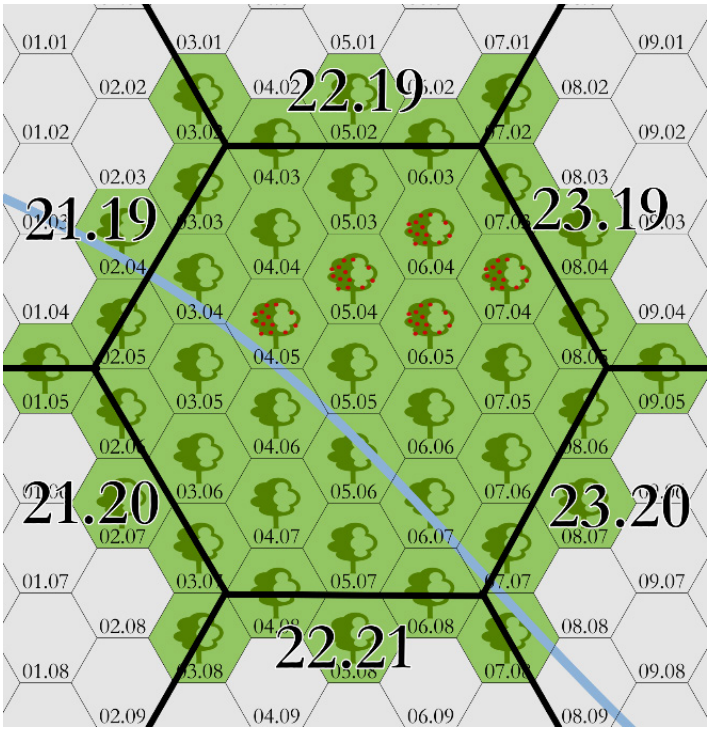
   The ground is saturated and muddy, reducing movement through these subhexes by 25%, and for the near future the overall land value of the hex is reduced by 10% as the earth struggles to adapt with the change in weather.

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3.
4.
5.
6.

Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 4*
5. Trolls (1d4) from Hex 22.18
6.

Hex 22.20



Resources: Animal, game (deer, 5); Mineral, quarried (blood marble, 2); Vegetable, agricultural (apples, 2)

One of the few hexes in this area that was once settled, no evidence remains of the presence of the former inhabitants except for a large grove of apple trees, gone wild after being untended for many Cycles. There are a large number of deer in this hex, feeding on the abundant apples, as well as a few small veins of blood marble.

Lairs

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Features

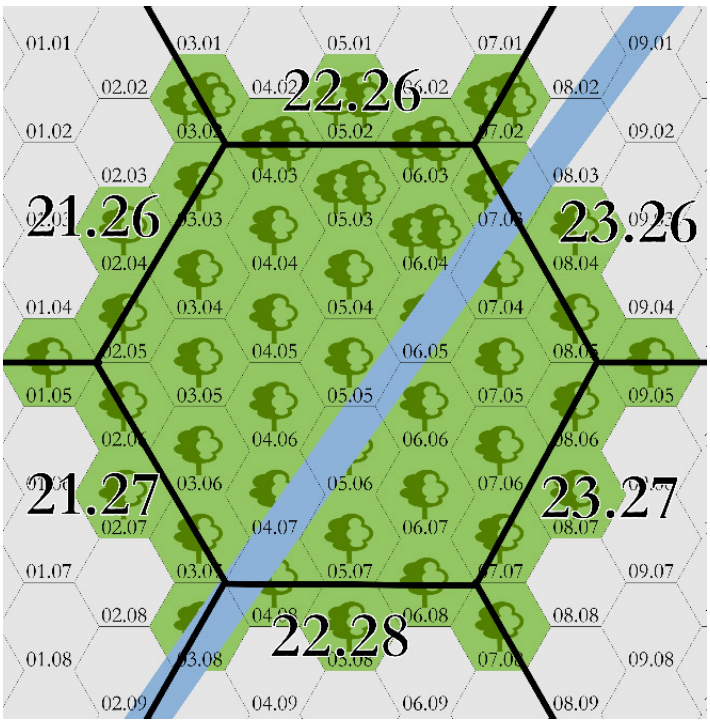
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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6.

Hexes 22.21, 22.22, 22.23, 22.24, 22.25 and 22.26 can be found in the Darkwoods section of both the Supplemental and Ultimate books.

Hex 22.27



Resources: Animal, game (fish, 2); Vegetable, industrial (timber, 3)

The Sarn runs diagonally through this hex, dividing it in two. At this point, the river is about 100 yards across and has an average depth of 9–10 feet in the middle. To cross, it must be forded, which is usually done without issue except during the spring snowmelt, when the waters rise and flow more quickly.

The Darkwoods borders this hex immediately to the north.

Lairs

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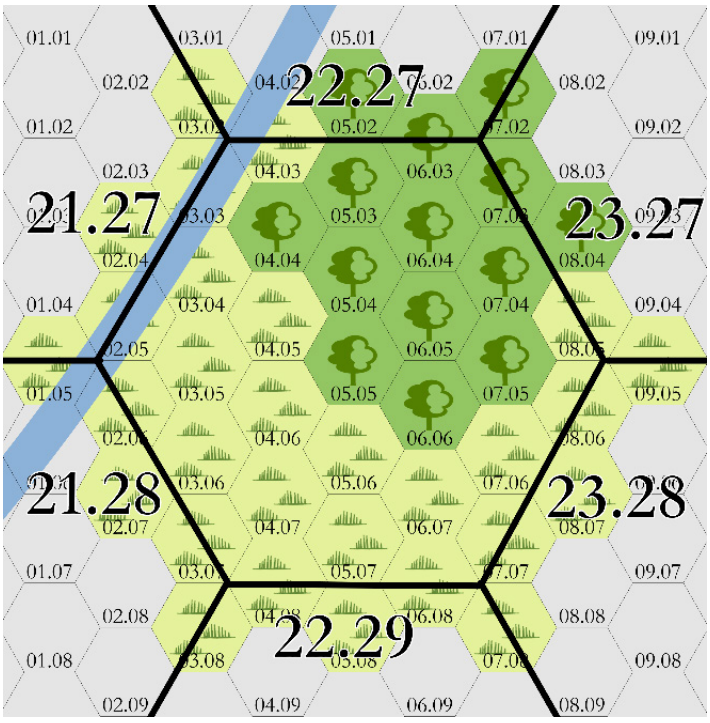
Features

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Encounter Table

1. *Table 1.1*
2. *Table 1.2*
3. *Table 1.3*
4. *Table 2.1*
5. *Table 3*
6.
7.
8.

Hex 22.28



Resources: Animal, game (deer, 4); Vegetable, agricultural (wild tobacco, 2)

The Sarn runs along the western edge of this hex. Like Hex 22.27, crossing can only be accomplished via ford. Most of this hex is grasslands, and contains both herds of wild deer and the occasional clump of wild tobacco.

Lairs

1.
2.
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Features

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5.
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Encounter Table

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

The Darkwoods

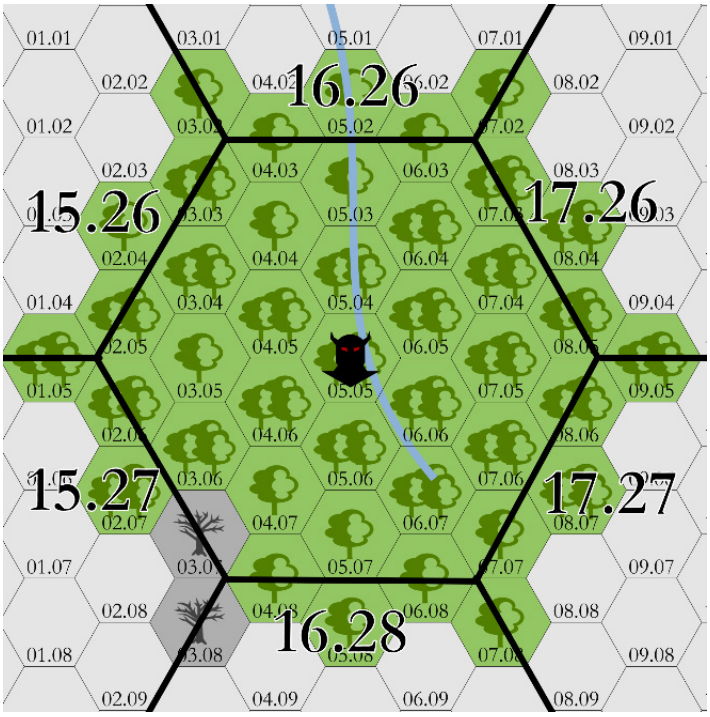
The tract of forest comprising this region is known as the Darkwoods. It is, as the name implies, a largely dark and ominous place. A connection to the Shadowlands has infused the area with an aura of death.

The Darkwoods comprise the following hexes, which are broken out from the regular order of hexes due to the unique nature of the area:

16.27, 17.24, 17.25, 17.26, 18.24, 18.25, 18.26, 19.22, 19.23, 19.24, 19.25, 20.22, 20.23, 20.24, 20.25, 21.21, 21.22, 21.23, 21.24, 21.25, 22.21, 22.22, 22.23, 22.24, 22.25, 22.26.

Refer to the beginning of this book for a breakdown and explanation of the effects of the Darkwoods. Any exceptions will be noted in the individual hex descriptions.

Hex 16.27



Resources: Vegetable, agricultural (mushrooms, 4); Vegetable, industrial (timber, 2)



The westernmost tip of the Darkwoods terminates in this hex, as does the small creek that has its beginning in Hex 16.26, vanishing back into the forest floor just before emerging from the Darkwoods.

The southwesternmost corner of the hex is dominated by the trees stricken with the *white withering* blight (see Hex 15.27), while a banshee dwells in the center of the hex.

Plentiful timber can be found in the hex, as well as a bland, puffball-like mushroom that is tasteless but otherwise edible.

Lairs

1. **05.05.** Banshee. At the end of the last Cycle an elf named Thimae turned to Chaos, corrupted by the Darkwoods while hunting for herbs. She met her end here, after going mad and turning on her companions, who slew her in self-defense. Such was her madness, however, that her spirit remained bound here, a banshee.

Thimae, banshee. ***AC*** *–1 [20],* ***HD*** *7** (34 hp),* ***Att*** *1 x touch (1d8),* ***THAC0*** *13 [+6],* ***MV*** *150' (50'),* ***SV*** *D8 W9 P10 B10 S12 (F7),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *1250,* ***NA*** *1 (1),* ***TT*** *E, N, O*

- Only damaged by magical weapons or attacks.
- Can wail thrice per day, only in darkness. Those within 30' must save v. spells or die instantly.
- Automatically takes ½ damage from cold and electrical attacks, or no damage on a successful save.
- Those that see a banshee must save v. spells or flee, as per the *fear* spell.
- A banshee's touch is freezing cold, and those that suffer damage from the touch cannot be healed for 1d4 rounds.

Thimae's body, now a skeleton, is where it fell when her companions slew her. A *sword +1* can be found along with the bones. Her spirit is bound to the area where she died, and she cannot leave this subhex.

Due to the banshee's connection to the subhex, and the insidious nature of the Darkwoods, her spirit cannot be permanently put to rest until her bones are treated with a *bless* spell and properly interred outside of the Darkwoods. A thorough search of this subhex will uncover her bones; otherwise they will be spotted on a roll of 1-3 in 6 (1-4 in 6 for elves, rangers, druids, and similar classes).

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Features

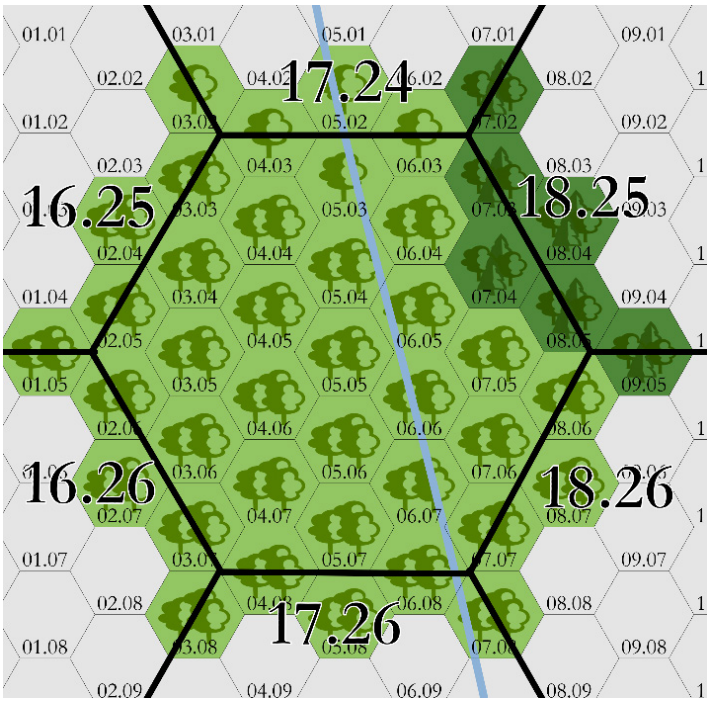
1.
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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5.
6.

Hex 17.24 (refer to the Compiled Hexes)

Hex 17.25



Resources: Vegetable, agricultural (Velvet-capped mushrooms, 4)

The unnamed stream flowing out of the Lake of Abominations flows through this thickly wooded hex. The northwestern edge of the hex borders the Webbed Woods, and foraging parties of *strigi* are often encountered searching the thick, evergreen forests for the elusive velvet-capped mushrooms they so treasure.

Other than the heightened risk of giant spiders, this hex is a relatively safe part of the Darkwoods.

Lairs

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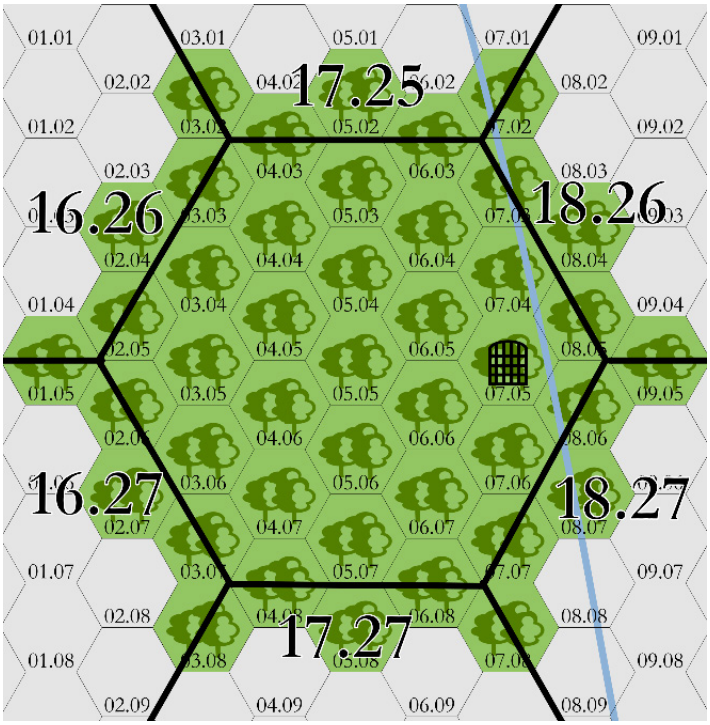
Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 2.4*
5. *Table 3*
6. *Strigi* (2d4) from Hex 17.24
7.
8.

Hex 17.26



Resources: Mineral, mined (iron 4); Vegetable, agricultural (mushrooms, 2)

This thickly wooded hex is notable chiefly as containing the redoubt of Malkavan, a magic-user who has established an underground retreat within which he furthers his magical craft.

More of the tasteless edible puffballs grow within the hex, and valuable deposits of iron are scattered throughout as well, although it will take a surveyor to discover them.

Lairs

1. **07.05. Malkavan's Retreat.** A magic-user with dreams of summoning demons has taken up residence in a cave system located in this hex.
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Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 2.4*
5. *Table 3*
6. Roll on Dungeon Inhabitants Table, below
7.
8.

Malkavan's Retreat

A wizard obsessed with summoning extraplanar entities has set up a laboratory here, in the Darkwoods, a place where the barrier between the worlds has grown thin. Along with his guards and apprentice he conducts experiments in an attempt to summon and bind a demon, far from the prying eyes of civilized Man.

The residents of this dungeon are:

- Malkavan. 5th-level magic-user.
- Tormwir. 2nd-level apprentice magic-user.
- Biltong. 3rd-level fighter and Malkavan's head guard.
- Phie and Wen, 2nd-level fighters.
- Six 1st-level fighters that serve as the bulk of the guards.
- Calros. Black bear, pet of Biltong.

The complex was once a natural cave but has since been worked by Man to make it more habitable. The only light is provided by lanterns (in the living quarters) or torches (in the common rooms), and unless residents are sleeping in a room there will always be at least minimal light. Assume 1/2 inch on the map equals 10 feet.

The guards are all dressed in chain armor, except for Biltong, who wears plate. All except for Malkavan and Tormwir have grown bored here, especially with there being a perfectly acceptable village only six miles away. While Biltong, Phie, and Wen remain loyal, the lower-ranked guards are beginning to rankle at their post, and complain that their weekly trips to the brothels and taverns



Malkavan's Retreat

of Sin are not worth the wages. Their morale has begun to suffer, and if encountered alone (without the magic-users or higher-level fighters) their morale score is reduced by 1.

The following holds true when placing NPCs [Should be directly adjacent to placement table]:

- When Malkavan leaves the complex he is always accompanied by Biltong and 1d3 guards. There's an additional 1-2 in 6 chance that (1-3) Phie or (4-6) Wen accompanies him, and a 1 in 6 chance that Tormwir does.
- When Biltong leaves the compound there's a 1-2 in 6 chance that (1-3) Phie or (4-6) Wen accompanies him, in addition to 1d3 1st-level guards.
- There will always be at least one named NPC in the complex. If the named NPC is a magic-user they will also be accompanied by a named NPC fighter.
- There will always be one 1st-level guard on duty and 1d2 1st-level guards (at minimum) in the complex, in addition to anyone else.
- If Malkavan or Tormwir leave the complex they will be visiting Sin or (1 in 6 chance for Malkavan only) the Shadow Keep and will return in 2d20 hours.
- Named fighters that leave the complex on their own will be (1-4) hunting or gathering food or (5-6) visiting Sin, and will return in 1d8 hours.

Each 1st-level guard has 1d10–1 gp and the following:

1-6 nothing.

7-8 1d6 additional gp.

9 a piece of jewelry worth 1d4×10 gp.

10 a gem worth 1d6×10 gp.

11 a silver dagger.

12 a treasure map, obtained in a game of chance in Sin. There's a 1-4 in 6 chance the map leads to an actual treasure; otherwise it's just a fake. Reroll this result if it comes up more than once.

NPC fighters encountered in their quarters during the day will be in their armor with weapons to hand; those in their quarters at night will have no armor on but will have their weapons nearby. It takes three rounds to don a suit of chain armor.

***Standard guard (F1). AC** 5 [14], **HD** 1 (5 hp), **Att** 1 x sword or crossbow (1d8+1 or 1d6+1), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 1d6 (2d6), **TT** See introduction, above*

Named NPCs all have an iron key that opens the door to Area 8 in addition to the treasure noted in their write-ups.

1. Entrance. The entrance to the cave system is partially obscured by undergrowth, and there is always a single guard here, keeping a lookout for intruders. However, Malkavan's guards are somewhat lacking in discipline, and there's a 1 in 6 chance a guard is caught snoozing during the day and a 1-2 in 6 chance they are sleeping at night.

Sleeping guards are surprised on a roll of 1-5 in 6. Malkavan has placed an old metal shield by the mouth of the cave and instructed the guards to bang on it in case of intruders. If a guard is not surprised there's a 1-4 in 6 chance they bang on the shield to alert the others as their first round's action. If they are surprised there's a 1-3 in 6 chance they will do so during their first round of being able to act.

The guards are drawn from the pool of 1st-level fighters. There's a 1 in 6 chance when the adventurers approach that (1-2) Phie, (3-4) Wen, (5) Biltong, or (6) Tormwir are conducting a surprise inspection and are at the cave mouth. If it was determined already that the guard was asleep they will be in the process of giving the guard a good dressing down, and both have the same chances of being surprised as if they *were* asleep.

***Guard (F1). AC** 5 [14], **HD** 1 (5 hp), **Att** 1 x sword or crossbow (1d8+1 or 1d6+1), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 8, **AL** Chaotic, **XP** 10, **NA** 1d6 (2d6), **TT** See introduction, above*

Malkavan's Retreat NPC Table

NPC	1	2	3	4	5	6
Malkavan	Area 11	Area 5	Area 12		Area 10	Out
Biltong	Area 5		Area 3		Out	
Tormwir	Area 5	Area 11	Area 10			Out
Phie	Area 5		Area 3			Out
Wen	Area 5		Area 3			Out
Calros	Area 9			With Biltong		

2. Latrine. There's a hole in the ground here, opening several hundred feet above a large lake fed by the waterfall in Area 6.

There's a 1 in 6 chance that the latrine is occupied when the adventurers arrive, by one of the following:

1-6. 1st-level guard

7. Phie

8-9. Wen (she has stomach issues)

10. Biltong

11. Tormwir

12. Malkavan

3. Sleeping Quarters. Biltong, Phie, Wen and Tormwir share these modestly appointed quarters. Since there are four of them and only two beds the quartet sleep in shifts, which is not that much of an issue, since at least one of the fighters is awake during the night.

Biltong (F3). ***AC*** *1 [18],* ***HD*** *3 (19 hp),* ***Att*** *1 x sword or crossbow (1d8+2 or 1d6+1),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *see below*

Biltong is rail-thin and tall, with a droopy mustache he is extremely proud of. In his youth he was a squire in Liwil for the Order of the Basilisk Knights, but was kicked out of the order for his degenerate behavior. After wandering the wilderness as a sellsword for a number of years he signed on with Malkavan, and is intent on serving him until the money runs out.

He wears a suit of *plate +2*, wields a masterwork sword that inflicts an extra +1 non-magical damage due to its keen edge, carries a crossbow, 20 normal bolts, and 5 bolts with silver tips. He carries 5 platinum coins, 13 gp, and 45 sp. He should have more, but he likes to gamble while at the same time being terrible at it.

If using the Alternate Rules (*Into the Wild*) Biltong has the Weapon Specialization Knack, gaining a +1 to attack and damage with a crossbow, and also One-weapon Fighting, giving him a +1 to attack rolls when only wielding a sword and leaving his off-hand empty. These modifiers are not included in the stat block.

Tormwir (M2). ***AC*** *9 [10],* ***HD*** *2 (5 hp),* ***Att*** *1 x dagger (1d4) or spell,* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D13 W14 P13 B16 S15 (M2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *25,* ***NA*** *unique,* ***TT*** *see below*

A young magic-user that hails from Junction, to the east, Tormwir started studying with Malkavan shortly before he left the Scarlet Principality to pursue his research. She is a brilliant magic-user, but somewhat off-putting in social graces. Tormwir has flourished under Malkavan's tutelage, and thus far has been content with the standard student-teacher relationship, although it is likely she will begin to chafe if not given more responsibility. Tormwir is short and plumpish, with vibrant red hair and a cheerful face that belies a ruthless disposition.

She has access to Malkavan's spellbooks, and commonly memorizes *detect magic* and *magic missile*. If using the Alternate Rules (*Into the Wild*) Tormwir has the Additional Spell Knack, allowing her to cast one additional 1st-level spell per day.

She keeps her treasure in a locked chest in the quarters she shares with Biltong, Phie, and Wen: 120 gp, 210 sp, and her spellbook containing *detect magic, light,* and *magic missile.*

Phie (F2). ***AC*** *5 [14],* ***HD*** *2 (12 hp),* ***Att*** *1 x sword or crossbow (1d8+1 or 1d6+1),* ***THAC0*** *19 [+0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *unique,* ***TT*** *see below*

Wen (F2). ***AC*** *4 [15],* ***HD*** *2 (12 hp),* ***Att*** *1 x sword or crossbow (1d8+1 or 1d6+1),* ***THAC0*** *19 [+0],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P13 B14 S15 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *unique,* ***TT*** *see below*

Phie (male) and Wen (female) are twins, non-identical in appearance but nearly identical in thought and deed. Both possess a grim sense of humor and bleak outlook on the world, and they dress accordingly. They were born in Rocky Mount, to the north, and after the untimely death of their parents drifted south, selling their talents as blades for hire. When together they often complete each other's sentences, seemingly without thought or coordination.

Phie has 17 gp, 34 sp, and 56 cp. Wen has 22 gp, 36 sp, a small quartz worth 15 gp, and wears a set of *chain +1*.

If using the Alternate Rules (*Into the Wild*) both have the Toughness Knack.

4. Vent. Several weeks ago a couple of the guards, tired of stale, smoky air in the cave system, broke through the wall of the cave high up near the ceiling, creating a hole that allows smoke from the cookstove in Area 5 to escape. On the exterior of the cave it is barely visible, covered by thick shrubs, although there's a 1-3 in 6 chance that adventurers exploring the exterior of the complex notice smoke filtering through the brush.

Given a turn, a character can snake through the

underbrush and look through the hole into the common area, with only a 1-2 in 6 chance of being noticed by inhabitants in Area 5. Woodswise characters (halflings, elves, druids, rangers, etc.) can do this with no issue; non-woodswise characters take 1d3–1 points of damage from scratches. Note that crawling through the brambles cannot actually reduce someone to 0 hp.

5. Common Area. This area serves as a common area and kitchen for the residents of the complex. A wooden table is pushed against the exterior wall, and there's a brick-lined fire-circle in the center of the room under an iron tripod and cookpot. This also serves as the sleeping quarters for the 1st-level guards, who have gathered a large pile of straw to use as bedding against the back wall.

Any normal guards that are not on duty or out of the complex will likely be found here. There's a 1-4 in 6 chance they will be asleep at night and a 1-2 in 6 chance they will be asleep during the day, resting for a night shift.

6. Waterfall. A small stream from the surface disappears into a sinkhole in the ground, running down the wall of this chamber before vanishing further into the ground and feeding an underground lake some hundreds of feet further below (the lake is not developed in this supplement, but can be expanded upon by ambitious Referees).

The residents of the complex use the waterfall as a source of fresh water and bathwater.

7. Empty Chamber. This chamber is largely empty. It is occasionally used for target practice by the guards, and a dozen or so broken crossbow bolts can be found littering the floor. There's a 1 in 6 chance that 1d4 guards will be in this room, sparring or practicing with crossbows.

8. Storage Room. This room is the general storage area for the complex, and after several casks of ale were found mysteriously empty Malkavan hired a thief from the village of Sin to install a lock and trap on this door. Only the named NPCs have a key to this door. Opening it without the key (by forcing it or trying to pick the lock without disarming the trip) sets off a cunning, yet not directly harmful, two-fold trap.

First, the trap triggers a bell within the storeroom to loudly sound. It is audible throughout the complex and will draw 1d3 named NPCs within 1d4 rounds to investigate, as well as any standard guards who come to gawk. Second, a pressurized cartridge of ink discharges from the keyhole, staining the hands of whomever is attempting to force entry.

The storeroom contains 4 casks of ale, two casks of lamp oil, four dozen torches, one hundred and twenty crossbow bolts, three sacks of flour, one sack of dried venison, a barrel of pickled fish, a barrel of pickles (Malkavan is a sucker for pickles), a wheel of cheese, and, depending on the season the cave is entered, several bushels of fruits and vegetables.

9. Calros's Den. This room is notable for two reasons: one, it is the residence of Calros, Biltong's pet bear, and two, because it contains some curious mineral growths that Tormwir has recently become interested in studying (although she only does so when Calros is not in her den).

The mineral deposits appear to be an accretion – similar to stalagmites – but, when viewed under magical light, fluoresce with octarine energy. The deposits are a mineral called *rath*, and have been building up in this chamber due to the complex's status as a planar weak spot. Magical energy from the Plane of Earth has been slowly leaking into this chamber and causing the accumulation of *rath.*

It is a valuable alchemical substance, worth 25 gp an ounce. There are 10d20 ounces of *rath* that can be collected and refined, each ounce taking roughly 30 minutes to collect. The *rath* renews itself at a rate of one ounce per month. Tormwir has 65 gp worth of notes on the substance but has yet to figure out what it is.

Rath counts as double the normal value when used as a special component for items related to elemental earth.

Calros (black bear). ***AC*** *6 [13],* ***HD*** *4 (21 hp),* ***Att*** *2 x claw (1d3), 1 x bite (1d6),* ***THAC0*** *16 [+3],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *7,* ***AL*** *Neutral,* ***XP*** *75,* ***NA*** *1d4 (1d4),* ***TT*** *U*

- If Calros hits with both claws against a single target in the same round she hugs for an automatic additional 2d8 points of damage.

Calros is an old she-bear, made mellow with age and contact with Man, but fiercely protective of Biltong, who raised her from a cub. If she is with Biltong while he is threatened, treat her morale as 12.

10. Workshop/Practice Room. This is a large, open chamber the two magicians use to practice their arts, and for Malkavan to instruct Tormwir.

Various mundane implements can be found in here serving inscrutable functions: there are three brooms, a pail of loam, four human skulls, jawbones hinged with wire, seven tuning forks of various sizes, and more: all totaled, there is 400 gp worth of laboratory equipment in here.

11. Summoning Chambers. Malkavan is the only one with the key to this room. The lock is fitted with a deadly trap (as opposed to the one leading to Area 8); those attempting to open the door without the key or disarming the trap release a poisoned dart. The dart attacks as an 8-HD monster, and if the interloper is struck by the dart they must save versus poison or die in 1d4 rounds.

The room contains a bookshelf with four books related to summoning, a workbench with 1,000 gp worth of laboratory equipment, and a summoning circle of silver wire that has been carefully worked into the stone floor of this place.

The books are:

- *Planar Veils*. A discussion of the boundaries that separate the Four Worlds and how to pierce them. Value of 100 gp, 250 gp when used for summoning or interplanar travel purposes.
- *Lesser Demons of the Shadowlands.* A treatise on some of the more common demons of the Shadowlands and how to bind them into servitude. Value or 125 gp, or 500 gp if attempting to summon a lesser demon.
- *The Elemental Chaos.* A discussion of the elemental plane that binds the Four Worlds together. Contains the spell *conjure elemental.* Value of 900 gp, largely due to the spell within, but when used for purposes relating to the Elemental Chaos it has a value of 1400 gp. This book is written in Protean, the language of elementals.
- *Malkavan's Journal.* The magic-user keeps his notes relating to his research into summoning here. Thus far he is halfway towards the creation of a 3rd-level spell that will enable him to summon an imp (see the **New Monsters** section in the Appendix). His notes have a value of 750 gp.

The summoning circle has a value of 1,500 gp. There's a 1 in 6 chance the summoning circle contains a summoned earth elemental spirit (see Appendix). Because of the thinness of the Veil in this location the spirit will have maximum hit points.

Refer to Hex 24.26 – *The Temple of Bathrymrala*, for rules on summoning circles.

12. Malkavan's Quarters. The door to these chambers is locked, and Malkavan holds the only key, although the door is not trapped. The room is appointed modestly, yet comfortably. A bearskin rug is on the floor, worth 50 gp, and an old, yet well-built bed dominates the middle of the room. A chest is pushed against one wall, containing Malkavan's clothes as well as his three spellbooks. The chest is locked – Malkavan holds the only key, again – and is also trapped with a poison dart trap that functions as the one guarding the door to Area 11.

The spellbooks contain the following:

- A thin book bound in green leather, with the spells *charm person, detect magic, protection from evil, ESP, levitate, web.*
- A larger tome bound in two large plant leaves which never die nor fade in color, containing *read languages, shield, sleep, locate object, phantasmal force, dispel magic, protection from normal missiles.*
- Malkavan's traveling spellbook, bound in basilisk hide, containing the spells *charm person, detect magic, sleep, conjure elemental spirit, ESP, web, dispel magic, protection from normal missiles.*

Dragon Inhabitants Table

d20 Roll	Result
1	**Malkavan.** 5th-level magic-user. Will be accompanied by (1-3) 1d4 1st-level guards, (4-5) Phie or Wen (even chances), (6-7) Biltong, (8-9) Tormwir and 1d3–1 1st-level guards, or (10) alone.
2-3	**Tormwir.** 2nd-level apprentice magic-user. Accompanied by (1-3) Phie or Wen (equal chances), (4-5) 1d3 1st-level guards, or (6) alone.
4-6	**Biltong.** 3rd-level fighter and Malkavan's head guard. Accompanied by (1-3) 1d4 1st-level guards, (4-5) Phie or Wen (equal chances), or (6) alone.
7-10	**Phie or Wen.** 2nd-level fighters. Equal chance for either. Accompanied by (1-3) 1d4+1 1st-level guards, (4-5) Biltong, or (6) alone.
11-16	1d6 1st-level fighters that serve as the bulk of the guards. They will be (1-3) accompanied by Phie or Wen, equal chances, (4-5) alone, or (6) overseen by Biltong.
17-20	**Calros.** Black bear, pet of Biltong. Out hunting. 1 in 6 chance Biltong is with the bear.

Malkavan (M5). ***AC*** *9 [10],* ***HD*** *5 (22 hp),* ***Att*** *1 x dagger (1d4) or spell,* ***THAC0*** *18 [+1],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P12 B15 S13 (M5),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *300,* ***NA*** *unique,* ***TT*** *see below*

A 5th-level magic-user, Malkavan typically has prepared: *charm person*, *detect magic*, *conjure elemental, ESP*, *web*, and *dispel magic*.

Malkavan possesses a *potion of speed* and a *rod of cancellation*. Both are carried with him at all times. He has 1,225 gp, 3,465 sp, and 6,040 cp, all kept in his locked chest.

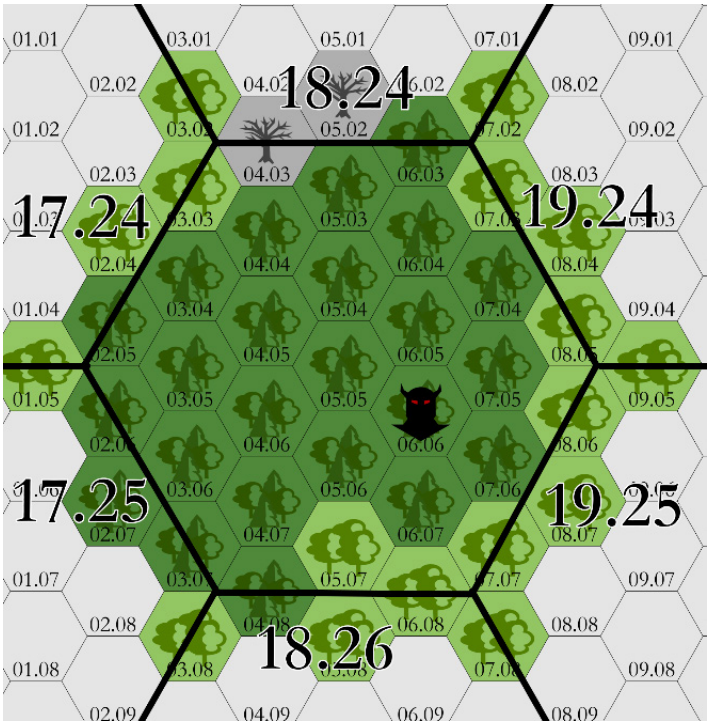
If using the Alternate Rules (*Into the Wild*) Malkavan has the Toughness Knack, giving him 1d6 hp per HD, and the Lucky Knack, allowing him to reroll any one attack, damage, or saving throw he makes once per day.

Malkavan hails from Quorum, a city to the north. He came south upon killing his master, an act that was part accident and part intentional, but in any case was not welcomed by the magocracy that rules Quorum, as Malkavan was young and inexperienced and his master old and well-connected. After a time spent wandering he discovered the Darkwoods and the village of Sin, and while there he learned of the secret of this complex, of the thinning in reality it contained, and took it over from its previous residents, a gang of ill-tempered orcs.

When he fled Quorum he had quite a small fortune, which has all but vanished between paying his guards and the purchase of materials and equipment for his experiments. He has perhaps enough money for another five or six months, and has begun to worry about what he will do when the money runs out.

Hex 18.24 (refer to the Compiled Hexes)

Hex 18.25



Resources: Mineral, quarried (chalk, 5); Vegetable, agricultural (velvet-capped mushrooms, 3); Vegetable, industrial (timber, 3)

One of the deadliest hexes in the Darkwoods and, indeed, the entire area, the majority of this hex is occupied by a thick copse of mostly evergreen trees, dimly lit even at the height of noon. The thick woods are inhabited by monstrous spiders of all varieties, the largest and most dangerous of which is named Lamdreshnur, an ancient and gargantuan spider said to be the progenitor of most of the other spiders in the region.

Frustratingly, this hex is also rich in natural resources, including the alchemically valuable velvet-capped mushrooms, large deposits of chalk, and fine-grained timber suitable for furniture-making.

Most of the trees in this subhex are draped in webs, reducing movement by 1/3 through the entire hex. Additionally, the hex is littered with the desiccated, web-wrapped remains of Cycles' worth of arachnid meals. For each subhex that is thoroughly searched, the adventurers will uncover a treasure equal to Treasure Type E. However, such a thorough search is not without risk, as there is a 1-2 in 6 chance of a random encounter for each subhex the adventurers enter, and for every six hours they remain within the subhex.

Lamdreshnur is old and lazy, preferring her prey come to her. She is rarely encountered outside of her lair (subhex

06.06). Every time this hex is entered by the adventurers roll 1d6. On a result of (1-3) Lamdreshnur will be in her lair, (4-5) will be hunting in a random subhex of Hex 18.25, or (6) will be in another Darkwoods hex.

Lairs

1. **06.06.** The Lair of Lamdreshnur. One of the elder horrors of the world, this ancient, enormous black widow spider is often referred to as the Mother of Spiders, even though she is but a child of that eldritch being (see *PHM* #8).

   Lamdreshnur is still a terrible, fell creature, and she is the progenitor of all of the black widow spiders in the section of the Darkwoods known as the Webbed Woods. This subhex where she lairs is almost completely choked with webs beginning a score of feet above the ground, with multiple tendrils anchoring to the ground itself.
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Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 2.4*
5. *Table 2.4*
6. *Table 2.4*
7. *Table 3*
8. Lamdreshnur
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The Lair of Lamdreshnur

While within the Lair of Lamdreshnur the following holds true of the environment:

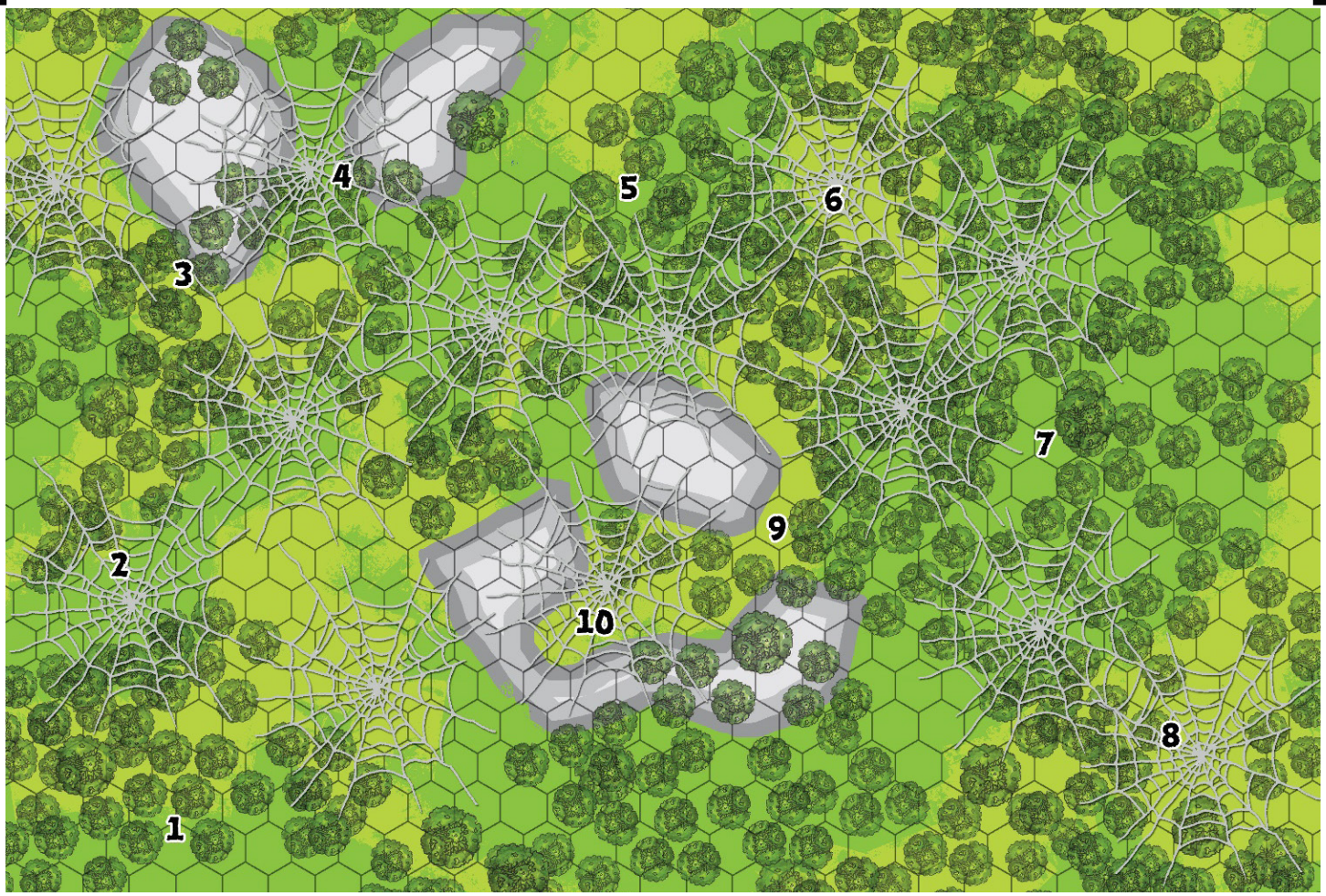
- Movement is reduced by one step, with a minimum movement speed of 30' (10').
- It is as dark as night at all times, and visibility is dependent on any light sources the adventurers bring.
- Lamdreshnur, and any spiders within the lair, can move at normal speed. It takes a round of movement for a spider to ascend or descend from the upper webbing, which is too sticky for adventurers to safely move through.
- The webbing is flammable, as per the *web* spell. There's a 1 in 6 chance that fire-based attacks or spells will ignite nearby webs, and a further 1 in 6 chance the fire spreads. This... is not as good as it sounds, as the adventurers will likely soon find themselves in the middle of a raging wildfire, with gobbets of sticky, burning webbing raining down on them.
- Lamdreshnur can feel vibrations through the webbing. If the adventurers ascend at Areas 2, 4, 6, 8, or 10 she will feel the vibrations provided she is within the lair, and be able to pinpoint the direction of the adventurers.
- Because of the three-dimensional nature of her lair, Lamdreshnur can move above the adventurers, potentially without them noticing her. If she is in the lair, alerted to the adventurers' presence, and moves towards them, she will surprise them on a roll of 1-3 in 6.

Referring to the map, each hex is 100 feet, face to face. [Note: Add Dyson Logos compass rose to map, with north pointing up as it is currently located. It may make sense to rotate this map 90 degrees to increase the size] The grey objects are rocks, each approximately 30' in height, that pierce the webbed ceiling and allow a brave adventurer to ascend above.

1. Fallen Corpse. The dried husk of a former human warrior is found at this location, once-bright chain mail rusted, the breastplate pierced by two round holes, each large enough for a man's fist to pass through.

The warrior's hand still clutches the blade she wielded in in life, a *sword +2, quickness*. The wielder of this blade always acts first in each round, regardless of actual initiative results. The blade must be in use in order for the wielder to gain the benefit (it cannot be sheathed, for instance).

2, 4, 6, 8, 10. Nests. These five thick tangles of webbing



obscure the trees above these hexes in a cloud of grey strands. Each is one of Lamdreshnur's nests, which may or may not be currently occupied. The nest will contain:

1-3. 1d10 baby giant black widow spiders (treat as having 1 HD each, with victims of their poison making any saving throws with advantage.

4-5. Lamdreshnur.

6. Nothing.

Should Lamdreshnur be encountered, it will likely be in one of these five areas. Her statistics are below.

Lamdreshnur is a massive black widow spider, exoskeleton crusted over with velvet-capped mushrooms (see Hex 18.24), and a dull, red gleam to her many eyes. She towers above human height, with nearly ten feet between her abdomen and the ground.

Lamdreshnur. ***AC*** *2 [17],* ***HD*** *13*** *(81 hp),* ***Att*** *1 x bite (3d8 + poison) or 1 x crush (2d6), or special (see below),* ***THAC0*** *10 [+9],* ***MV*** *120' (40') / 150' (50') in webs,* ***SV*** *D4 W5 P6 B5 S8 (F13),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *4200,* ***NA*** *unique,* ***TT*** *see below*

- Lamdreshnur's bite delivers one of the deadliest poisons in the mortal world. When bitten, the target must save versus poison with a –2 penalty. On a failed save the victim dies instantly. On a successful save they still take 1d6 damage, in addition to any bite damage.
- Lamdreshnur is so large that she may move over top of one or more human-sized targets (three if using Theatre of the Mind, or four squares if using a grid) and rapidly drop her body as an attack. All within range must save versus paralysis. Those failing take 2d6 crushing damage and are trapped until she moves, while those succeeding only take 1d6 damage and manage to throw themselves free. Quick-thinking characters may brace an appropriate weapon, as for a charge.
- Her hide is thick enough that any non-magical weapon hitting her on an attack that rolls the exact number needed to hit shatters on impact, inflicting ½ damage.
- Once per round she may, in addition to a bite or

crush attack, encase a nearby target (within 30') with webbing, as per the *web* spell. The target must make a save versus death to avoid the web.

- Three times per day Lamdreshnur may choose to automatically succeed on a saving throw.
- Once per round, in lieu of moving, she may rub two legs together to summon some of her brood. There's a 1-2 in 6 chance that 1d4 giant black widow spiders will arrive in 1d4 rounds to aid her.
- Twice per day, in lieu of a bite attack, Lamdreshnur may spit a thin stream of venom with a range of 60'. It can target a single individual, and requires an attack roll. If successful, the target must save versus poison or die as if bitten.
- Lamdreshnur is immune to *charm* and *hold* magics, as well as any spells that would change her form (such as *polymorph other*).

Lamdreshnur is ancient, having seen many Cycles and spoken with – and then eaten, most often – many wise and powerful creatures. She speaks Spider-Tongue (see *PHM* #0) and has the equivalent of bardic knowledge with a chance of success of 1-4 in 6 on topics the Referee judges likely.

Although she carries no treasure – besides the 4d6 pounds of velvet-capped mushrooms that crust her hide – spell components and principals equal to 4,200 gp can be harvested from her corpse, in addition to 3d6 ounces of virulent venom worth ten times the base value of black widow venom (see Hex 17.23).

3. Diamond in the Rough. Buried in dried leaves and wisps of cobwebs is an enormous diamond worth 7,500 gp. It was brought to Lamdreshnur as an offering years previous and then promptly forgotten.

5. How the Mighty Have Fallen. A web-wrapped, desiccated victim of Lamdreshnur can be found at this location. Once a mighty magic-user, now nothing more than a web-shrouded corpse, the following treasure can be found within the remains:

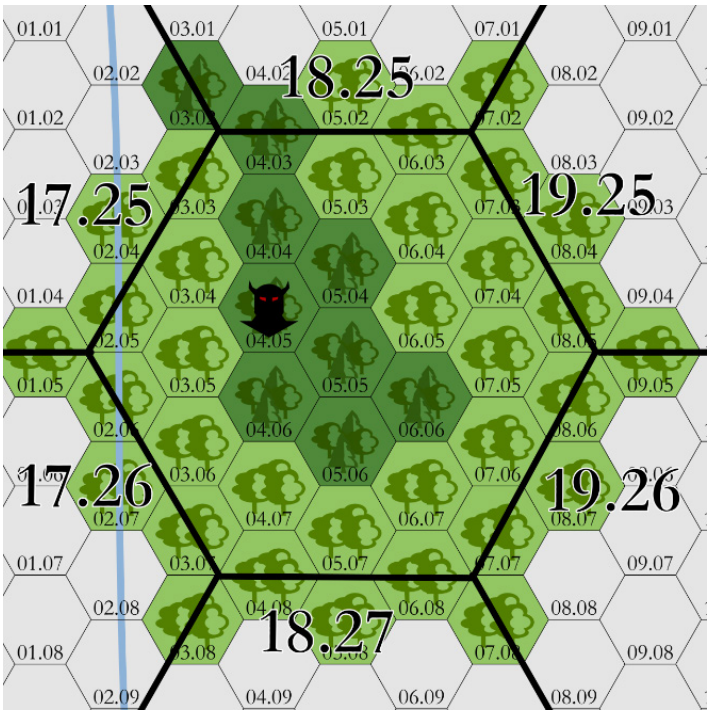
- 78 platinum, carried in a rotted coin pouch.
- A *ring of spell storing*, capable of holding four spells, although none are currently being stored.
- A *dagger +2* that glows with the equivalent of a light spell should any arachnids be within 60' of it. A faint glow will be visible from under the webs should this condition be met.
- The magic-user's spellbook is all but destroyed by damp, although one spell – *cloudkill* – can still be read.

7. A Brief Reprieve. This small opening in the trees is blessedly free of webs and, surprisingly, the influence of the Darkwoods. Some quirk of magic has shielded this small patch of land, and neither Lamdreshnur nor the other spiders will willingly venture within the vale.

9. Curses! Another corpse can be found in this hex, again wrapped in a cocoon of webbing. Clutched in this victim's hand is a *sword +3*, a fine, well-crafted blade that has the unfortunate curse of preventing the wielder from retreating once battle has been joined. On the one hand, the wielder cannot be forced to flee, whether via magical means (such as *cause fear*) or a failed morale check. On the other hand, they will not retreat from battle, whatever the odds.

Like any cursed item, once drawn in battle the wielder will not willingly give up the blade, nor use another weapon it its place.

Hex 18.26



Resources: Animal, game (badger, 2); Vegetable, industrial (velvet-capped mushrooms, 3)

The southernmost spur of the Webbed Woods divides this hex, and the stream that flows from the Lake of Abominations cuts through the western corner. Badgers can be found in large numbers throughout the hex, small enough that they largely escape the notice or interest of the giant spiders.

Lairs

1. **04.05.** Tharath. One of the older and most intelligent

of Lamdreshnur's brood, Tharath, while not as old as his mother, has known at least two Cycles. He is also capable of casting spells, speaking the Common language, and, somewhat surprisingly, is the least likely of Lamdreshnur's children to attack whatever he sees. He resembles an average giant black widow spider.

Tharath, spellweaving spider (1). ***AC*** *6 [13],* ***HD*** *5* (19 hp),* ***Att*** *1 x bite (2d6 + poison) or spell,* ***THAC0*** *15 [+4],* ***MV*** *60' (20') / 120' (40') in webs,* ***SV*** *D13 W14 P13 B16 S15 (M5),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *300,* ***NA*** *unique,* ***TT*** *None*

Tharath casts spells as a sorcerer (see *Into the Wild*), spontaneously, without the need to study spellbooks or writings. He is otherwise bound by the requirements of spellcasting, and cannot move while casting a spell, must have at least four (of eight) legs free, and if damaged the spell is disrupted.

Tharath may cast four 1st-level, two 2nd-level, and one 3rd-level spells per day, and is able to cast the following spells:

1st level. *Charm person, floating disc, sleep*

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

3rd level. *Haste*

Tharath is still a Chaotic and, at times, cruel creature, but is mostly concerned with his studies, which deal with the Dreamlands. The spider is an accomplished Dreamer (see *PHM* #9) and, as far as it can determined, the first of his kind able to enter the Dreamlands as a Dreamer. Tharath is on relatively good terms with the owl-folk in Hex 17.24, and they can often be found visiting with the giant spider and discussing the Dreamlands.

Tharath has a small treasure consisting of 250 gp, 347 sp, a bejeweled dagger that is non-magical but pretty to look at, and worth 600 gp, and a strange, bulbous statuette the spider brought back from a voyage to the Dreamlands. This statuette depicts Ob, an Old One that dwells in the Dreamlands. The owner of this statue may perform a day-long ritual that leads to the permanent sacrifice of 1d4 hp. Thereafter, as long as they Dream while within 5' of the statuette they gain a +3 bonus to all Dreaming checks they make. However, the thralls of Ob become immediately aware of the Dreamer's presence and location within the Dreamlands, and seek to find and capture the Dreamer to reclaim the statue (which unfortunately remains in the mortal world).

Tharath has not yet determined how to use the statuette's powers, although he is close to finding a grimoire in the Dreamlands that describes the ritual.

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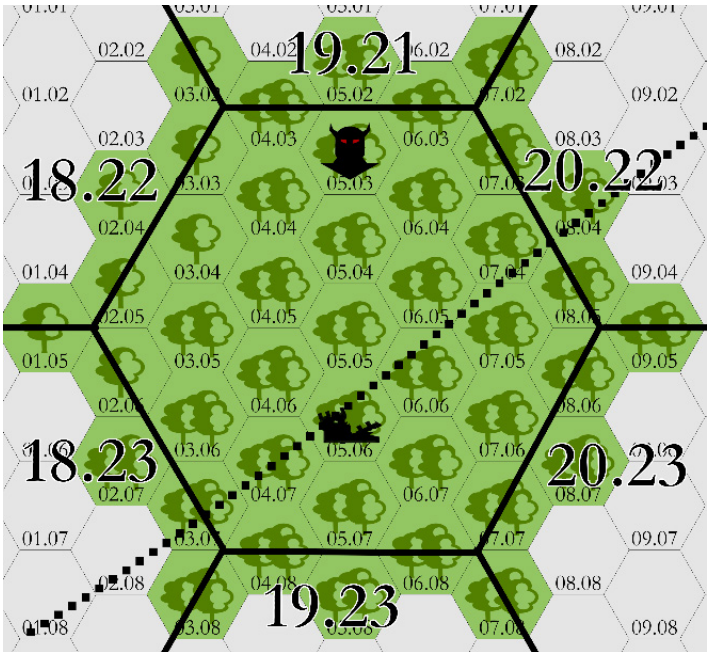
Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 3*
4. *Table 3*
5. Tharath, dreaming spider
6. Owl-folk (1d6) from Hex 17.24 ; at least one will be a seer
7.
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Hex 19.22



Resources: Animal, livestock (feral pigs, 3); Vegetable, agricultural (apples, 4); Vegetable, industrial (timber, 5)

Once a settled hex, now wilderness, this hex is rich in natural and cultivated resources, including plentiful timber for construction, apple trees that have long since gone wild, and several sounders of wild hogs that escaped their pens upon the destruction of the village and now roam free through the woods.

Hezli, the village, was once a prominent stop on the trade route to Liwil, but is now abandoned, the hex now under the influence of the Darkwoods.

Lairs

1. **05.03.** Axebeaks. A flock of axebeaks – large, flightless birds with long necks and wickedly sharp beaks – has taken up residence in this hex.

***Axebeak (7). AC** 6 [13], **HD** 3 (15 hp), **Att** 1 x bite (2d4), 2 x claw (1d3), **THAC0** 17 [+2], **MV** 180' (60'), **SV** D12 W13 P14 B15 S16 (F3), **ML** 8, **AL** Neutral grumpy, **XP** 50, **NA** 1d6 (2d4), **TT** None*

Can attack three times in a round, with a claw, claw, but routine.

Axebeaks are capable of attacking targets behind them with all three attacks due to their long, flexible necks.

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Features

1. **05.06.** Ruined village of Hezli
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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Axebeak (1d6)
6. Gnolls from Hex 18.23 (1d6+1)
7.
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Hezli

The village of Hezli was once, during the Fourteenth Cycle, an important stop on the trade road that ran from the expanding, mineral-hungry Scarlet Principality to the gold mines outside of Liwil and the Basilisk Hills.

It had always existed just on the border of the Darkwoods, maintaining an uneasy truce with the reprobates that dwelled in Sin (who found the communities of the Zelaia Plains easier targets, anyway). With forty years left in the Fifteenth Nadir the citizens of Hezli found themselves subsumed by a growing Darkwoods, and within the year the residents had all either fled east to the safety of Junction or died defending their home against the depredations of darkness.

Hezli now stands in ruins. The gnolls of Hex 18.23 occasionally venture here to scavenge what they can, but they are wary of the Darkwoods themselves and rarely linger longer than a few hours, and then never at night.

Hezli was a well-built community of wood-framed houses, protected by a strong standing militia augmented by the mercenary guards accompanying the constant caravans that passed through the region.

The areas of interest in Hezli are described below. Unless otherwise noted, structures are in decent shape and can potentially provide shelter from the elements. The occasional roof has caved in, and in some of the structures trees have begun to grow through the cracks and holes that nature or violence have created.

At one time in the past, all of the communities of this region hosted a dryad-tree within a sacred grove near the village in which dwelled one of the dryads (for more information on dryads in Absalom refer to Hex 14.23). Hezli was different in that it hosted a grove of three dryads. When the influence of the Darkwoods crept over the village, two of them, sisters, went mad, and charmed a resident to slay and set fire to their sister. The dead dryad's tree stands to this day, and the two sisters remain alive, bound to their trees, and enticing any that come within their reach to do violence.

1. Empty Hut. Outside of the main perimeter of the village is a lone dwelling, small and with the appearance of being lived in, with a well-tended plot of vegetables outside. A scent of woodsmoke wafts through the air.

This empty hut is something of a trap created by whatever



Hezli

malign intelligence is ultimately behind the Darkwoods. It exists out of time, or rather, at a much slower pace of time than the normal world. For every hour that passes within the hut a week passes in the outside world (in game terms, one round equals roughly 17 turns).

From the outside, were one to peer through the few windows that allow light into the structure, one would see what appears to be a carefully maintained and neatly organized interior. Perhaps a bit dusty, but in much better shape than any of the other structures in the village.

Those entering the hut must succeed on a saving throw versus spells. Those failing are ensnared in an illusion, in which the passage of time witnessed outside of the cabin appears to be moving at a normal rate; those who succeed see the passage of time for what it really is, a sped-up cycle of night and day, season after season.

Those that remain within the hut lose 1 point of Wisdom for each hour they stay inside (another save versus spells is allowed to resist this effect), regardless of whether they have made their save to notice the time effect. Should anyone be reduced to 0 Wisdom they become a remnant (see Area 11), leaving the cabin immediately and making their way to the other remnants that can be found clustered together.

Another effect created by the time-warped hut is the fact that characters within the hut can exist out of time with one another. If two characters enter more than one turn of real time apart they will exist in different time references. Each will be invisible to the other, apparent only as a shifting of air, brief movement out of the corner of one's eye, and a feeling of being watched. A *detect invisibility* spell will reveal their presence.

Once a character has lost a point of Wisdom (i.e. remained in the cabin for an hour of cabin-time) they cannot be persuaded to leave, save through force or magic. Any character that has lost at least one point of Wisdom, and remains within the cabin, is invisible to those looking in from the outside.

If any saving throw to resist Wisdom drain is a natural 1, the victim loses 1d4 points of Wisdom permanently.

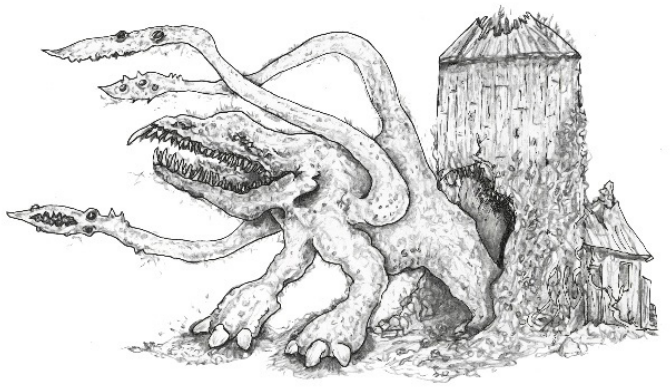
This location should be run with care. While it is likely not going to prove fatal to the entire party, it can prove difficult to run from a narrative perspective. Some things to consider:

- Character age may become important. While **OSE** does not have rules for aging, other systems do. It is suggested that the Referee port these over if needed.
- The Referee must also consider what happens to those adventurers remaining outside the hut. If traveling with mercenaries or hirelings who are left alone, they will likely (best case) leave or (worst case) be attacked in the intervening time.

► This location has the potential to throw a wrench in the adventurers' plan, especially if they are on any sort of schedule or time-critical mission. It is the author's opinion that the potential effects help reinforce the dangers of the Darkwoods. However, if the Referee does not want to inflict this upon their players, they can simply remove the time-bending effects and have the hut exist as a simple curiosity, a mystery without a solution.

2. Silo. This circular structure was used as a grain silo, and was full of grain when the village was abandoned. As the grain began to rot and ferment, a young otyugh took up residence, and soon found itself too large, drunk, and lazy to leave.

It has long since consumed all of the food in the silo and currently survives off the few animals or adventurers that happen to stumble upon it.



***Otyugh (1). AC** 2 [17], **HD** 8 (36 hp), **Att** 2 x tentacle (1d8), 1 x bite (1d4+1 + disease), **THAC0** 12 [+7], **MV** 60' (20'), **SV** D8 W9 P10 B10 S12 (F8), **ML** 9, **AL** Neutral, **XP** 50, **NA** 1 (1d2), **TT** None*

- Those bitten must save versus poison or contract a disease that is fatal in 1d12 days.
- No longer sensitive to light.
- Can communicate non-verbally with sentient creatures within visual range, but capable of projecting only basic needs and desires.

The otyugh collects no treasure, but a *ring of protection*

+2 can be found in the filth of its lair. Searching the lair incurs another chance of contracting the same disease as the creature's bite conveys, requiring the same saving throw.

3. Mine. The residents of Hezli discovered a vein of coal shortly before the village was swallowed by the Darkwoods, and had begun to mine it. It is treated as a resource with a Base Value of 315 gp and a Resource Step of 4 (see *Into the Wild*). However, as long as the presence of the Darkwoods remains, the coal within burns with a smoky, dull light, the shadows it casts dancing strangely, and independently of the flames' movements. There's a 1 in 6 chance that anyone breathing in the coal smoke is affected as per a *curse* lasting a full twenty-four hours. A save versus poison will resist the effect.

If the result of the save is a natural 1, the *curse* is permanent until lifted by powerful magic (such as *remove curse*).

4. Homestead. The last resident of Hezli dwelled in this walled compound until a mere decade ago, raising chickens in an elaborately crafted, circular coop. The freeholder is long dead, as are the chickens, but while the freeholder's body is nowhere to be found, the chickens have been reanimated as zombies.

They shun the light of day, remaining in the coop in a macabre mimicry of roosting. During the night they emerge from their roost to peck aimlessly at the dirt within the compound. The only time they will leave the walled interior of the farmstead is if they are chasing intruders, whom they will pursue for 1d6 rounds before growing bored and returning to roost.

The gnolls in Hex 18.23 are aware of the undead chickens, having mistaken them for live fowl when first encountered, and attempted to eat them, much to their disappointment. The gnolls would find it intensely amusing for others to make the same mistake.

Chicken zombies (11). ***AC*** *8 [11],* ***HD*** *1/2 (2 hp),* ***Att*** *1 x peck (1d3),* ***THAC0*** *20 [–1],* ***MV*** *30' (10'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *5,* ***NA*** *1d6 (3d6),* ***TT*** *None*

- Undead traits. Make no noise, immune to charm, poison, disease, mind-reading or affecting spells.
- Always lose initiative.
- Always attack on sight.

5. Grove. A grove of apple trees grows in this location. Once maintained by the villagers, the trees have grown wild for decades, and produce small, mealy apples. Should someone eat an apple, they must roll their Constitution or less on 3d6. Those that fail are struck with diarrhea 1d4 hours after, a messy situation that lasts for 1d6 turns, reduces movement by half, and all attacks, saving throws, and skill checks are made with Disadvantage.

6. Ruins. A handful of dwellings in this location are in complete ruins. A careful examination reveals they were destroyed by fire. It takes a full six adventurer-hours to search the ruins, but there is nothing of interest within.

7. Ruins. A singular ruined structure is found at this location, also burned like those in Area 6. It takes a single adventurer-hour to search the ruins. There is a set of silver candelabras buried in the debris, badly tarnished and slightly bent, worth 60 gp as a set. However, the ruins are precarious, and there's a 1 in 6 chance per person searching that a fallen timber shifts during the process, dealing 1d4–1 points of damage to a random person involved in the search.

8. Fallen Shrine. The folk of Hezli worshiped Chelald, a local nature spirit, and the remains of the shrine are found at this location. It is a tall, semi-conical monolith, the top of which has been sheared off violently. An inspection by a dwarf or other character knowledgeable in stone-lore will reveal that the damage was done relatively recently, within the past few decades, and was not a natural occurrence.

The tip of the monolith is fully submerged in the creek at Area 12. Were it to be retrieved and placed back atop the monolith, all of those involved will receive Chelald's Blessing.

Those blessed by Chelald feel comfortable in a forested environment, and for a period of 1d12 months gain a +1 bonus to avoid surprise while in forests

9. Hideous Grove. This is another grove of fruit trees that has grown wild, cherry trees in this case. Untended, the trees have formed a thick, almost impenetrable thicket that has become semi-animate. Anyone entering the grove is subject to attacks, as the branches swing and sway, scratching and battering those attempting to travel deeper within.

The grove itself is 120 feet in diameter, and at the exact center of it is a cherry tree which bears enchanted fruit. 1d20 cherries may be picked from the tree each week. If eaten, a cherry heals 1d4 points of damage, although there is a 1 in 6 chance per fruit that it has been corrupted by the Darkwoods, and inflicts that amount of damage instead. A character can only gain the benefits from eating one cherry at a time.

Treat the woods as an obstacle, rather than a monster. The thick undergrowth reduces movement to 10' per round, and for every 10' traveled a character must roll under either their Strength or Dexterity on 4d6. Regardless of which score they use, on a failed check they take 1d6 points of damage.

A successful Dexterity check reduces the damage taken for that 10' to 0. On a successful Strength check they take half damage, but anyone following them rolls 3d6, rather than 4d6. The Strength benefits can only be applied once per 10'.

10. Well. An elaborate structure surrounds the village's well, a deep shaft dug into the ground. Water is visible 10' below the ground level, and while there was once a wheel to raise and lower a bucket into the water, it has long disappeared.

The water is cool, fresh, and harmless.

11. Inn of the Remnants. Once upon a time, when Hezli was a bustling center of commerce and activity along the trade route, this structure served as the inn, tavern, and central meeting place for the village. The interior is now haunted by a group of remnants: strange, shadow-like creatures that exist out of time.

Most of the roof is gone, blown away in a storm, and the interior has largely collapsed. A secondary structure that once served as a stables abuts the back of the building.

Eight remnants haunt the interior of the place. If the adventurers are cautious and case the perimeter of the building before venturing within there's a 1-2 in 6 chance that one – the one with the highest Wisdom – sees flitting human-like movement through the now-broken and vacant windows.

The remnants do not venture outside of the inn during the day, but will emerge at night. For some reason, they will never approach within 100 yards of the house in Area 1.

***Remnants (8). AC** 7 [12], **HD** 2+2** (11 hp), **Att** 1 x touch (1d3 + aging*), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 12, **AL** Chaotic, **XP** 50, **NA** 1d8 (1d12), **TT** F*

- Remnants are creatures out of time. They look much the same as they did in the mortal world, but with a blurry, glass-like translucence.
- They surprise on a roll of 1-3 in 6.
- The touch of a remnant inflicts 1d3 points of damage and ages the victim 1d4 years. If the campaign does not use aging rules, assume each touch drains 1 point of Constitution.
- For each year (or point of CON) drained, the remnant becomes a little more solid, a little less translucent, and they may either add that amount to their next roll or subtract it from a character's roll within 5'.
- Cannot be damaged by non-magical means.
- Immune to *charm* and *sleep* spells.
- If a remnant is slain without spending any drained energy the affected characters regain those years/points. Any points used are lost forever.
- On a touch attack roll of natural 20 the remnant drains 1d10 years or 1d3 points of CON.

There is no treasure within the inn.

12. A stream meanders through the village, and in this area deepens. The tip of the monolith found in Area 8 is mostly submerged in the water here. It resembles a normal – albeit large – rock, and only a declared search of the area will uncover what it actually is. Alternatively, the Referee might rule that a character with stonelore – such as a dwarf or gnome – or one who has previously studied the monolith, will be able to identify it for what it is.

Unfortunately for any adventurers that venture into the water at this point a grey ooze dwells on the surface of the monolith.

***Grey ooze (1). AC** 8 [11], **HD** 3* (16 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*

- Grey oozes are immune to cold and fire damage.
- After a successful attack the ooze sticks to the target and excretes acid, destroying normal armor instantly and causing 2d8 damage automatically in each subsequent round. Magic armor is dissolved after one turn.
- Surprises on a roll of 1-4 in 6.

13. Grange. This building was once the most heavily fortified in the village and served as the village seat and militia armory. The interior still contains weapons and armor, though everything functional has been taken.

Tucked in a dark corner are three wood golems that were used for training purposes. Since being abandoned, the Chaotic energies of the Darkwoods have twisted their original commands, and they will attack anyone who enters the building.



Golem, wood (3). ***AC*** *7 [12],* ***HD*** *2+2 (11, 12, 16 hp),* ***Att*** *1 x fist (1d8),* ***THAC0*** *17 [+2],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *12,* ***AL*** *Neutral,* ***XP*** *25,* ***NA*** *1 (1),* ***TT*** *None*

- Immune to non-magical attacks (see below), unaffected by gas, *charm*, *sleep*, and *hold* spells.
- –1 penalty to all initiative rolls.
- Extra flammable, –2 to saves versus fire attacks, and take an additional 1 point of damage per die.

The golems are made in the general image of a human, with a barrel-like body, stick-like head upon which a helmet has been fixed, and two stiff arms that jut out from the sides.

14. Crashed Meteorite. Several years previous a large, regularly-shaped and rune-inscribed asteroid screamed out of the sky and partially buried itself in the ground.

If examined, the following facts are revealed:

- It is slightly warm to the touch, and seems to vibrate at a slow, almost audible frequency.
- The runes upon it are alien and indecipherable by any means.
- The stone is, upon a close inspection by a stonewise character such as a dwarf, gnome, or someone with a background in masonry, not of any variety known to Absalom.
- It is large, with the portion above ground as tall as a person and wider around than two people can stretch their arms. It likely weighs several tons.

What is it? This is up to the Referee. Some suggestions include:

- A space egg containing some awful, larval creatures waiting for the stars to be right before hatching.
- A coffin, containing the perfectly preserved remains of an alien creature.
- A creature in its own right, but one that moves at speeds much slower than humanity can observe. It is just now recovering from the effects of the crash, and will soon unfold itself...

- Formed from starmetal, and worth an almost incalculable amount provided the adventurers can move it.

15. Gnoll Yurt. A gnollish yurt has been erected where once merchants parked their carts and wagons. It has long been abandoned, the tanned hides of the exterior rotting and flapping in the breeze.

There's a 1-2 in 6 chance that anyone entering and searching, or otherwise messing with, the yurt will cause it to collapse, potentially enveloping anyone inside the yurt. It is not harmful, but may be embarrassing, especially if the adventurers decide the collapse means they are under attack.

16. The Grove. Duilel and Quenla are dryad sisters, both driven mad by the effects of the Darkwoods. Their trees are red maples, and the two have the fiery red hair of autumnal maple leaves, as well as a temper to match.

They will appear to be friendly upon first contact with mortals. The two are aware of most everything that occurs within a few hundred yards of their trees, and spend time observing the adventurers and their actions to plot how best to confound them. The two are quite clever, and enjoy using the various weaknesses of mortals against them.

However, they are not mentally stable, and this should be evident to all but the most unobservant player after several moments interaction. Duilel has a disturbing habit of pulling at her hair while talking, yanking one strand out at a time. Quenla stares shyly at the ground while interacting with mortals, a behavior that may at first appear coquettish but really stems from an inability to look another in the eyes.

Dryad (Duilel and Quenla). ***AC*** *5 [14],* ***HD*** *2* (7, 12 hp),* ***Att*** *1 x magic (charm),* ***THAC0*** *18 [+1],* ***MV*** *120' (40'),* ***SV*** *D10 W11 P12 B13 S14 (F4),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *25,* ***NA*** *0 (1d6),* ***TT*** *D*

- Each is bound to their own tree. If the tree dies, or tree and dryad are separated by more than 240', the dryad dies.
- Can disappear by melding with their tree.
- Will try to *charm* victims, who make the save with a –2 penalty.
- Once per week each dryad may cast *cause serious wounds* (as per the reversed cleric spell *cure serious wounds*).
- Dryads in Absalom are discussed in detail in Hex 14.23 (also found in the Basilisk Hills Compiled and Ultimate hexcrawls).

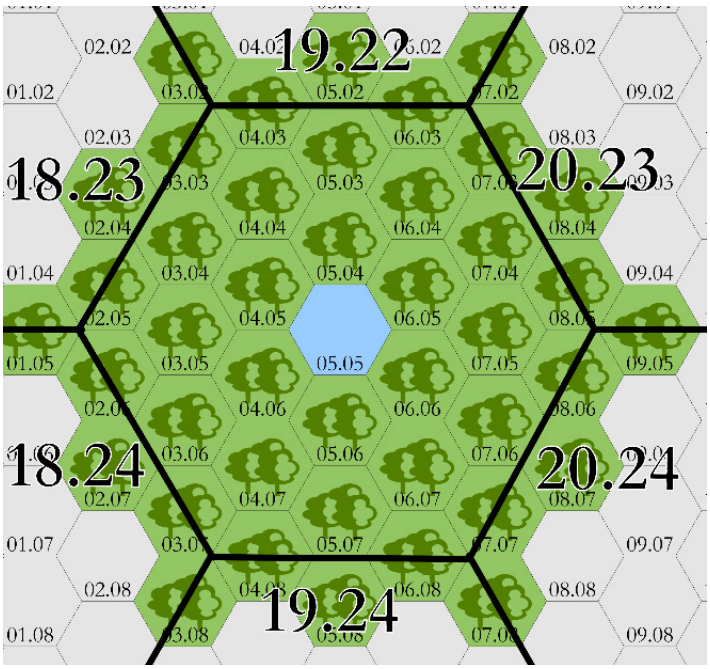
17. The Dead Tree. This tree was once a dryad, the eldest of the three sisters that dwelled in Hezli. Her two sisters, maddened by the encroaching influence of the Darkwoods, charmed a mortal to attack their sister, and burn her tree.

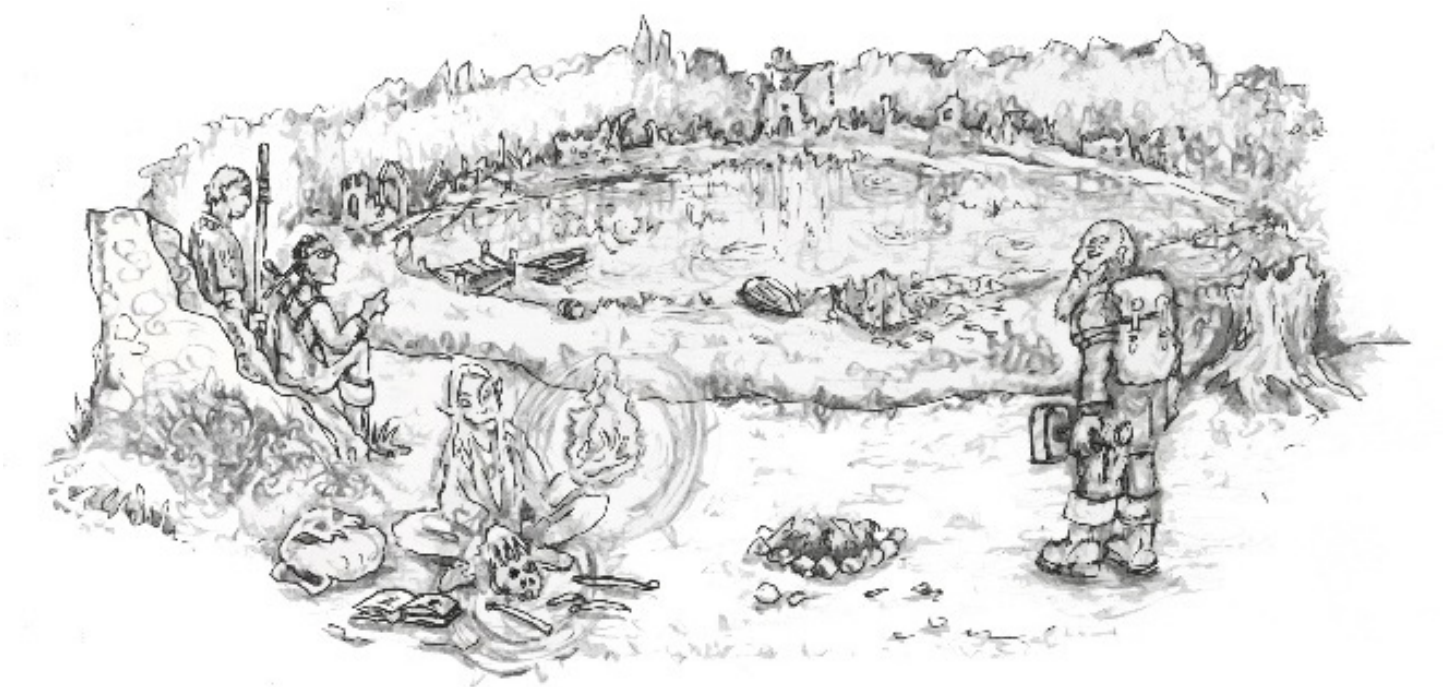
It remains to this day, a charred trunk and limbs that never flower nor decay. A pound of wood ash can be gathered from the tree and used as a special component in magical item creation. It has a value of 100 gp per ounce if used for general creation, or 500 gp per ounce if used to create the ink used to scribe a *phylactery* (see *Advanced Fantasy: Treasures*). However, any phylactery scribed in such a manner has an increased 5% chance of failure (see magic item creation rules in Hex 18.23), a 3% increase in the auto-failure rate. Note that if the result is 83–100 the creation is a *phylactery of betrayal*, as is only fitting.

Encounters Within Hezli

1. Roll on standard encounter table for Hex 19.22
2. Chicken, zombie
3. Remnants (1d6)
4. Axebeaks (1d8)
5. Axebeaks (1d8)
6.

Hex 19.23





Resources: Vegetable, industrial (timber, 3)

An otherwise normal – for the Darkwoods, at least – hex, except for the shallow lake located roughly at the center of the hex. It is about two hundred yards in diameter and no more than 3–4 feet deep at the center. The lake is also highly toxic.

The tower of the Master of Shadows lies to the southeast, and their patrols often sweep through this hex, paying close attention to the shores of the lake and searching the corpses of anyone foolish enough to drink from its waters.

Lairs

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

Features

1. **05.05.** Toxic Lake. A small lake occupies the center of the hex; nothing living dwells within. Any living thing drinking from the lake must save versus poison or die in 1d6 hours with intense abdominal pains.

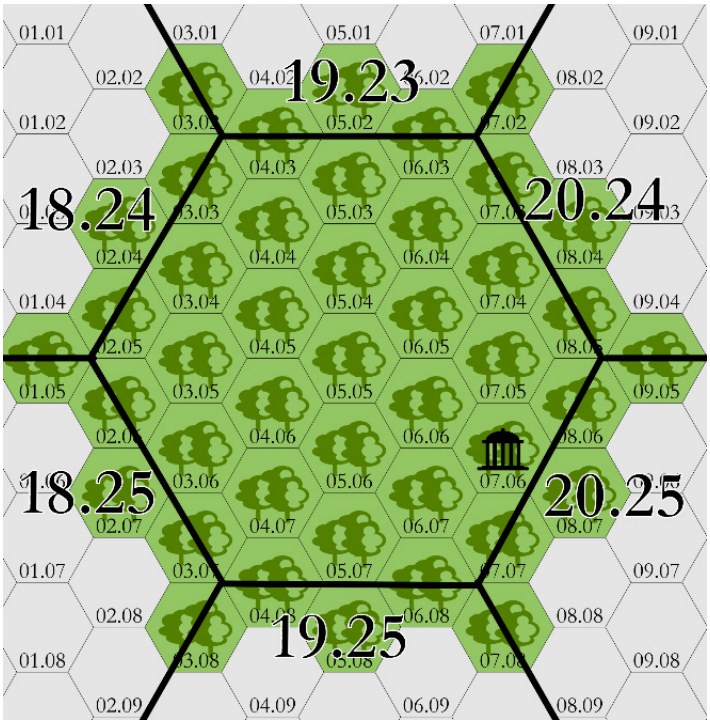
   Small, skeletal fish swim through the otherwise empty waters. They are not large enough to be a threat, but are pretty creepy. The shores are littered with the skeletons of those who drank the lake's waters. Searching the perimeter (which takes 6 adventurer-hours) yields the equivalent of Treasure Type U.

2.
3.
4.
5.
6.

Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Gnolls (1d6+1) from Hex 18.23
6.

Hex 19.24



Resources: Vegetable, agricultural (mushrooms, 5).

This hex is largely devoid of interesting features, save for a large quantity of edible puffballs – tasteless yet filling – that are often harvested by the residents of Sin. An altar to a demon is located in the southeastern portion of the hex; at rare times throughout the year its worshipers gather here to chant and make sacrifices.

Lairs

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

Features

1. **07.06.** Bloodstained Altar. A roughly flat boulder is found in this hex, fitted with four rusty iron eyehooks driven into the stone. The surface of the stone is stained dark brown with years of blood, the surface scored and chipped where sacrificial knifes have been driven time after time.

   The stone is an altar to Haugal, a demon from the Shadowlands. Its few worshipers (a cult to Haugal exists in Sin) travel here on the third and seventh full moon of each year to spend the night chanting and sacrificing as many sapient captives as they can. Victims are chained to the stone and gutted, left to bleed out while the cultists chant praise to Haugal, and then their bodies are left for wolves and worse to devour.

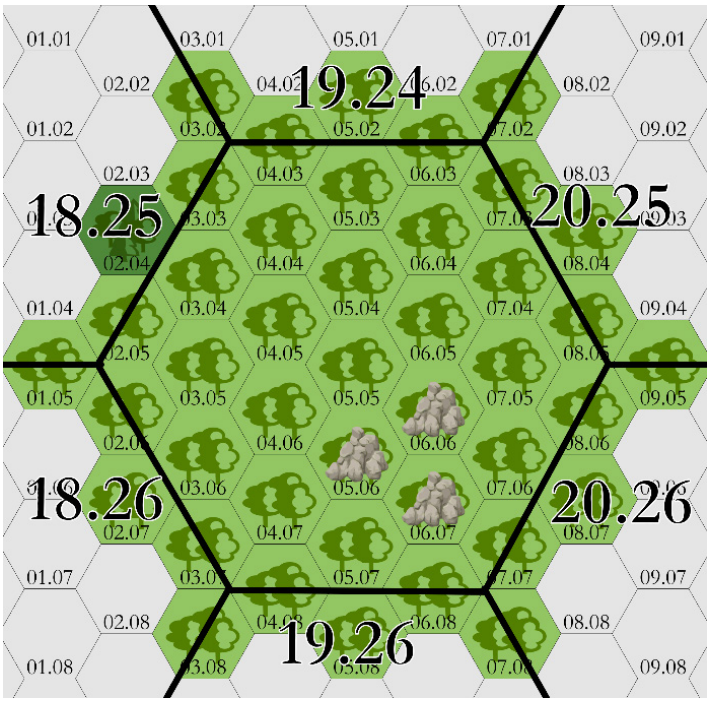
   Ironically, when these dread ceremonies are not occurring this is one of the safer places to rest in the Darkwoods, as most of the creatures in the region – both intelligent and not – avoid this subhex.

2.
3.
4.
5.
6.

Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5.
6.

Hex 19.25



Resources: Mineral, quarried (granite, 1); Vegetable, industrial (timber, 1)

This hex boasts large deposits of granite, as yet untouched or quarried by any civilization. These resources are not apparent to normal exploration, requiring the services of a surveyor to discover (see *Into the Wild*).

Lairs

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

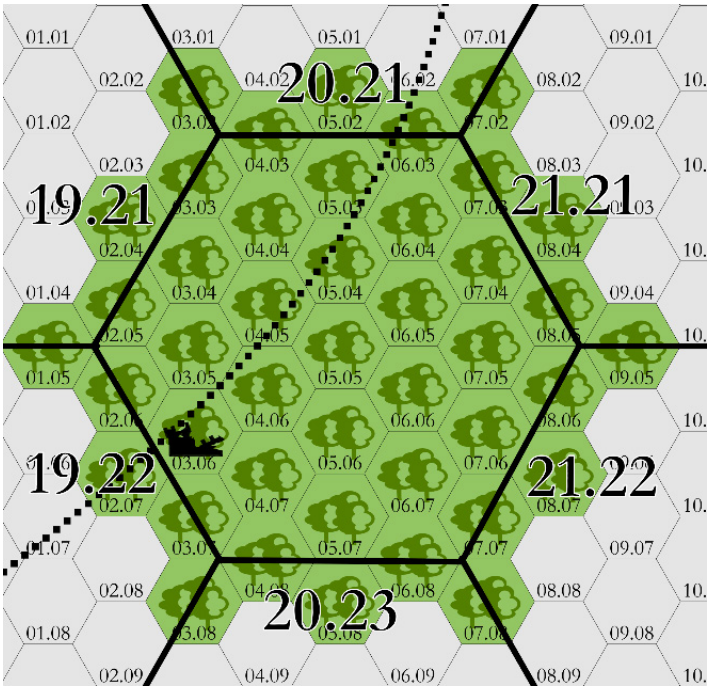
Features

1. **05.06.** A large deposit of granite, suitable for structural applications, can be found in this hex. It has a Resources Step of 2 and a base value of 609 gp.
2. **06.06.** A large deposit of granite, suitable for structural applications, can be found in this hex. It has a Resources Step of 5 and a base value of 511 gp.
3. **06.07.** A large deposit of granite, suitable for structural applications, can be found in this hex. It has a Resources Step of 5 and a base value of 531 gp.
4.
5.
6.

Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Tharath, dreaming spider (see Hex 18.26)
6.

Hex 20.22



Resources: Vegetable, industrial (timber, 3); Vegetable, industrial (timber, 3)

The road to Hezli passes through this timber-rich hex. Just before the road exits the hex, the ruins of an old watchtower stand, overlooking the road.

As the Darkwoods has expanded north and swallowed Hezli, it has also moved into this hex.

Lairs

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

Features

1. **03.06.** The folk of Hezli built a watchtower here to mark the limits of their control. From this tower mounted patrols would ride out daily along the road, keeping it clear of all danger and escorting merchant caravans when needed.

   Now, nothing remains of the watchtower except for a stone foundation and rocks scattered about in a wide radius. Should the remains be searched, a process

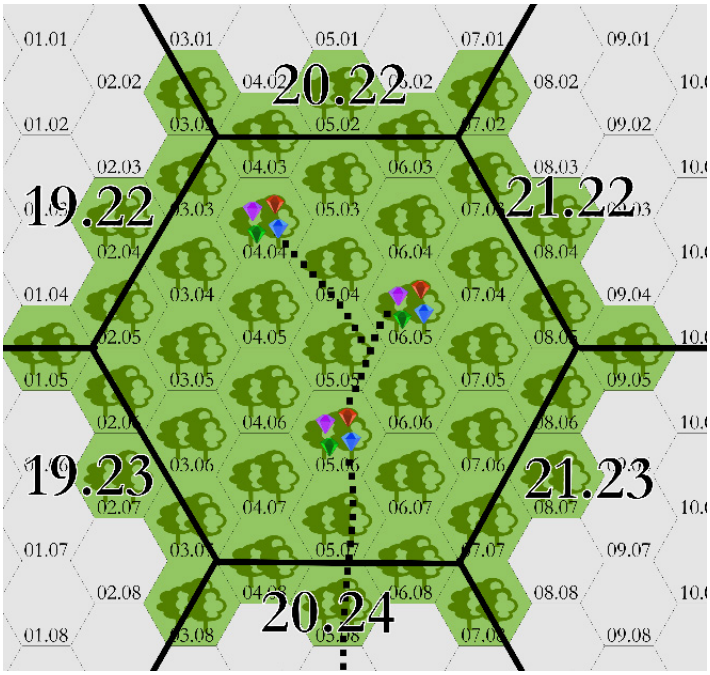
that takes an adventurer-hour, the party will find the equivalent of Treasure Type V.

2.
3.
4.
5.
6.

Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Shadows (1d4)
6. Shadowguard patrol (one squad plus sergeant)
7.
8.

Hex 20.23



Resources: Vegetable, industrial (ironbark, 4)

Rich in natural resources, this hex is also one of the most dangerous places within the Darkwoods, due to its proximity to the Tower of Shadows to the south, and the valuable *shadowstone* mines within the hex ensure that it is constantly patrolled. It also boasts a few groves of the valuable ironbark trees.

Because of the mines, a network of trails leads through the woods, connecting them to the Tower of Shadows in Hex 20.24.

The reality-warping connection to the Shadowlands has, over the centuries it has existed, caused the accretion of the particular gemstone known as *shadowstone*, three deposits of which can be found in this hex.

Shadowstones occur within 10–15 feet of the surface, and are mined not via tunnels but by scraping off the layer of earth and carefully sifting through the soil. In its natural form, a shadowstone is a small, irregularly shaped rock of greyish coloration, the only thing setting it apart from a normal pebble being an eerie translucence.

Shadowstones are valuable both as ornamental stones when cut and polished – it is then that they take on a breathtaking luster, like a black and white mother-of-pearl – but also as an alchemical and magical component. Smaller stones can be crushed into a powder and used as an alchemical component, while larger stones can be enchanted.

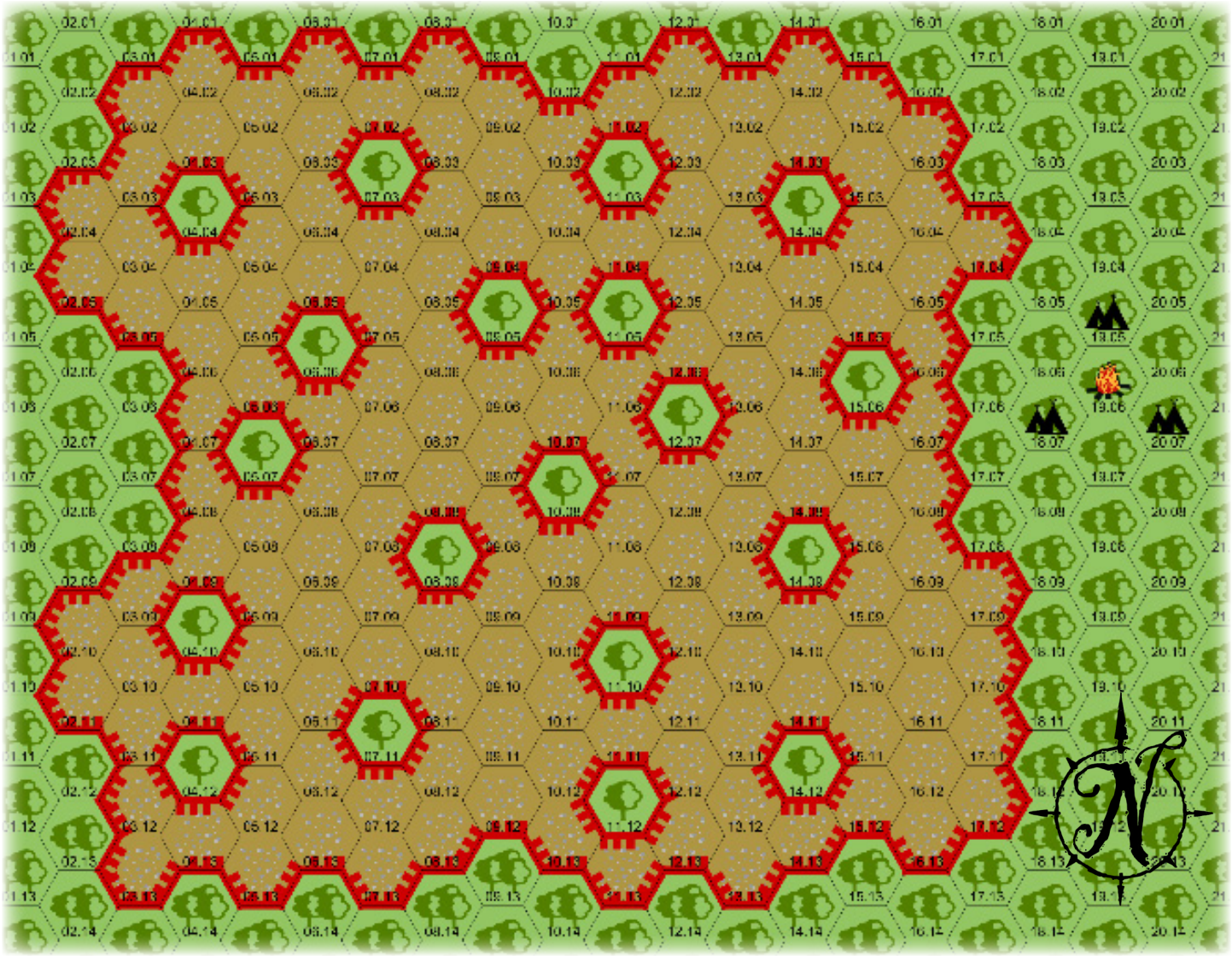
These gems have a strong connection to the Shadowlands, and as such cannot stand exposure to bright light. Ordinary shadowstones – whether rough or cut – will be destroyed after a day's exposure to sunlight or magical light (such as a *light* spell), crumbling to worthless dust. Stones that are enchanted are more resilient, but their enchantments will be suppressed while exposed to bright lights.

Shadowstones are worth 50+1d20 gp each, although every 1 in 20 stones found is a larger, flawless stone suitable for enchantment. These stones have a value of 500 gp each.

As mentioned above, this hex sees a relatively large amount of activity for the Darkwoods. Argcertaa employs laborers from Sin (see Hex 22.25) to mine for the shadowstone, and the Master of Shadows's minions patrol the hex constantly, to keep an eye out for intruders but also to ensure the miners do not steal from Argcertaa. Refer to Hex 20.24 for more information on patrol compositions.

Lairs

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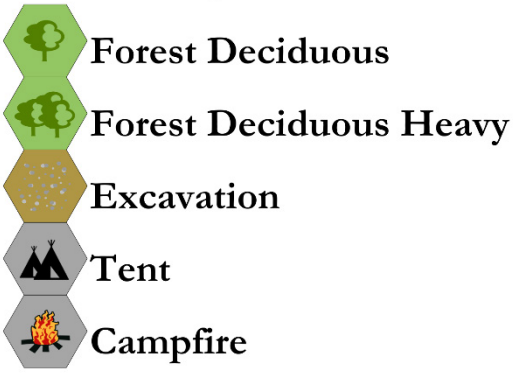
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Features

1. **04.04, 05.06, 06.05.** These three mines all share common features. Because of the need to mine shadowstone in, well, shadowy conditions, the surrounding trees have not been pruned. The accompanying map will serve as a sample mine and can be used interchangeably for all three excavation sites. These three mines are roughly identical and are described below.
2.
3.
4.
5.
6.

Map Key

1 Hex = 5 yards



Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Shadows (1d4)
6. Shadowguard patrol (one squad plus sergeant)
7. Miners (1d8), (1-3) accompanied by Shadowguard patrol, (4-5) alone, or (6) with 1d4 shadows
8.
9.
10.

Shadowstone Mines

When first encountered, each mine will be worked by 1d6–1 human miners, digging through the earth and sifting for shadowstones. There will be 1d4+1 shadows, servants of Argcertaa, on guard duty, watching both the miners and for any intruders. These shadows will be spread out around the perimeter of the camp, flitting from tree to tree.

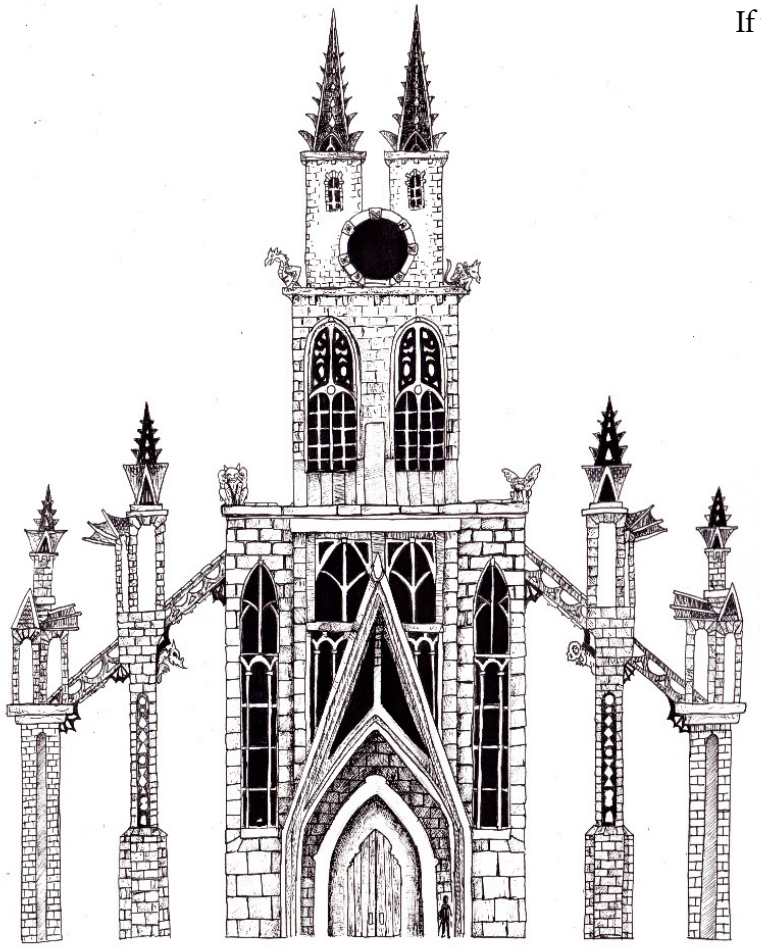
All three mines have been excavated to a depth of around 5' at the time they are first encountered.

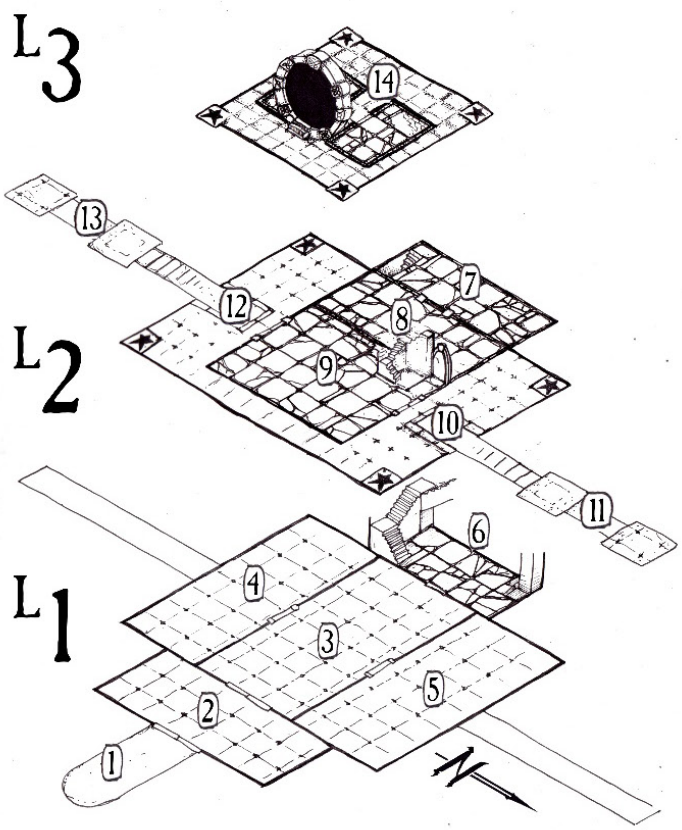
Shadow. ***AC*** *7 [12],* ***HD*** *2+2* (11 hp),* ***Att*** *1 x touch (1d4 + strength drain),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *1d8 (1d12),* ***TT*** *F*

- Shadows surprise on a roll of 1-5 in 6.
- Shadows drain 1 point of Strength per hit. Lost Strength returns in 8 turns. A victim reduced to 0 STR becomes a shadow twenty-four hours after death.
- Can only be harmed by magical attacks.
- Unaffected by *sleep* and *charm* spells.

Since the shadows are incorporeal, the actual transport of shadowstones is carried out by Argcertaa's living minions. Roughly every week a group of Shadowguards (see Hex 20.24) makes the rounds of the three camps, collecting mined stones.

When a mine is first encountered roll 1d8–1. The result is the number of days since a Shadowguard patrol last came. If the result is a 0 they will arrive that day. In this case, roll





The Tower of Shadows

1d10–2. If the result is a 0 or lower the Shadowguards will be at the mine when the PCs discover it.

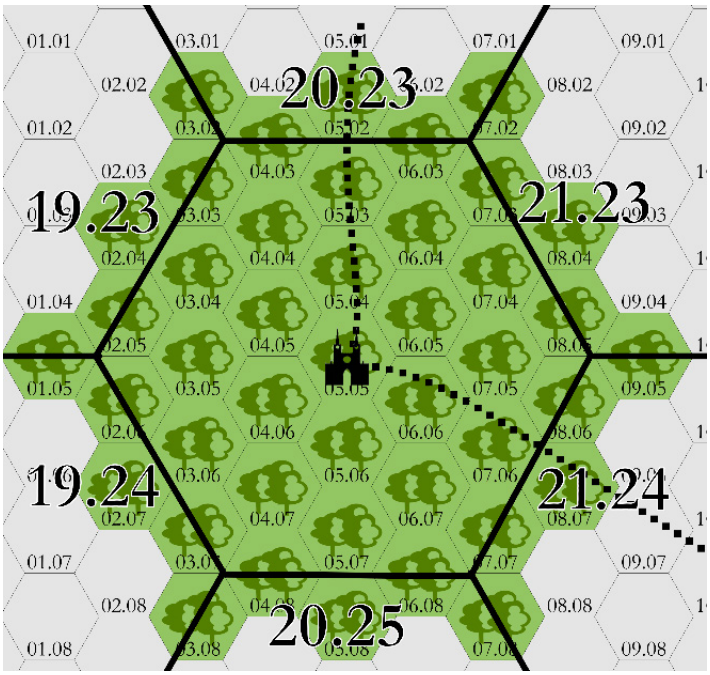
For every day that passes since the Shadowguards' last visit the miners will have accumulated 1d4–1 shadowstones.

Example. The PCs encounter a mine for the first time and the Referee rolls 1d8–1, getting a 5 as the result. It has been 5 days since the last Shadowguard patrol. Since then, the miners have uncovered 5d4–5 shadowstones.

The miners work during the day and sleep at night, while the shadows are always active. When the mines are encountered the shadows will immediately attack, but the Referee should roll for the miners' reactions. If the result is 5 or lower they will attack, using mining equipment as weapons. If 6-9 they will mill about uncertainly, and if 10 or higher they will flee.

Miner (normal human). ***AC*** *9 [10],* ***HD*** *1/2 (2 hp),* ***Att*** *1 x shovel or pick (1d4),* ***THAC0*** *20 [-1],* ***MV*** *120' (40'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *6,* ***AL*** *Neutral,* ***XP*** *5,* ***NA*** *1d4 (1d20),* ***TT*** *U*

Hex 20.24



Resources: Animal, livestock (feral pigs, 3); Mineral, mined (shadowstone, 2)

Perhaps the hex within the Darkwoods that contains the greatest dangers for the adventurers, for at the center of the hex is the Tower of Shadows, occupied by Argcertaa, the current Master of Shadows.

The Tower of Shadows has stood at the center of this hex for Cycles, for at least as long as the Darkwoods itself has existed. And Argcertaa, the current Master of Shadows, is one of a long line of individuals to lay claim to that title.

This entire hex has been claimed by Argcertaa, and he has a small army of minions at his beck and call to enforce that claim.

Lairs

1.
2.
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Features

1. **05.05.** The Tower of Shadows.
2.
3.
4.
5.
6.

Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Shadows (1d4)
6. Shadows (1d10)
7. Shadowguard patrol (one squad plus sergeant)
8. Mobats (1d6), from Hex 20.25
9.
10.

The Tower of Shadows

Argcertaa, the current Master of Shadows, is the primary occupant of the tower. He is served by the following:

- The Shadowguard. See Area 7 in the town of Sin (Hex 22.25) for their composition.

- Mobats. Eight total, see Hex 20.25.
- Werewolves. Ten total, see Hex 22.22.
- Shadows. Thirty-four total. Those within the tower will be noted; the rest will be spread out throughout the surrounding hexes (specifically noted in some locations).
- Assorted servants and thralls that carry a Shadow Eye.
- Shadow gargoyles. Eight total, See Area 1.

Argcertaa on his own, with all the power of the Tower of Shadows at his command, is a fearsome foe, and one that should be played intelligently. The Referee should keep the following in mind when running this section of the hexcrawl:

- Argcertaa has a network of spies that extends within the Scarlet Principality, Hob, and the settlements nearer the tower (Highglade, Sin, etc.).
- Although Sin is somewhat of a neutral community – Argcertaa doesn't really care what happens there as long as it doesn't directly impact him or his work – the Master of Shadows will not hesitate to eliminate it as a threat.
- He possesses both a formidable intellect and puissant magical abilities. Challenging him in his tower, without at least drastically reducing the number of his supporters, is a foolhardy proposition.
- He will not fight to the death, but will instead rely on his *shadowstep* ability to flee a fight going against him.
- Argcertaa will use the considerable resources at his disposal to ensure that any encounter with him is on his terms.
- Argcertaa is, for the most part, unconcerned about what others are doing, and will not automatically seek to attack those entering his domain. The Master of Shadows is thirsty for knowledge and information, and prioritizes that over wanton violence.

To generalize, by the time the adventurers make it this far, Argcertaa should have plenty of information on them, and be aware of their general party composition, their abilities, and their intentions within the Darkwoods. Should they have something he desires – or be able to get something for him (perhaps something that his standard servants cannot) – he will not hesitate to negotiate.

One of Argcertaa's greatest desires – known by several of the people in Sin (see Hex 22.25) – is to recover an artifact and symbol of the tower: the *shadowstaff*. Created during the Tenth Cycle by Gasane Thanal, one of the most powerful individuals to ever control the tower, and lost during the Nadir of the Eleventh Cycle, Argcertaa has agents spread out through this region of the world searching for it. Unknown to him, the *shadowstaff* is currently located in the lower levels of the ley engine known as the Candle (in Hex 18.35, and to be detailed in an upcoming supplement).

1. Entrance. The Tower of Shadows is a formidable building of stone and smoked glass, built with an almost impossible grace for something so massive. The spires soar nearly one hundred and fifty feet into the air.

Eight gargoyles, animated by the energy of the Shadowlands and under the control of the Master of the Tower, look down from the four corners of the building. They will not act against visitors unless directed by Argcertaa.

Gargoyle, shadow (8). ***AC*** *5 [14],* ***HD*** *4 (18 hp),* ***Att*** *2 x claw (1d3), 1 x bite (1d6), 1 x horn (1d4),* ***THAC0*** *16 [+3],* ***MV*** *90' (30') / 150' (50') flying,* ***SV*** *D8 W9 P10 B10 S12 (F8),* ***ML*** *11,* ***AL*** *Chaotic,* ***XP*** *75,* ***NA*** *1d6 (2d4),* ***TT*** *C*

- Can only be harmed by magical attacks.
- Unaffected by *sleep* or *charm* spells.
- Once per round, can phase slightly out of existence, gaining a +2 bonus to their AC against a single attack that requires a to-hit roll.

The interior of the tower is fashioned of the same grey stone as the exterior, with stone walls, floors, and elaborately carved, arched ceilings. The surfaces within the tower seem to drink light, reducing illumination from all sources by 10'. The shadows within the tower move strangely and seem to have a life of their own (which, in fact, they sometimes do).

Two members of the Shadowguard are always on duty outside the front entrance to the tower, although the gargoyles will not obey them. In fact, the gargoyles like to torment the mortals standing guard, dropping bits of stone and mortar or, even worse, shadow-shit, down upon the unfortunate guards. The Shadowguards much prefer standing watch inside the tower, where, while it is gloomy and dark and creepy, they at least don't have to worry about falling debris.

The following describes the tower and those that, on an average day, will be found within.

First Floor. The first floor is used for those rare occasions when the Master of Shadows receives human – or

perhaps just living – visitors, the higher levels reserved for Argcertaa himself and his shadow servants. It is rarely used, and the Shadowguard are usually the only humans to be found on this level. There is, however, a 1 in 10 chance that an ambassador or supplicant will be in residence (see Area 5).

Each room on the first floor, with the exception of the Shadowguard barracks, has a 1 in 12 chance of containing 1d2 shadows lurking in, well, the shadows.

All of the 1st-level fighters should be treated as veteran heavy foot soldiers equipped with short bows as well as their usual gear (sword, chainmail, shield). Each normal Shadowguard is Chaotic in alignment, has 1d10–1 gp in personal treasure, and has a morale of 9 when accompanied by an officer.

***Shadow. AC** 7 [12], **HD** 2+2* (11 hp), **Att** 1 x touch (1d4 + strength drain), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 1d8 (1d12), **TT** F*

- Shadows surprise on a roll of 1-5 in 6.
- Shadows drain 1 point of Strength per hit. Lost Strength returns in 8 turns. A victim reduced to 0 STR becomes a shadow twenty-four hours after death.
- Can only be harmed by magical attacks.
- Unaffected by *sleep* and *charm* spells.

2. Antechamber. Two members of the Shadowguard are posted here at all times. All of the 1st-level fighters should be treated as veteran heavy foot soldiers equipped with short bows as well as their usual gear (sword, chainmail, shield). Each normal Shadowguard is Chaotic in alignment, has 1d10–1 gp in personal treasure, and has a morale of 9 when accompanied by an officer.

***Shadowguard (F1). AC** 4 [15], **HD** 1 (5 hp), **Att** 1 x blade (1d8) or 1 x short bow (1d6), **THAC0** 19 [0], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F1), **ML** 9, **AL** Chaotic, **XP** 10, **NA** unique, **TT** See below*

Tapestries flank the opening leading to the entrance hall. Once magnificent works of art, crafted from the finest wool, these two wall-hangings are threadbare and moth-eaten.

3. Entrance Hall. Perhaps this was once a grand entrance hall, with a soaring ceiling supported by carved stone buttresses, illuminated by light shining through glass windows. Now, however, it is grim and dark, barely illuminated by the dim light from outside. Stairs at the far end lead upstairs to the 2nd level, and closed doors on either side of the hall lead to Areas 4 and 5.

4. Shadowguard Barracks. When not standing guard or routinely patrolling the grounds, the rest of the Shadowguard squad remain in this room.

The Shadowguard have done what they can to make the place habitable, bringing in furniture, food, and furnishings from Sin. There will, on the rare occasion, be a handful of flowers arranged in a mug to provide a splash of color in an otherwise monochromatic room.

Any Shadowguard not standing guard will be in here, playing cards, resting, or otherwise doing their best to stave off insanity. The doors to the barracks are thick oak, and there's only a 1 in 6 chance per round of combat happening outside that those inside the room will hear.

5. Guest Quarters. This chamber is sparsely furnished with several beds, a table, benches, in a minimum attempt to provide visitors a place to stay. As mentioned above there's a 1 in 10 chance that these quarters will be occupied. If they are, roll below to determine the nature of the visitor.

1. Captain Stelett
2. Lady Phelo Bebac + 4 guards
3. Reiken, spy for Argcertaa from Sin (refer to Hex 22.25)
4. Ambassador from (1) *strigi* village (Hex 17.24), (2) gnoll village (Hex 18.23), (3) goblin village (Hex 17.22), or (4) Cthedrak's Doom (Hex 16.23)
5. Malkavan (see Hex 17.26)
6. Referee's choice

6. A broad set of stairs leads upwards at the back of the first level, making several switchbacks as it ascends. There are always 1d4 shadows lurking along the staircase, and they are under strict orders from Argcertaa not to let anyone up unless specifically sent for.

***Shadow. AC** 7 [12], **HD** 2+2* (11 hp), **Att** 1 x touch (1d4 + strength drain), **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (F2), **ML** 12, **AL** Chaotic, **XP** 35, **NA** 1d8 (1d12), **TT** F*

- Shadows surprise on a roll of 1-5 in 6.
- Shadows drain 1 point of Strength per hit. Lost Strength returns in 8 turns. A victim reduced to 0 STR becomes a shadow twenty-four hours after death.

- Can only be harmed by magical attacks.
- Unaffected by *sleep* and *charm* spells.

Second Floor. The second floor is the domain of Argcertaa, and none other than the Master of Shadows and his shadow servants are allowed onto this level, except in extremely rare instances. This level is approximately ninety feet off the ground, and the interior space occupies a smaller footprint than the first floor. The four gargoyle guards are perched here, and Argcertaa's mobat servants (see Hex 20.25) use the deck to land.

7. Landing. Another 1d4 shadows are always present here; if they hear a disturbance below, or even footfalls on the stairs, they position themselves to attack anyone who reaches the landing. At this point the stairs are narrow enough that only one human-sized creature at a time can reach the landing, so they are vulnerable to surprise by the shadows.

One of the previous masters of the tower, two Cycles previous, was a devotee of fine rugs and tapestries, and they remain to this day, rotting away on the floor and walls, the subject matter impossible to discern due to advanced decay.

A tapestry on the north wall contains a magical thread of spun platinum. When woven into a tapestry or hanging depicting a location or person the work can be used as a *crystal ball with clairaudience* once per day. The thread can be woven into multiple works, which takes as long as it would normally take to produce such a thing (in other words, the thread is already an enchanted item, and the only expense needed is the labor and materials one would expect to weave a tapestry). The more realistic the image the better the "reception".

A closed door in the eastern wall leads further into the complex.

Shadow. ***AC*** *7 [12],* ***HD*** *2+2* (11 hp),* ***Att*** *1 x touch (1d4 + strength drain),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *1d8 (1d12),* ***TT*** *F*

- Shadows surprise on a roll of 1-5 in 6.
- Shadows drain 1 point of Strength per hit. Lost Strength returns in 8 turns. A victim reduced to 0 STR becomes a shadow twenty-four hours after death.
- Can only be harmed by magical attacks.
- Unaffected by *sleep* and *charm* spells.

8. Sleeping Quarters. Once, under previous masters, this room functioned as a bedchamber, with a moldering bed shoved against one wall, a thick, rotten carpet, and a haphazardly leaning wardrobe against the other wall.

The current Master of Shadows has no need for sleep, and this room sits unused and empty.

9. Laboratory. Argcertaa spends the majority of his time in this room, conducting magical experiments. It is filled with tables, books, and strange-looking magical apparatus. A stone staircase leads upwards, and doors are set into the north and south walls.

The laboratory is worth 25,000 gp and has an additional library worth 9,500 gp. A partial list of what is contained within the laboratory is below; the Referee is encouraged to add such items, books, and other paraphernalia as they desire. Given the age of the tower, combined with Argcertaa's age and wizardly abilities, virtually anything can be contained within.

Because of the connection to the Shadowlands, as well as the magical shadow siphon in Area 14, the laboratory is especially conducive to certain types of magical research. If using the schools of magic presented in *Populated Hexes Monthly* #1 this affects all magical research of the Shadow school (referred to as Necromancy in most other systems). Using the lab to research or create spells or items of that school imparts the following benefits:

- Range of failure reduced from 86–100 to 90–100.
- Reduce costs to create such items by 10%. Note that this can also reduce the time required to do the work.

Argcertaa is most often found in this chamber, although it is rare – perhaps impossible – that he will be caught unawares.

As a magic-user with considerable resources and several hundred years of experience, the Referee can assume that Argcertaa's library contains all of the spells of the Universal Gramary (see *PHM* #1); all of the magic-user spells contained within the **OSE** *Basic* rules. Enterprising referees can use this as an opportunity to introduce new spells (*PHM* #3 contains a number of new spells of the Shadow School).

Argcertaa (M12). ***AC*** *4 [15],* ***HD*** *12*** (99 hp),* ***Att*** *2 x touch (1d10 + strength drain), or 1 x spell* ***THAC0*** *17 [+2],* ***MV*** *120' (40'),* ***SV*** *D8 W9 P8 B11 S8 (M12),* ***ML*** *10,* ***AL*** *Chaotic,* ***XP*** *3,500,* ***NA*** *unique,* ***TT*** *A (lot)*

- Argcertaa's touch drains 1d4 point of Strength per hit. Lost Strength returns in 8 turns. A victim reduced to 0 STR, or slain by hp damage from

Argcertaa's touch, becomes a shadow in the round after they die.

- *Legendary Resistance*. Three times per day Argcertaa can automatically chose to succeed on a saving throw.
- Argcertaa casts spells as a 12th-level magic-user.
- Argcertaa can only be harmed by magic.
- While within shadowed space or complete darkness Argcertaa regenerates 3 hp per round.
- Argcertaa is immune to charm and hold person spells, and cannot be poisoned or affected by disease.
- Twice per round Argcertaa can take one of the following actions, at any point during the round, regardless of what other actions he has taken: *revitalize*, *shadow phase*, *shadow steal*, *shadow step*, touch attack. These abilities (other than touch attack, which is simply a normal touch attack) are described below:

Special Abilities

Revitalize. Argcertaa automatically heals 5 hp. Within the tower, while the siphon is active, he instead regains 10 hp. His hp total cannot exceed 99.

Shadow phase. The shadowstuff infusing the shade's body allows him to become temporarily incorporeal, bettering his AC by 5 against a single attack that requires an attack roll. He can also use this ability to avoid damage from *magic missiles*, and the use functions against all the missiles fired at the target within that round.

Shadow steal. Argcertaa can briefly take control of the shadow of any creature within 60', causing it to make an attack against that creature as if it were a shadow (the monster, not the actual, you know, shadow). The creature must have a shadow in order for this ability to work, so a creature in complete darkness could not be targeted by this ability.

Shadow step. As long as Argcertaa is in shadow he may automatically teleport to any other place within 120' that is also in shadow.

Argcertaa typically memorizes the following spells. As noted above, he should have access to all of the basic spells of levels 1–6, so the Referee can select spells as needed based on the situation.

1st level (4 per day): *charm person*, *darkness*, *detect magic*, *magic missile*.

2nd level (4 per day): *detect invisible*, *ESP*, i*nvisibility*, *web*.

3rd level (3 per day): *dispel magic*, *hold person*, *lightning bolt*.

4th level (3 per day): *confusion*, *polymorph others*, *wall of ice.*

5th level (3 per day): *animate dead*, *cloudkill*, *teleport.*

6th level (2 per day): *death spell*, *disintegrate.*

Exposure to strong light will negate some of Argcertaa's abilities as follows. Note that within the tower even magical light is dimmed, and it would require a source created by an artifact or ritual magic. Outside of the tower Argcertaa can be exposed to bright enough light (such as that created by *continual light*, or actual sunlight) but is smart enough to avoid it most times and can use his arsenal of spells to create areas of shade or darkness.

Treasure

The laboratory also contains Argcertaa's treasure. The coinage means little to him, except as something that mortals value, so it is rather haphazardly stored in three chests fashioned from oiled iron, each locked with a *wizard lock* spell cast at 12th level. The three chests contain:

- 5,200 sp
- 12,450 gp
- 4,391 pp
- 23 assorted gems worth 10 gp (4x), 25 gp (6x), 50 gp (6x), 100 gp (3x), 500 gp (3x) and 750 gp (1x)

He also has considerable magical treasure, although items he cannot use are lent to his trusted lieutenants and servants. A fourth chest contains:

- 9 shadowstones (see Hex 20.23) suitable for enchantment, each worth 500 gp.
- 650 gp worth of powdered shadowstone.
- Assorted magical trinkets. The Referee may place these items as desired, but none should have more than a +1 enchantment or equivalent.

Equipping Argcertaa with magical items should be left up to the Referee so as to not unbalance their own game. It is recommended that he have:

- Two rings.
- An implement (wand or rod).
- Three or four miscellaneous items.

Two sample load-outs are given below:
Option 1. *Ring of controlling humans*, *ring of protection +2*, *crystal ball*, *elemental summoning device (earth)*, *wand of cold*.

Option 2. *Ring of spell storing*, *ring of fire resistance*, *medallion of ESP (90')*, *ioun stone*, *figurine of wondrous power*, *wand of illusion*.

As with spells, Argcertaa is an excellent way to add unique magical items into the game.

10 and 11. Northern Buttress. The deck leads to a narrow, sloping stair that connects the main portion of the tower to the two external buttresses on the north side. These two buttresses are connected via arcane means to the portal in Area 14. Cycles previous, another Master of the Tower had created these buttresses as a means to focus shadow-energy. The understanding of this technology has been lost to time, but it still functions to some degree. Any shadow-creature that remains within one of the two open towers will be healed of damage at a rate of 1 hp per 4 hours. This includes shadows, the shadow gargoyle guardians, and even Argcertaa himself.

12 and 13. Southern Buttress. The buttresses on this side are identical to those on the north wall, but at some point in the past Cycle the arcane mechanism that powers them was damaged, and they no longer heal shadow creatures. Instead, any shadow creature that stands within must save versus death or be instantly disintegrated.

14. Shadow Siphon. On the very top level of the tower is a spinning disc composed of pure shadow, the thing that provides magical energy to the tower and, indeed, bears the greatest responsibility for the creation of the Darkwoods. If the taint of the Darkwoods is to be removed this siphon must be destroyed.

The siphon is not a portal – creatures cannot pass through it – it instead channels shadow energy into the mortal world, through complex magical pathways within the tower that provide shadow energy to the laboratory and buttresses.

Destroying the portal will prove to be a challenge, but is the most important step to removing the stain of the Darkwoods from the world (see **The Darkwoods** in the Introduction).

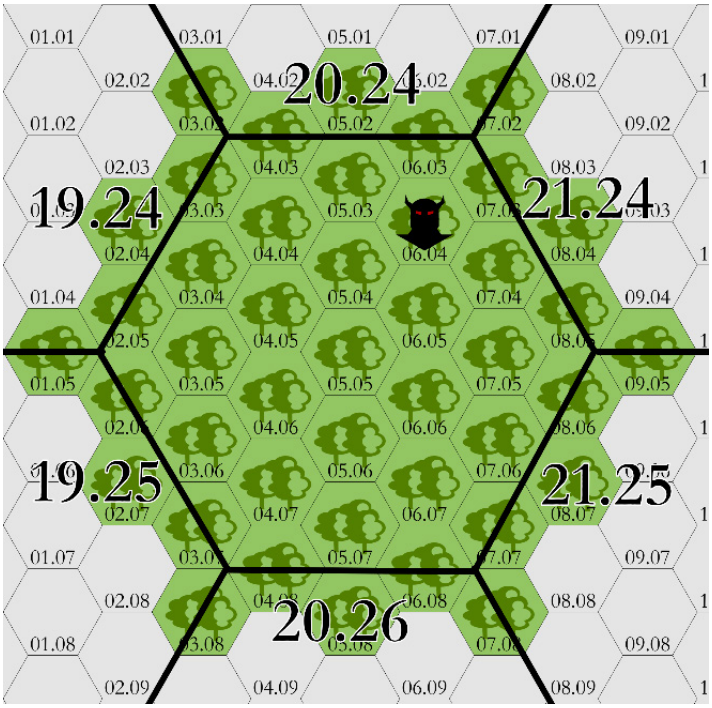
Destroying the shadow siphon requires more than just beating at it with blunt instruments. It is suggested that it be destroyed via one of the following methods:

- Traveling to the Shadowlands and closing it from that side. This should require a dangerous journey through the Shadowlands to find the source of the siphon, which may be guarded by a fearsome spirit of Shadow. Perhaps the siphon is a fearsome Shadow-creature itself.
- Researching and casting a ritual spell (see *Basilisk Hills Compiled* for rules on ritual spellcasting). The siphon has some self-awareness, and will seek to disrupt the ceremony by summoning shadows to defend it.
- Use an artifact or rare item to destroy it: a specific weapon, distilled and concentrated sunlight, or something similar.

When the siphon is destroyed the following will occur:

- If Argcertaa is still alive he must make an immediate save versus death. If he succeeds he loses 10 hp permanently. If he fails he loses 25 hp, one use of Legendary Resistance per day, and his ability to *shadowsteal*, *shadowstep* and *shadowphase*. All losses are permanent, and he cannot use a Legendary Resistance to automatically succeed on this save.
- All the shadows and shadow gargoyles within Hex 20.24 must make a save versus death or be destroyed immediately.
- The functions of the tower cease operating (Areas 10–13, and 9). Additionally, the tower's tendency to dim magical light ends.

Hex 20.25



Resources: Vegetable, industrial (timber, 2)

This hex, immediately south of the Tower of Shadows, features a natural cave that serves as a stables for Argcertaa's trained mobat patrol.

Lairs

1. **06.04.** Mobat Lair. Argcertaa keeps a group of trained mobats in this subhex, in a stable made of moss-covered stone. For the most part the mobats are left alone; they patrol the skies of the Darkwoods at night, above the tree canopy, and when they see something of interest alight on the Tower and whisper secrets in their Master's ear.

Mobats (8). ***AC*** *1 [18] in flight / 9 [10] on ground,* ***HD*** *5* (8, 19, 19, 24, 25, 28, 30, 35 hp),* ***Att*** *1 x bite (2d4),* ***THAC0*** *15 [+4],* ***MV*** *30' (10') / 150' (50') flying,* ***SV*** *D10 W11 P12 B12 S14 (F5),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *300,* ***NA*** *1d8 (1d8),* ***TT*** *C*

- Silent Flight. When flying, mobats surprise on a roll of 1-3 in 6.
- Shriek. Instead of biting, mobats can emit a subsonic shriek. All non-mobats within 20' must save versus paralysis. Those that fail are stunned for 1d4 rounds afterwards, suffering a –2 penalty to AC, attack, and initiative rolls.

The largest mobat wears a Shadow Eye (see Appendix) on a golden chain around its neck. Argcertaa allows the mobats to keep most of the treasure from their victims, and they have crudely decorated their lair with shiny coins. A total of 6,400 cp, 3,200 sp, and 1,200 gp can be found, spread out over the floor and covered in a large amount of guano.

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Features

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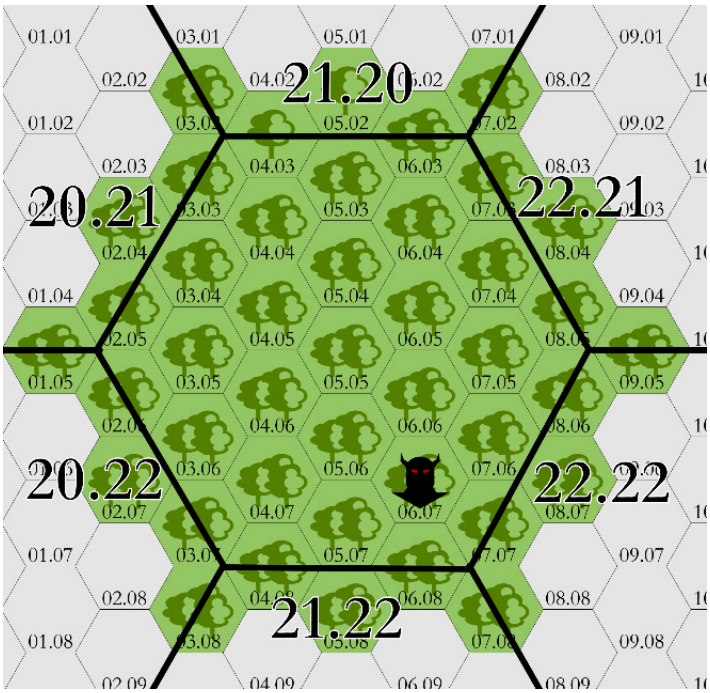
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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Mobats (1d8)
6. Shadows (1d6)
7. Shadowguard patrol (one squad plus sergeant)
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Hex 21.21



Resources: Vegetable, agricultural (wild ginseng, 1); Vegetable, industrial (ironbark, 3)

The Darkwoods has encroached northward into this hex over the past Cycle, corrupting what it consumes, including a hive of giant bees. A small amount of wild ginseng and several groves of ironbark trees can also be found in this hex.

Lairs

1. **06.07.** Corrupted Honey. This subhex is occupied by an enormous beehive, constructed between three enormous white pine trees. The hive resembles melted wax, the creation of a drunk or demented intelligence.

   A low thrum can be heard throughout the entire subhex, the beating of many bee wings in unison.

There are a total of 25 killer bees, plus the queen. Ten bees remain in the hive at all times – five of which have 1 HD each – emerging only with the queen.

When encountered there's a 1-4 in 6 chance that 1d12 bees will be out collecting pollen, returning in 1d6 turns. The bees are extremely aggressive and attack all creatures that come within 30' of the hive. 1d4 rounds after the normal bees attack the queen and her guards will emerge to join in.

Killer Bees, normal (20). ***AC*** *7 [12],* ***HD*** *1/2 (2 hp),* ***Att*** *1 x sting (1d3 + poison + lodged stinger),* ***THAC0*** *19 [0],* ***MV*** *150' (50') flying,* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *6,* ***NA*** *1d6 (5d6),* ***TT*** *Honey*

Killer Bees, guards (5). ***AC*** *7 [12],* ***HD*** *1 (5 hp),* ***Att*** *1 x sting (1d3 + poison + lodged stinger),* ***THAC0*** *19 [0],* ***MV*** *150' (50') flying,* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *13,* ***NA*** *1d6 (5d6),* ***TT*** *Honey*

- Both normal and guard bees die when they sting.
- Stung targets must save v. poison or die in 1d6 rounds.
- The stinger lodges in the victim, inflicting 1 hp each subsequent round. It takes one round to remove a stinger.

Killer Bees, queen (1). ***AC*** *6 [13],* ***HD*** *2 (12 hp),* ***Att*** *1 x sting (1d4 + poison),* ***THAC0*** *19 [0],* ***MV*** *150' (50') flying,* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *6,* ***NA*** *1d6 (5d6),* ***TT*** *Honey*

- Queen does not die when she stings.

The hive contains 2d4 pints of honey. However, the honey is cursed, tainted by the malevolent energy of the Darkwoods. Anyone consuming it must save v. poison. On a failed save they die in 1d4 minutes; on a successful save the character is healed for 1d4 hp and has a 1-2 in 6 chance of gaining 1 hp, permanently.

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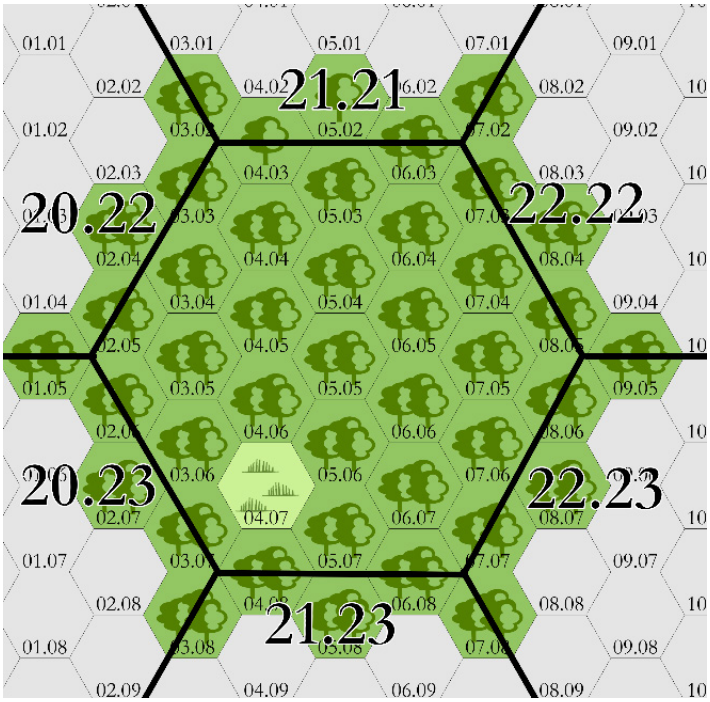
Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Killer bees, normal (1d20)
6. Werewolves (1d6) from Hex 22.22
7. Wolves (1d10) from Hex 22.23
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Hex 21.22



Resources: Animals, game (squirrels, 2); Mineral, mined (moon rubies, 2)

This peaceful looking hex is, in reality, one of the most dangerous in the entire Darkwoods, home to the Sorrowglade, a creature existing both in this world and the Dreamlands at the same time.

This connection to the Dreamlands has resulted in small deposits of moon rubies (see *Populated Hexes Monthly* #10) accumulating in the soil, but only in trace amounts.

Even Argcertaa himself thinks twice before entering the hex, and has never actually interacted with the Sorrowglade.

Lairs

1. **04.07.** A large meadow exists in this hex, some four hundred yards across. The meadow is filled with gently waving grass, starred with the tiny explosions of color from a variety of wildflowers. Travelers who behold the meadow will note the strong, clear, inviting sunlight bathing the scene, free of the oppressive shade of the surrounding Darkwoods.

   This is but a façade that hides a horrifying truth. The entire meadow is a creature, an ancient, powerful, and most importantly, hungry creature that exists primarily in the Dreamlands. The meadow is simply what it looks like when the bulk of its being intersects with the mortal world, and is also its primary feeding mechanism.

   No bones will be found if the apparently fertile ground of the meadow is investigated, no scraps of metal, or the glint of treasure forgotten, will catch the sun and alert an observer that all is not well; the Sorrowglade's victims are sucked into the ground, pulled by the grass-like cilia that wave in the air. These victims emerge in the Dreamlands, where, if they still live, they are hunted and eaten by the creature. If the passage through the membrane separating the worlds results in their death they are the fortunate ones. A description of the Sorrowglade is found below.
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Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5.
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The Sorrowglade

Those entering the Sorrowglade and spending more than one turn within its boundary must succeed on a save versus poison. Those that fail the save are overcome with drowsiness and lay down to sleep, overcome by the peacefulness of the setting and the sound of droning insects. This effect is caused by microscopic poisonous pollen released by the waving grass-like cilia.

Once at least one target has stopped moving, the grasses of the glade, which are actually large, multi-cellular cilia, envelop sleepers and draw them down through a thin layer of dirt and leaf mold, through the dimensional membrane separating the worlds, and deposit them in the Dreamlands. Such victims find themselves falling from the ceiling of a dimly lit cavern, impacting on the ground below, a fall of about twenty feet, taking 2d6 points of damage from the fall.

When feeding, the glade targets those both awake and asleep. Those who are sleeping are automatically drawn into the ground in 1d4+1 rounds. Those who are awake must roll their Strength or lower on 4d6 for each round they remain within the meadow. Those failing are ensnared by the cilia and have their movement reduced to 0. In the following round they begin to be swallowed by the meadow. Ensnared and awake victims may attempt to escape once per round in lieu of their attack, in which case they can try to roll their Strength or lower on 3d6. They may also attempt to help another who is being so trapped, with similar chances.

The Sorrowglade is a massive creature that cannot be slain by normal means. If for some reason one were to begin to attack the ground, or the grass-like cilia, it attacks those within range (those standing within the meadow) as described above. In the mortal world it is immobile, and possesses no special abilities or attacks other than those mentioned above. However, its sheer size in this world renders it nearly invulnerable to attacks. Despite the grass-like appearance, the cilia are surprisingly resistant to fire, automatically taking half damage from fire-based attacks, and will not continue to burn.

There are several means to combat the Sorrowglade, and only one way to destroy it:

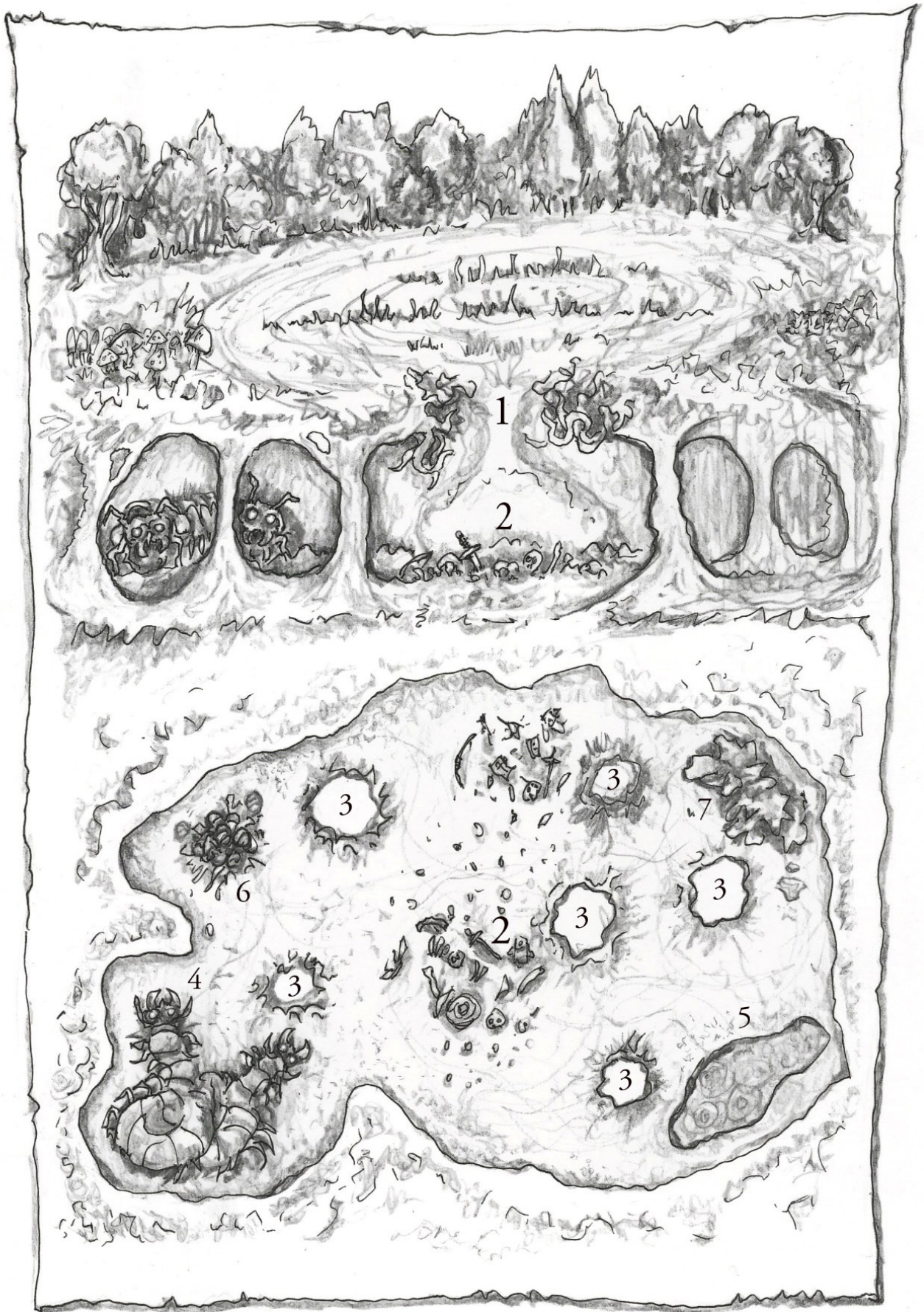
- The cilia can be burned. Every 100 square yards of cilia can take 6 points of damage. Assume that a single flask of oil, burning for two rounds, is enough to destroy a single 100 square yards. The Sorrowglade consists of over 1,000,000 square yards.
- *Dispel evil* will calm one 100 square yard area per caster level for one turn, forcing it to become quiescent.
- The sleep aura only extends about fifteen feet above the ground, so creatures in the air higher than that are unaffected.
- Creatures that are immune to poison or do not breathe are unaffected.
- Certain spells – such as the druidic *protection from plants and animals* – may prove effective, but while it may protect adventurers from being devoured it will likely not protect them from the pollen. Other spells, such as *control weather*, could conceivably be used to temporarily disperse the pollen.
- The bulk of the Sorrowglade actually dwells within the Dreamlands, and the only way to destroy it permanently is to travel there and do battle with it.

As victims are drawn into the ground, into the Dreamlands, their bodies appear in mid-air in the dream-world, falling like strange fruit into the cavern containing the Sorrowglade.

In the Dreamlands the Sorrowglade is a 20–foot long millipede-like creature with a head on either end, scuttling through its caves with a motion disturbingly similar to grass waving. The cavern in which it dwells has no visible exit, and the walls and ceiling are lit by a faint, bioluminescent glow that provides faint illumination.

The lair of the Sorrowglade is described below. It should be made very clear to the Referee that if the adventurers do manage to enter the Sorrowglade's lair, some, if not all of them, will likely die. They may only rely on the following:

- Make a reaction roll when the adventurers first enter the lair. If the result is 9 or higher the demon has recently fed, is bored, or for some inscrutable reason decides not to attack right away, but will


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instead watch the adventurers as they explore the interior of the cave.

- Even if the Sorrowglade attacks it will not do so immediately. They can potentially have a minute or two to act before it attacks.
- There's a 1-3 in 6 chance that it will pause to eat a victim immediately upon killing it, a messy process that takes 1d10 rounds.

Sorrowglade (1). AC** –1 [20], **HD** 15 (95 hp), **Att** 2 x bite (3d6), **THAC0** 9 [+10], **MV** 120' (40'), **SV** D4 W5 P6 B5 S8 (F14), **ML** 11, **AL** Chaotic, **XP** 4,200, **NA** unique, **TT** unique*

The Sorrowglade possesses the following abilities/qualities:

- It is immune to *charm*, *sleep*, paralysis, and any spells affecting humans or humanoids. It is considered a plant-monster for purposes of spells.
- Three times per day Sorrowglade can automatically succeed on a saving throw.
- It can walk on the walls and ceiling at the same rate as on the floor.
- Once per round Sorrowglade can chose to slam its bulk into the ground rather than attacking a target. All within 15' of the creature must make a save versus paralysis or be knocked to the ground, suffering 1d4–1 points of damage and needing to spend half their movement to stand back up.
- Sorrowglade is ancient and has almost total control of the surrounding Dreamlands. Once per round, in addition its normal attacks, it can target one individual within 90' of it and they must save versus spells or suffer one of the following effects:
  - Immobility. The ground beneath the target becomes a quagmire, reducing the target's movement to 0 for 1d6 rounds.
  - Blindness. The target's eyelids fuse shut, blinding it for 1d3 rounds.
  - Confusion. The target suffers the effects of the *confusion* spell for 1d4 rounds.
  - Soul-steal. The Sorrowglade draws the living essence from the target, inflicting 1d8 points of damage. The Sorrowglade is healed for the same amount.
- The Sorrowglade regenerates 4 hp per round and takes half damage from all non-magical attacks.

1. The Meadow. Described above.

2. The Fall. The victims are drawn into this, the main portion of the caves that compose the Sorrowglade's lair, and dropped onto the many mounds of treasures that litter the floor.

Much of the treasure is trash – the bones of previous victims, broken or rusted weapons and armor – but there is treasure to be found. Each turn spent looking reveals a treasure equivalent to Type E, and it will take twelve turns to fully search the caves. Unfortunately for the adventurers, for each victim that enters the Sorrowglade through the ceiling there is a 1-2 in 6 chance that the dread inhabitant hears the disturbance and arrives in 1d10 rounds.

Some of the more valuable items scattered about the cave are listed below. The Referee may allow a brave adventurer to cast their gaze about to see if they notice anything of interest, in which case they have a 1-2 in 6 chance of success per full round they spend looking (in lieu of any other actions).

1-5. *Ring of controlling animals*
6-20. *Axe +1*
21-25. *Staff of commanding* (with 15 charges)
26-40. *Sword +1/+2 vs. lycanthropes*
41-45. *Potion of ESP*
46-60. *Shield +2*
61-65. *Scroll of protection from magic*
66-80. *Axe +2*
81-95. *Sword +1*
96-100. *Crystal ball*

At the Referee's discretion these items above may not be part of the larger hoard and may only be found if looking about quickly.

3. Rock Columns. These rock columns go from floor to ceiling and afford some cover for adventurers.

4. The Sorrowglade prefers to nest in this area when not stalking and devouring victims. See its stat block, above.

5. Pool. A pool of oily, viscous liquid is found at this location. The pool is the only way out of the cave, requiring but a brief 20-foot swim down and then back up through a tunnel before the adventurers emerge blinking into the outside world of the Dreamlands. The Sorrowglade cannot enter the pool.

6. Discarded Skin. The Sorrowglade molts once every few centuries, and its most recent skin can be found at this location, discarded. If one were to somehow defeat the demon, the discarded skin could be used to fashion potent magical items. The discarded skin has an overall value of 15,000 gp and can be used as a principal (see Hex 17.23).

7. Tower of Bones. An abstract jumble of bones has

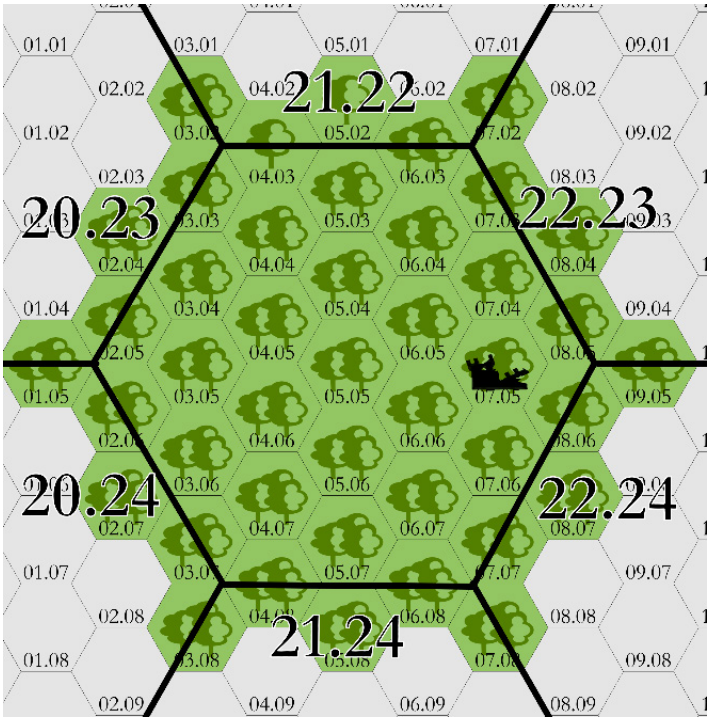
been partially assembled in this corner, glued together by secretions the Sorrowglade slowly produces. It is a work in progress, terrifying in an alien way, and difficult to transport. Should the adventurers be able to remove it from the cave it would be worth 10,000 gp at least to a collector of the bizarre.

It may take some time and effort to determine what the Sorrowglade is, as well as how to destroy it. To the average adventurer who survives its deadly pollen, it seems as though their companions that succumb are drawn into the earth by grasping weeds; the transition from the Mortal World to the Dreamlands is quick, occurring as soon as a victim disappears under the earth. Digging into the soil does not find anything – as if the victim has simply disappeared (which they have) – and it also does not lead into the Dreamlands.

The adventurers' first course of action will likely to be to burn the glade, but they will soon find the grasses are surprisingly resistant to flame. See the rules above for trying to burn the Sorrowglade. Burnt patches of grass regrow in 1d6 days, and even if the entire glade is burned it will regrow over a period of 1d4 weeks.

The Sorrowglade's cave is north of Area 10 of the Dreamlands map found in PHM #9.

Hex 21.23



Resources: Animal, game (squirrel, 2); Vegetable, industrial (ironbark, 1)

This hex is largely wooded, with small populations of squirrel and a few ironbark trees scattered about. It is patrolled by Argcertaa's Shadowguard on a semi-regular basis, who pay close attention to the ruined tower in the east of the hex.

Lairs

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Features

1. **07.05.** Ruined Tower. Several Cycles previous, when Hob was a larger and more powerful domain, the Duke at the time had a tower erected here to monitor the Tower of Shadows and serve as a ward against the evil lurking within. As has happened so often in the past, the Argcertaa's Tower outlasted all, while the garrison has fallen victim to the passing years.

   The watchtower now lies in ruins, with naught but a stone foundation remaining. It is inhabited by a strange undead creature, a skitterbones.

   The skitterbones† is a shapeless amalgamation of bone and sinew. It is almost ooze-like in appearance and movement, seeming to flow over and around surfaces with a constant rippling of bloody tendons and shattered bone.

   Skitterbones attack with ragged whips of sinew tipped with sharp bone fragments, called bonewhips.

Skitterbones (1). ***AC*** *5 [14],* ***HD*** *3+4** (23 hp),* ***Att*** *2 x bonewhip (1d6),* ***THAC0*** *16 [+3],* ***MV*** *150' (50'),* ***SV*** *D11 W12 P13 B14 S15 (F4),* ***ML*** *12,* ***AL*** *Chaotic,* ***XP*** *100,* ***NA*** *1 (1),* ***TT*** *Nil*

- If both bonewhips hit the same target in a round, the combined attack does an additional 2d4 points of damage.
- The skitterbones's movement is erratic; all engaged in melee against it must save versus paralysis each round or be knocked prone.
- Turned as 6-HD undead.
- Takes double damage from silver weapons, no damage from normal piercing weapons.
- If it slays a target, the skitterbones envelops the corpse with its body, stripping the flesh from its victim in mere minutes, and adding the remains to its own bulk. The skitterbones heals 1d8 hp from

each human-sized corpse so devoured; if already at full health it gains +1 hp (add to HD, advancing from 3+4 to 3+5, etc.). Once the skitterbones has a +8 bonus to HD it advances to the next HD (e.g., becoming a 4+4 HD creature instead of 3+8). There is no theoretical limit to the size of a skitterbones.

†Taken from *A Hamsterish Hoard of Monsters*, by Erin "taichara" Bisson.

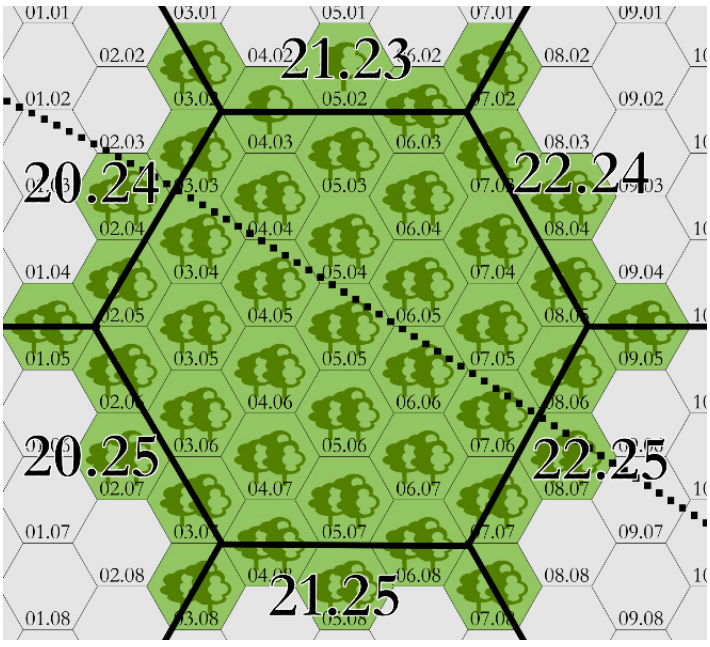
The skitterbones has no treasure.

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Werewolves (1d6) from Hex 22.22
6. Wolves (1d10) from Hex 22.23
7. Shadowguard patrol (one squad plus sergeant)
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Hex 21.24



Resources: Animal, game (squirrels, 4)

Other than a large population of the fierce grey squirrels the Darkwoods are known for, this hex is largely unremarkable. The road from the Tower of Shadows to Sin cuts through this hex, but once off the road there is little activity and few areas of interest.

Lairs

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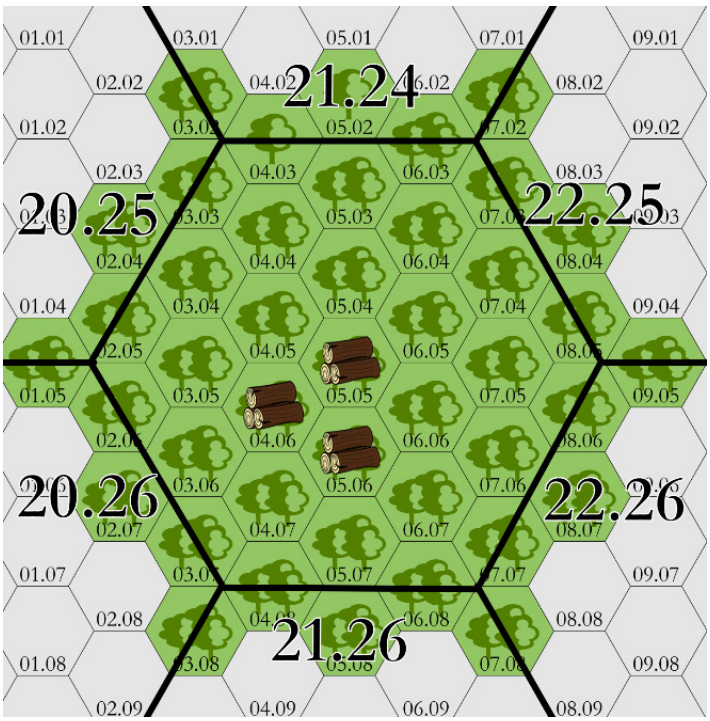
Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Shadowguard patrol (one squad plus sergeant)
6. Shadows (1d6)
7. Werewolves (1d6) from Hex 22.22
8. Wolves (1d10) from Hex 22.23
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Hex 21.25



Resources: Animal, game (squirrel, 3)

A hex rich in resources, the woods abound with the Darkwoods grey squirrels, as well as a number of stands of valuable ironbark trees.

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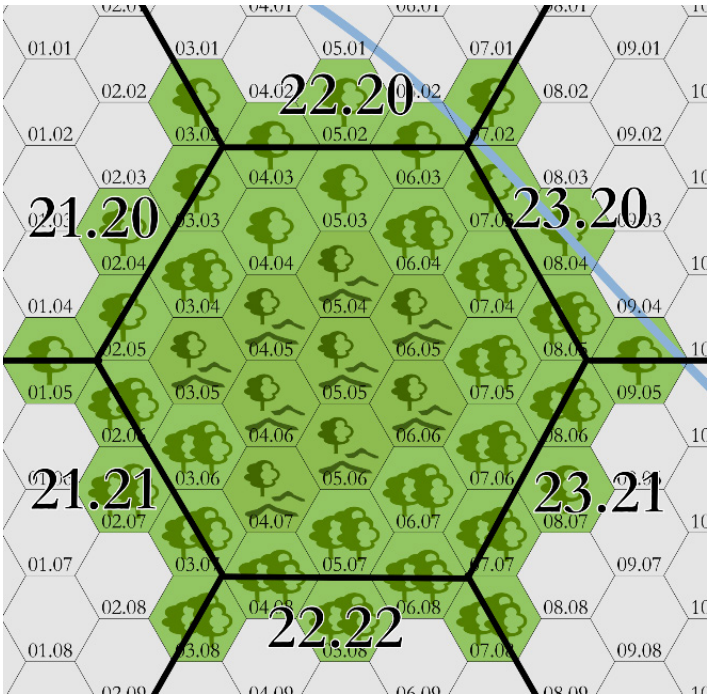
Features

1. **04.06.** Ironbark Grove. A large grove of ironbark trees is located in this subhex, with a Resource Step of 3 and a base value of 805 gp.
2. **05.05.** Ironbark Grove. A small grove of ironbark trees is located in this subhex, with a Resource Step of 1 and a base value of 696 gp.
3. **05.06.** Ironbark Grove. A large grove of ironbark trees is located in this subhex, with a Resource Step of 2 and a base value of 797 gp.
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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Shadowguard patrol (one squad plus sergeant)
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Hex 22.21



Resources: Mineral, mined (gold, 3)

The northernmost tip of the Darkwoods, the central portion of this hex is wooded hills, which contain a decent amount of gold.

Lairs

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Features

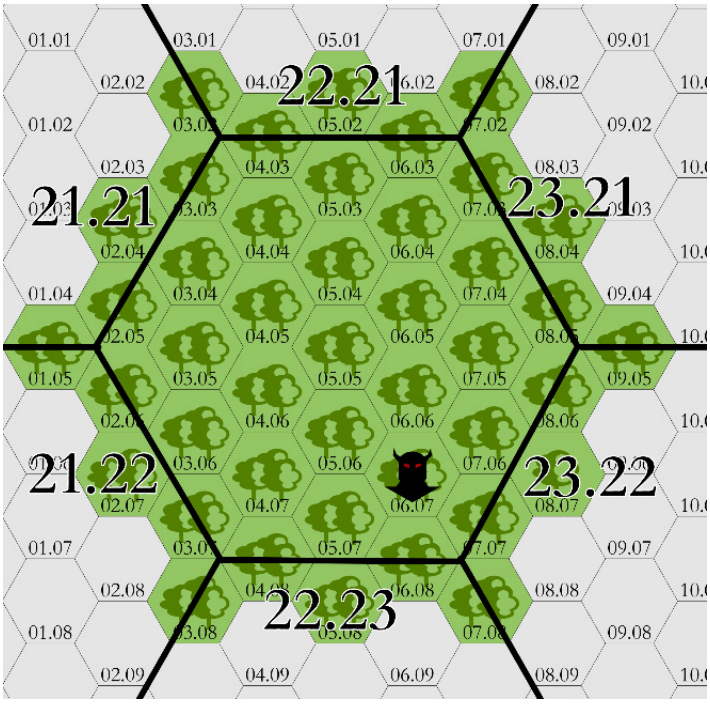
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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Werewolves (1d6) from Hex 22.22
6. Wolves (1d10) from Hex 22.23
7. Shadowguard patrol (one squad plus sergeant)
8.
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Hex 22.22



Resources: Vegetable, industrial (ironbark, 1)

This hex features a small number of ironbark trees, and, most importantly, is home to a pack of werewolves, minions of Argcertaa. The Master of Shadows uses the



werewolves for a variety of tasks, but chiefly they have been charged with infiltrating the Scarlet Principality, infecting citizens with lycanthropy, and expanding Argcertaa's influence east.

Lairs

1. **06.07. Werewolves.** A pack of ten werewolves live a rustic existence in this subhex, spending equal time as humans and wolves.
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Features

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Werewolves (1d6)
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Werewolves in the Woods

There are three small huts of wood and wattle in subhex 06.07, in which dwell ten werewolves. They all serve the Master of Shadows, and are the agents Argcertaa most often sends out into the world.

When first encountered, some of the werewolves will likely be elsewhere, out of the subhex. Refer to the table below to determine who is where.

The leader of the werewolves is named Rakhi; he has two lieutenants, Kasmo and Malifan, that help to keep the rest of the werewolves in check. Rakhi lives in the first hut by himself, Kasmo lives in the second with four werewolves, and Malifan in the third with three.

When encountered in this subhex there's a 1-4 in 6 chance they will be in wolf form. When in human form they are dressed in simple, loose clothing. If encountered in human form in this subhex they'll also be armed with simple weapons: short bows, daggers, etc., which they may use during the first round of combat before transforming.

If the Location Table result is "Hunting in Darkwoods" the werewolves will be in Hex (1-3) 22.21, (4) 22.23, (5) 21.23, or (6) 22.24 and will return to their lair in 1d8 hours. A result of "Shadow Keep" indicates Rakhi has been summoned to speak with the Master of Shadows and will return to the lair in 1d4 hours. A result of "Mission" indicates the werewolves are somewhere outside of the Darkwoods, and will return in 1d8 days. No more than two named werewolves will be sent out on missions at a time.

When encountered outside of the subhex, each named werewolf will be accompanied by 1d6–1 normal werewolves. When rolling on the Location Table start at the top, rolling to determine where each NPC is. If there are any normal werewolves left, roll to place them; otherwise they are with the named creatures.

***Werewolf, normal (7). AC** 5 [14], **HD** 4* (18 hp), **Att** 1 x bite (2d4), **THAC0** 16 [+3], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (F4), **ML** 8, **AL** Chaotic, **XP** 125, **NA** 1d6 (2d6), **TT** C*

- In animal form, only damaged by silver or magic weapons.
- Can summon 1d2 normal wolves from the surrounding area. The wolves arrive in 1d4 rounds.
- If hit with wolfsbane, must save versus poison or flee in terror for one turn.
- A target that loses more than half their hp to a werewolf's natural attacks contracts lycanthropy. Only humans become were-creatures; non-humans die. It takes 2d12 days for this to take effect.

The normal werewolves have no treasure.

***Werewolf lieutenants (Kasmo, Malifan). AC** 5 [14], **HD** 4+3* (24, 27 hp), **Att** 1 x bite (2d4+1), **THAC0** 15 [+4], **MV** 180' (60'), **SV** D10 W11 P12 B13 S14 (F4), **ML** 8, **AL** Chaotic, **XP** 200, **NA** special, **TT** C*

Kasmo is a larger, rosy-cheeked woman who looks friendly but actually has the heart of a murderer.

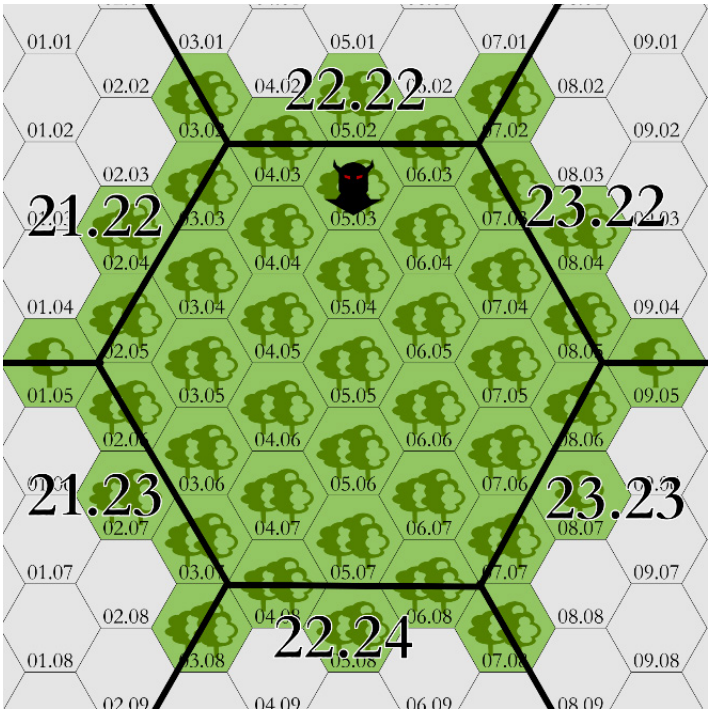
Malifan, her lover, is a shorter, grey-haired woman with a permanent frown. She is just as much a killer as Kasmo.

Werewolf captain (Rakhi). ***AC*** *5 [14],* ***HD*** *5* (28 hp),* ***Att*** *1 x bite (2d4+2),* ***THAC0*** *15 [+4],* ***MV*** *180' (60'),* ***SV*** *D10 W11 P12 B13 S14 (F5),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *300,* ***NA*** *special,* ***TT*** *C*

In human form Rakhi is a large, black-haired and dark-skinned man, his muscles starting to slacken towards fat. He has an occasional dalliance with Liniual, the dire wolf pack leader in Hex 22.23.

Rakhi wears a Shadow Eye as a necklace, which turns into a patch of silver-colored fur when he transforms. A total of 70 gp can be found in Rakhi's hut; money is largely meaningless to the werewolves, and this is left over from the treasure Argcertaa gives them when they venture out into the world.

Hex 22.23



Resources: Animal, game (squirrels, 4); Vegetable, agricultural (mushrooms, 2)

Lairs

1. **05.03. Dire Wolves.** A pack of 12 wolves lairs in a shallow cave in this hex. They serve Argcertaa, the Master of Shadows, and are wholly creatures of Chaos. The pack has a wide range, and can be found throughout the northern hexes of the Darkwoods, although they avoid Hex 21.22 and are most often found with the werewolves in Hex 22.22.

Dire Wolves (11). ***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*** *Chaotic,* ***XP*** *125,* ***NA*** *1d4 (2d4),* ***TT*** *None*

Dire Wolf, leader of the pack (1). ***AC*** *6 [13],* ***HD*** *5+1 (27 hp),* ***Att*** *1 x bite (2d6),* ***THAC0*** *14 [5],* ***MV*** *180' (60'),* ***SV*** *D11 W12 P13 B14 S15 (F3),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *225,* ***NA*** *unique,* ***TT*** *See below*

Liniual, the pack leader, is a large and aggressive female, who has managed to maintain control of the other wolves simply by being the strongest and most ruthless. She wears a glass marble around her neck on a leather thong, a Shadow Eye (see Appendix)

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Features

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Encounter Table

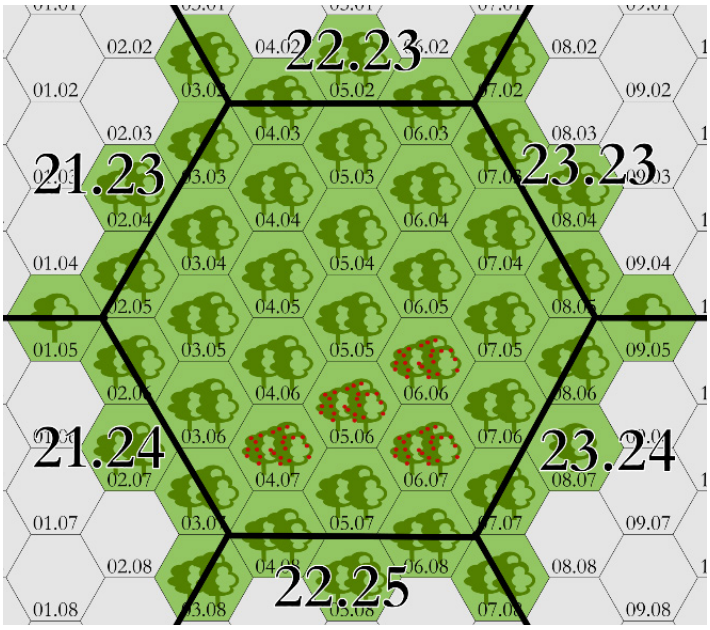
1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*

Werewolf Location Table

Creature	1	2	3	4	5	6
Rakshi	In lair		Hunting in Darkwoods		Shadow Keep	Mission
Kasmo	In lair		Hunting in Darkwoods			Mission
Malifan	In lair		Hunting in Darkwoods			Mission
Normal	In lair		Hunting in Darkwoods			

4. *Table 3*
5. **Dire wolves (1d12)**
6. Shadowguard patrol (one squad plus sergeant)
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8.

Hex 22.24



Resources: Vegetable, agricultural (blackberries, 5); Vegetable, industrial (timber, 3)

The hex just north of the village of Sin sees a lot of human traffic, residents logging trees for timber or firewood or picking the plentiful blackberries that grow throughout the hex. The berries are large and bitter, but taste better than anything else that grows in the cursed woods.

Lairs

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Features

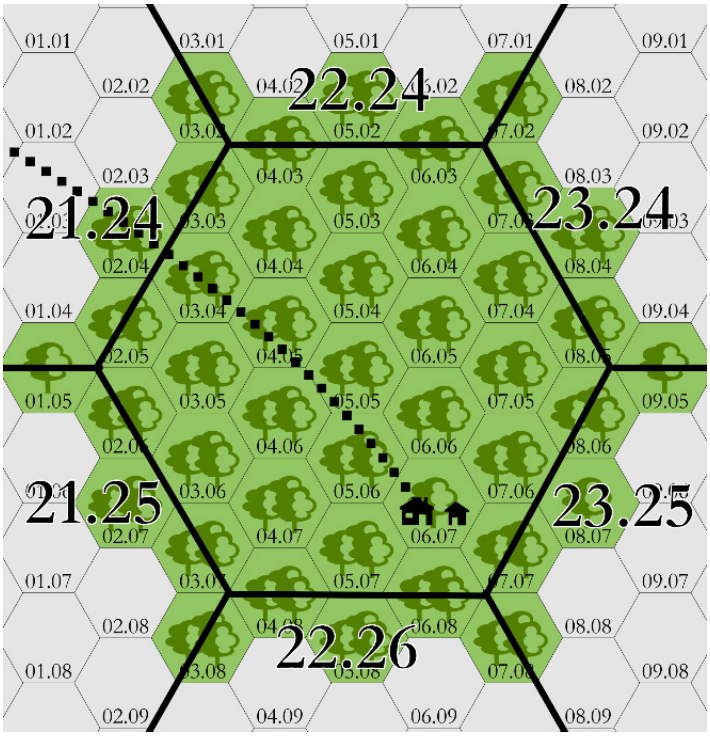
1. **04.07, 05.06, 06.06, 06.07.** These subhexes are thick with thorny blackberry bushes, reducing movement through them by 20%. In addition, there's a 1 in 6 chance per subhex of an encounter with residents of Sin (see Hex 22.25). This chance is in addition to any other random encounter checks being made.

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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Dire wolves (1d12) from Hex 22.23
6.

Hex 22.25



Resources: Mineral, mined (gold, 1)

This hex is known chiefly as containing the village of Sin, home to brigands and bandits, outcasts and outsiders. The hex itself is sparsely populated, with very few individuals dwelling outside of Sin itself; it is still the Darkwoods, after all, and the land is unwelcoming to humanity.

A dirt-packed road leads northwest out of Sin, to the Tower of Shadows in Hex 20.24, and no direct road leads from outside the Darkwoods to Sin; the residents

know the way out, and it is safer for the community not to have a direct trail from the outside.

Lairs

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Features

1. **06.07.** Sin is very much a community of transients, with a high turnover amongst the population. This is most commonly due to death, or residents deciding they simply cannot take the oppressive nature of the Darkwoods anymore.

   A detailed description of the community is found below.
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Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. **Shadowguard patrol (one squad plus sergeant)**
6.

The Village of Sin

Population: 110

Market Class: 3

Ruler: Lady Phelo Bebac

Trade Modifiers: Wood, common (–3); monsters (–2); metals, precious (–2), textiles (+1); weapons/tools (+3); wine/spirits (+3)

Sin is ruled by Lady Phelo Bebac (F7), and in theory is a free community. In reality, however, Argcertaa is the final authority in the village, and Bebac a figurehead – one with an enormous amount of power and influence, but a figurehead nonetheless.

The structures in the settlement are largely of wood, with some stonework, and for the most part are rather shoddily built; the community has existed here for several Cycles and has seen generations of neglect and abuse. While the village has a nominal ruler, residents don't pay taxes so much as bribes, and Bebac doesn't care what happens in Sin so long as it doesn't threaten her rule and, by extension, Argcertaa's grip upon the village.

- Folks of all types are welcomed in Sin, provided the following rules are observed:
- No overt moves are made against the rule of Argcertaa or Lady Bebac. Both have their own spies within the community and will know within hours when newcomers arrive.
- No questions. Folk don't come to Sin to be pestered with questions. Anyone coming into town and asking questions beyond "what's good to eat", or "I need to resupply", will be treated with immediate suspicion. Apply a –1 penalty to all reaction rolls until the adventurers prove themselves not a threat.
- Other than that, there are no rules besides the whims of Lady Bebac; weapons, armor, and spellcasting are all permitted. Newcomers who appear to be weak or unable to defend themselves are left to the mercy of the strong.
- Nothing is illegal in Sin. Drugs, poisons, and more can be purchased, and the worship of Chaotic gods is done in the open.

1. Adelrob Cy. A small wooden hut some distance out of town and off the main road is the home of Adelrob Cy, an old, cantankerous bachelor but also the individual in Sin who knows the Darkwoods best. He punctuates weeks drinking at the Owlbear's Head by serving as a guide for those wishing to venture deeper into the woods, although he will absolutely not do anything to act against Argcertaa.

***Adelrob Cy (R5). AC** 5 [14], **HD** 5 (27 hp), **Att** 1 x blade (1d8+1) or 1 x short bow (1d6), **THAC0** 16 [+3] blade or 17 [+2] shortbow, **MV** 90' (30'), **SV** D10 W11 P12 B13 S14 (R5), **ML** 8, **AL** Chaotic, **XP** 175, **NA** unique, **TT** See below*

- Only surprised on a roll of 1 in 6.
- Can successfully forage on a roll of 1-2 in 6 and finds prey while hunting with a roll of 1-5 in 6 (see **OSE** Core rules).

- Has a 1-3 in 6 chance of surprising foes in the wilderness.
- Can track with a base 60% chance of success.
- Adlerob has little treasure, drinking away his money as soon as he gets it. When he was a younger man he was in love with another, and still wears a silver locket containing a lock of the man's hair to remember him by. The locket is worth 25 gp.

When encountered, roll 1d6. On a roll of 1-3 Adelrob will be out of money and looking for work. If the roll is 4 or higher, that is the number of days he has left until he runs out of money. Cy's beloved now resides in the Statue Garden (see Hex 15.23), turned to stone.

2. Riacome the Restless. Another recluse who lives on the outskirts of the village, Riacome is (or was, see below) an older woman who made a living as a tinker. She would mend anything: pots, tools, clothes, armor; none of it well, or beautifully, but at least she was able to make most things functional.

In addition to tinkering, Riacome has built quite the collection of junk and useless items, so much so there is little room for her to sleep in her own hut. Locals occasionally seek her out when they need something the general store may not have, in the hopes that she has *something* they can use in its stead.

When the adventurers first enter the village, Riacome will have passed away the previous night, although it will be 1d6 days before anyone in the village is aware of this (the adventurers might be the first to learn of it if they seek her out).

As with all who die in the Darkwoods, there's an increased chance she is animated as an undead. In Riacome's case, she has a 1 in 6 chance each day she remains undiscovered that she will become a zombie. If she reanimates, there's a 1-3 in 6 chance she retains her intellect – and perhaps is unaware that she has died – and will simply continue on as she did before, albeit without the ability to speak (or the need to sleep or eat). Otherwise, treat her as a standard zombie that will attack once someone enters her hut.

***Zombie (1). AC** 8 [11], **HD** 2 (7 hp), **Att** 1 x smash (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*

Since the concept of ownership in Sin is limited to finders keepers for the most part, bold adventurers could claim the now-empty hut as their own, if desired. Otherwise, 1d4 random residents of Sin will try to sell it to them for increasingly large sums of money over the course of the week following the discovery of Riacome's death (assume it starts at 100 + 1d100 gp).

There's a 1-3 in 6 chance that the hut contains any adventuring item on the equipment table. If it does, there will be 1d4 of the given item.

3. Tarthas Sar. A *strigi* outcast from the village of the owl-folk in Hex 17.24, Tarthas Sar is a seer and the village's resident healer/herbalist. His hut is a quarter mile into the woods, surrounded by a small garden of rare and unusual plants.

***Tarthas Sar (strigi seer 3). AC** 8 [11], **HD** 3 (13 hp), **Att** 1 x staff (1d4) or 1 x spell, **THAC0** 19 [0], **MV** 120' (40'), **SV** D13 W14 P11 B16 S15 (Seer 3), **ML** 6, **AL** Chaotic, **XP** 50, **NA** unique, **TT** See below*

- Can see in the dark as if it were daylight, as long as there is at least some light.
- Only surprised on a roll of 1 in 6.
- Can spot hidden objects as an elf.
- Difficult to spot. Can stand stock still and have a 1-4 in 6 chance of remaining hidden outdoors, or 1-2 in 6 chance inside.
- Makes saves versus illusions at Advantage.
- Once per day can automatically succeed on an attack roll or saving throw.
- Can climb sheer surfaces and hide as a 3rd-level thief.
- Can cast one 1st-level spell per day, and most often memorizes *cure light wounds*.

When encountered, Tarthas has a 1-4 in 6 chance of being in the throes of one of the drugs he keeps in stock (roll below to determine which). The seer dislikes venturing into the Darkwoods – or even leaving his little compound – and may hire the adventurers to seek out specific reagents for him. He will have 1d4–1 doses of each of the following in stock (see Hex 17.24):

1. Astral Tea
2. Difodil
3. Dream Snuff
4. Dullweed
5. Fairy Dust
6. Sempiternal Snuff

Tarthas has 64 gp, 128 sp, and 74 cp he keeps buried under his bed in a small leather pouch.

4. Altar of Goodbyes. Death is common enough in Sin, and returning in undeath common enough in the Deadwoods, that the folk of Sin do not bury their dead, but instead burn the bodies in a ritual pyre which is kept prepared at all times. There's a 1 in 6 chance every time the adventurers arrive here that 1d4 bodies will be upon the pyre in preparation for their final sendoff.

5. Wagon yard. The Owlbear's Head inn uses this fenced enclosure for the few merchant caravans that come through Sin, or for stable overflow when needed. There's only a 1 in 10 chance it is occupied when the adventurers arrive in town. If this is the case, treat Sin as a Class 4 market for 1d6 days, after which time any surplus goods are depleted and the Market Class reverts back to 3.

6. The Owlbear's Head. The only inn and public gathering place in Sin, the Owlbear's Head is named after the taxidermied owlbear's head perched over the fireplace. It is a rambling, multi-storied structure with several side-buildings, a stable tucked around the back, a small kitchen that serves food of dubious quality, a common room for drinking, gambling, and debauchery, and two private rooms that can be rented by the hour or day.

The Head has seen its share of owners over the years – most last no more than a few years, and ownership isn't usually conveyed in the strictly "legal" sense – but the current owner is Uris Ethel (T3), who, along with his wife Nyaron and their two twin boys, have managed to remain proprietors for almost a decade. Their longevity can partially be attributed to Uris's devotion to Argcertaa and the family's willingness to do what is needed to defend that relationship. More than a few adventuring parties have woken up in shackles on the road to the Tower of Shadows after being served a hearty meal at the Owlbear.

The inn is typically full at all times of day, with the quiet time being the hours from 7 a.m. to noon as patrons sleep off their hangovers. There will be 2d10 patrons in the common room at any time, the majority of whom will be regular citizens of Sin. 1d8–1 of them will be named NPCs; roll below to determine who is present. Those with an asterisk next to their name are always accompanied by 1d3+1 bodyguards or underlings. Those with two asterisks will be accompanied by 1d4–1 bodyguards or underlings.

1. Adelrob Cy (Area 1)
2. Tarthas Sar (Area 3)
3. Shadowguard squad (Area 7)
4. Shadowguard lieutenant (Area 7)
5. Larah Stelett* (Area 7)
6. Thinza Rith* (Area 8)
7. Phelo Bebac* (Area 9)
8. Red Chellen (Area 9)
9. Grim Leyric (Area 11)
10. Rawhide Gang mooks (1d5) (Area 12)
11. Ber Drytza** (Area 12)
12. Thasrol Tim** (Area 12)
13. Resident of the Stables, roll 1d6 (Area 15)
14. Manngeor Drada (Area 15)
15. Cyncome Athor (Area 15)
16. Resident of the Burrows, roll 1d4 (Area 16)
17. Merchant caravan (1d4 merchants, 4d6 guards, 3d4 mule handlers)
18. (1-3) Malkavan's guards, (4-5) Biltong**, or (6) Malkavan* (Hex 17.26)

19-20. Referee's choice

The following rumors can be learned after a night's drinking at the 'Head. False rumors are noted with an "F", True rumors with a "T". Each night spent carousing in the tavern results in the party learning 1d3 rumors. If the whole party is carousing for rumors roll 1d3 twice and take the higher result.

If only specific individuals are carousing, apply their Charisma modifier to the roll on the rumors table; if the whole group is, average their Charisma modifiers and apply that result to the rolls.

1. A valuable treasure belonging to an ancient bandit prince is at the bottom of the well (Area 10), but thus far no one has been able to dive deep enough to retrieve it (F).

2. The merchant Zarob Sacas is really a vampire, which is why no one sees him leave his dwelling, and the reason his consort is so pale-skinned (F).

3. The Shadowguard use a secret password to know who is truly a servant of Argcertaa. Speak the word "tenebrous" to them and they will not molest you (F).

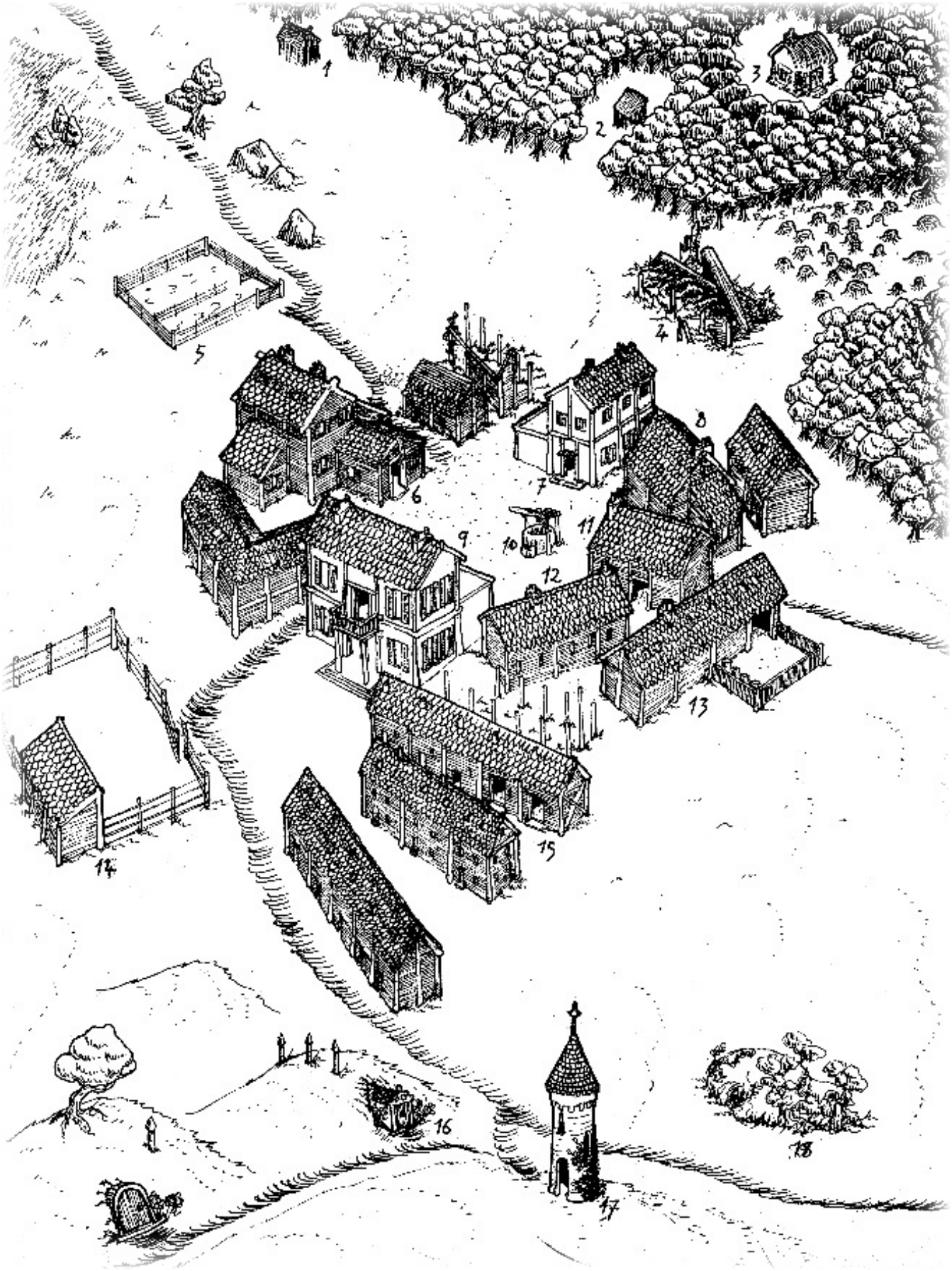
4. There's a place in the Darkwoods, an open meadow, filled with flowers, where evil creatures fear to tread and one can rest to escape the oppressive nature of the woods (F).

5. Argcertaa loves it when visitors drop by unannounced (F).

6. Lady Phelo Bebac is a cannibal, and visitors to Sin best beware lest they are "invited to dinner" (F).

7. The rare shadowstones can be found throughout the Darkwoods. All you have to do is start digging around maple trees and you'll soon find some (F).

8. An entrance to the Dreamlands can be found to the north of Sin, one of the few places where gaining access


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to that world is easy (F... well, partly: see Hex 21.22).

9. Tarthas Sar has more drugs than you can shake a stick at, and is a talented alchemist (T).

10. The Rawhide Gang have lost something of great value and are searching frantically throughout the village, but no one knows what it is they lost (T).

11. A wizard lairs to the west of Sin, experimenting with extradimensional magic (T).

12. If you come across a sunlit meadow in the middle of the Darkwoods you'd do best to run away as quick as you can; even the Master of Shadows fears what lurks within (T).

13. A pack of werewolves, slaves to the Master of Shadows, roams the woods in wolven form (T).

14. The only way to permanently kill Argcertaa, they say, is to destroy the connection to the Shadowlands (T).

15. Once a magic-user tried to unseat Argcertaa and was defeated, his spirit bound into his house, condemned to suffer eternal torment (T).

16. North of the Darkwoods is a tribe of intelligent raccoons who are said to know most of the secrets of the woods (T).

17. An enormous spider, the equal of Argcertaa, hunts the deep forest to the west (T).

18. A village of intelligent owl-folk live just north of the Darkwoods, and spend their days in a drugged haze, exploring worlds beyond normal perception (T).

19. The most valuable goods coming out of the Darkwoods are the shadowstones mined north of Argcertaa's tower, though the Master of Shadows guards them jealously.

20. Don't say anything bad about Argcertaa in the village, lest his spies hear and decide you are a threat (T).

7. Shadowguard Barracks. Argcertaa realized early on it his reign that mortal humans did not do well with prolonged exposure to the corrupting energies found at the Tower of Shadows. Many of his nascent Shadowguard were driven mad, or worse, and he soon realized that they needed to be stationed at a distance from the Tower.



The majority of the guard, therefore, are stationed here, in Sin, rotating duty from the surrounding hexes and the Tower itself.

The Shadowguard is composed of the following troops:

- Five squads of six 1st-level fighters, led by a 2nd-level sergeant.
- Three 3rd-level lieutenants (Esceon, Ordles Fa, and Sonret Liden).
- One 5th-level captain (Larah Stelett).
- A dozen riding horses (kept in the stables behind Area 7).
- Four warhorses, belonging to Esceon, Ordles, Sonret, and Larah).

All of the 1st-level fighters should be treated as veteran heavy foot soldiers equipped with short bows as well as their usual gear (sword, chainmail, shield). Each normal Shadowguard is Chaotic in alignment, has 1d10–1 gp in personal treasure, and has a morale of 9 when accompanied by an officer.

Shadowguard (F1). ***AC*** *4 [15],* ***HD*** *1 (5 hp),* ***Att*** *1 x blade (1d8) or 1 x short bow (1d6),* ***THAC0*** *19 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *unique,* ***TT*** *See below*

The five sergeants are as above, but equipped with plate, 1d20–1 gp, and with 2 HD. The rest of the officers are named NPCs, listed below.

Shadowguard Sergeant (F2). ***AC*** *2 [17],* ***HD*** *2 (9 hp),* ***Att*** *1 x blade (1d8) or 1 x short bow (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *15,* ***NA*** *unique,* ***TT*** *See below*

- If using the Alternate Rules from *Into the Wild* all three sergeants gain an extra +1 hp.

Each of the three lieutenants and Stelett herself are equipped with Shadow Eyes (see Appendix) and they have individual treasures noted in their descriptions.

Esceon (F3). ***AC*** *2 [17],* ***HD*** *3 (22 hp),* ***Att*** *1 x blade (1d8+1) or 1 x short bow (1d6+1),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D11 W12 P13 B45 S15 (F3),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *See below*

Esceon is a man of middling height and dour temperament. He has a long scar running from his left eye to his chin, which twists his mouth into a sneer. The facial expression is an accurate representation of how Esceon views everyone else. If anyone were to betray Larah or Argcertaa, it would be Esceon.

- Esceon carries a *potion of control animals* and a scroll of *protection against undead* on him at all times.
- He wears a silver bracelet on his left wrist, worth 35 gp, and has 23 gp tucked into his coin purse.
- Esceon wears plate, and carries a shield, long sword, and short bow.
- If using the Alternate rules from *Into the Wild* Esceon has the Toughness Knack and has 1d10 hp per HD.

Ordles Fa (F3). ***AC*** *3 [16],* ***HD*** *3 (14 hp),* ***Att*** *1 x battle-axe (1d8+2) or 1 x short bow (1d6+1),* ***THAC0*** *17 [+2],* ***MV*** *60' (20'),* ***SV*** *D11 W12 P13 B45 S15 (F3),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *See below*

Ordles is slow, strong, and surprisingly sly. He is also desperately in love with Captain Stelett and will do anything to impress her. Stelett, meanwhile, thinks Ordles is a fool. She is not wrong.

- Ordles wears plate and fights with a two-handed battle-axe.
- Ordles is pretty much broke, having lost his gold gambling.
- If using the Alternate Rules from *Into the Wild* he has the Resilient Knack and gains a +1 bonus to poison, death, and spells saving throws.

Sonret Liden (F3). ***AC*** *2 [17],* ***HD*** *3 (14 hp),* ***Att*** *1 x spear (1d8+1) or 1 x short bow (1d6+1),* ***THAC0*** *18 [+1],* ***MV*** *60' (20'),* ***SV*** *D11 W12 P13 B45 S15 (F3),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *35,* ***NA*** *unique,* ***TT*** *See below*

Tall, thin, and taciturn, Sonret is a tactical genius. He is also in the pay of Zarab Sacos (Area 8), Grim Leyric (Area 11), and Phelo Bebac (Area 9), feeding them information. Unbeknownst to his three employers, his real loyalties lie with Argcertaa, and he feeds the three false information as bid by his master.

In reality, Sonret was once a Lawful warrior, a champion of good and decency, until the fateful day he donned a cursed helm and had his alignment switch to Chaotic. He ended up in Sin and was recruited into the Shadowguard, rising quickly through the ranks.

- Sonret wields a *spear +1* and wears plate armor and a *helm of alignment change*.
- He has squirreled away a princely sum, hiding it in a chest under his bed. The chest is locked (he wears the key on a chain around his neck). The chest contains 324 gp. He carries another 175 gp

in gems on his person.

- If using the rules from *Into the Wild* he has the Lucky Knack.

Larah Stelett (F5). ***AC*** *1 [18],* ***HD*** *5 (29 hp),* ***Att*** *1 x blade (1d8+2) or 1 x short bow (1d6+2),* ***THAC0*** *16 [+3],* ***MV*** *60' (20'),* ***SV*** *D10 W11 P12 B13 S14 (F5),* ***ML*** *10,* ***AL*** *Chaotic,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *See below*

Larah has been the captain of the Shadowguard for the past three years, after being promoted by Argcertaa for reporting the previous captain for plotting to betray the Lord of Shadows. She is a relatively average-looking middle-aged woman, noteworthy only for a wide grin that doesn't reach her piercing blue eyes.

- Stelett wears a suit of *plate armor +1*, wields a *longsword +1*, and wears a *ring of fire resistance* at all times.
- She keeps her personal wealth in a locked chest trapped with a poisoned needle (save versus poison or die in 1d4 turns). The treasure consists of 256 sp, 945 gp, and 32 pp.
- If using the Alternate Rules from *Into the Wild* she has the Sword and Shield Fighting Style, Alertness, and Improved Critical Knacks.

The Shadowguard divides itself into squads. Squads that are on patrol are always accompanied by one of the three lieutenants. Roll on the Placement Table to determine where each squad and NPC is whenever the adventurers arrive in Sin. Only one squad will be assigned to each of the following:

- Guard duty. The squads rotate through guard duty at the Tower of Shadows, with each squad staying on duty for twelve hours before being relieved by another squad. There will always be a squad on guard duty, regardless of what the dice rolls indicate. The squads change over at midnight and noon, and after they change the squad coming off duty usually heads immediately for the Owlbear's Head tavern. There's a chance that one of the lieutenants, or Stelett herself, will also be on guard duty. In this instance only one of the lieutenants will ever be on guard duty at a time.
- Patrol. Only one squad is ever on patrol at a time, making a sweep of the hexes in the Darkwoods. The patrol only ventures into hexes that Argcertaa directly controls (i.e. not Hexes 21.22, 18.24, or 17.25). Patrols can last more than one day. Roll 1d100 to determine in how many hours the patrol will return.
- Escort duty. Only one squad at a time will be on escort duty, collecting shadowstones from the mines in Hex 20.23. This squad will return to Sin in 1d12 hours.

8. Zarob Sacas. One of the more powerful individuals in Sin, and one vying for control of the village, Sacas has a small army of trained warriors protecting him, and runs a lucrative business smuggling goods in and out of the Scarlet Principality. His mansion is a booby–trap filled fortress that he rarely leaves.

Zarob is an enormously large man, both in height and girth. He displays remarkable physical grace despite his size, but his manner lacks the same elegance; he is rather slovenly, dressing in food-stained clothes and going unwashed much of the time.

Zarob Sacas (Bard 3). ***AC*** *6 [13],* ***HD*** *3* (15 hp),* ***Att*** *1 x blade (1d8) or 1 x crossbow (1d6),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D13 W14 P14 B16 S15 (B3),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *unique,* ***TT*** *See below*

- Refer to the bard class in **OSE** *Advanced Fantasy* or *Into the Wild*.
- Has a 1-2 in 6 chance of knowing lore pertaining to monsters, magic items, or legends.
- Zarob's school of entertainment is story-telling, and he weaves tales that enchant or provide benefits as per the rules in the *Advanced Fantasy* book.
- Can cast two 1st-level spells per day from the druid spell list. He is paranoid and typically prepares *detect danger* twice.
- If using the Alternate Rules from *Into the Wild* he has the Silvertongue Knack.
- Zarob possesses a silver torc that allows him to deactivate the many traps filling his mansion and control the crystal living statues that serve him.

Zarob's treasure is kept in a room guarded at all times by another two crystal living statues, and is composed of the following. The door to the room can only be opened by one wearing his silver torc.

- 5,654 cp, 4,567 sp, and 9,240 gp.
- A dozen gems worth 25 gp (x4), 50 gp (x3), 75 gp (x1), 100 gp (x2), and 500 gp (x2).
- A half dozen shadowstones he has been able to smuggle out of the mines north of the Tower of Shadows. None are large or flawless enough to be used for enchantment.
- The rest of his wealth is in large, non-portable

items that decorate his house, such as rugs, statues, tapestries, etc. These are worth a total of 16,000 gp.

Because Zarob specializes in smuggling, he often has a large inventory of goods on hand that he can sell. Each time the adventurers inquire, roll 1d6. Treat Zarob as Market Class (1-3) 1, (4-5) 2, or (6) 0.

He has nine experienced fighters guarding him; they also live in the mansion with him.

Bodyguard (F2). ***AC*** *2 [17],* ***HD*** *1 (9 hp),* ***Att*** *1 x blade (1d8) or 1 x crossbow (1d6),* ***THAC0*** *19 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *unique,* ***TT*** *See below*

- Unlike their master, Zarob insists his bodyguards be immaculately dressed and disciplined. Each wears plate armor, shield, sword, and carries a crossbow, as well as a crimson and gold surcoat and polished copper helmet.
- Zarob ensures his guards are well-paid; each has 20+1d20 gold on their person.

In addition to the bodyguards, Zarob commands three crystal statues. The constructs are dressed in the same livery as the bodyguards, and accompany Zarob everywhere.

Crystal Statue (3). ***AC*** *4 [15],* ***HD*** *3 (13 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*** *1d6 (1d6),* ***TT*** *None*

- Immune to sleep spells.

Zarob's secretary is Thinza Rith, a strikingly attractive woman in her late thirties with raven hair and lugubrious eyes, but with a formidable intellect and photographic memory. She is devoted to Zarob, and the two are desperately trying to have children, but have so far been unable. Should someone provide them with the means to do so the pair would be forever in their debt.

Thinza Rith (MU4). ***AC*** *8 [11],* ***HD*** *4* (10 hp),* ***Att*** *1 x spell,* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D13 W14 P13 B16 S15 (M4),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *unique,* ***TT*** *See below*

- Thinza's prized possession is a *cube of force* (see *Advanced Fantasy: Treasures*) that she wears on one wrist like a charm.
- Her spellbook contains *charm person*, *detect magic*, *light*, I, *ESP*, *locate object*, and *protection from normal missiles*.



- If using the Alternate Rules from *Into the Wild* she has the Cantrips Knack.

Thinza habitually memorizes these spells:
1st level (2 per day): *charm person*, *detect magic*.
2nd level (2 per day): *ESP*, *locate object*.

9. Lady Phelo Bebac. The governor of Sin lives in the largest, and best cared-for, house in the town, along with her consort Red Chellen (a 4th-level assassin) and a personal bodyguard. It is from here that Bebac oversees the day to day ruling of the village, such as it is, and schemes ways to consolidate her power. She is immediately interested in the adventurers' presence, as their alliance could upset the precarious balance of power in Sin.

Lady Phelo Bebac (F7). ***AC*** *0 [19] or 7 [12],* ***HD*** *7 (42 hp),* ***Att*** *1 x blade (1d8+3),* ***THAC0*** *12 [+7],* ***MV*** *90' (30'),* ***SV*** *D6 W7 P8 B8 S10 (F7),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *See below*

- Lady Bebac has a personal wealth of around 12,000 gp in various forms: coins, jewelry, and gems, all of which is kept carefully guarded in her mansion.
- She has a number of magical items. Those she carries on her person are: a *ring of protection +2*, *sword +2*, a *potion of healing*, a *potion of gaseous*

Shadowguard Placement Table

	1	2	3	4	5	6
Squad 1	Guard	Patrol*	Area 7		Area 6	
Squad 2	Guard	Patrol*	Area 7		Area 6	
Squad 3	Guard	Patrol*	Area 7		Area 6	
Squad 4	Guard	Patrol*	Area 7		Area 6	
Squad 5	Guard	Patrol*	Area 7		Area 6	
Esceon	Guard	Patrol*	Area 7			Area 6
Ordles Fa	Guard	Patrol*	Area 7			Area 6
Sonret Liden	Guard	Patrol*	Area 7			Area 6
Larah Stelett	Guard	Patrol*	Area 7		Tower of Shadows	Area 6

*Only one squad will be on (1-5) patrol or (6) escort duty. Only one lieutenant at a time will ever be on escort duty, and Stelett is never on escort duty.

form (for fleeing fights), and, most importantly, an *amulet of protection against scrying*.

- It is recommended that she have another 1d4 magical items she keeps at the mansion that she is unable to use directly. These items are used as incentives or rewards for those she seeks to employ.

Red Chellen (A4). ***AC*** *6 [13],* ***HD*** *4 (12 hp),* ***Att*** *1 x dagger (1d4),* ***THAC0*** *[+3],* ***MV*** *60' (20'),* ***SV*** *D13 W14 P12 B15 S14 (A4),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *175,* ***NA*** *unique,* ***TT*** *See below*

Red is of medium build, with curly red hair, a disarming dimple, and copious amounts of freckles. They have a carefree attitude that belies a killer's heart.

- Gains a +4 bonus when attacking targets from behind. Target must save versus death with a –1 penalty or be slain outright.
- Can climb sheer surfaces, hear noise, hide in shadows, and move silently as a thief of the same level (or use the chances given in the *Advanced Fantasy* book).
- Victims of poisoning by the assassin suffer a –2 penalty to their save versus poison.
- Red wears leather armor, carries a *dagger of poison*, and is never seen without their *ring of human control*.
- They have a personal treasure of 112 gp and a small diamond worth 1,000 gp they keep in a false compartment in their boot.

Dagger of Poison. Three times per day the dagger can magically secrete a poison that has an onset time of 1 round. The wielder may choose a deadly poison (Type II, see *Advanced Fantasy*) or a paralytic poison (save versus poison or be paralyzed for 1d4 turns).

Bodyguard (F1). ***AC*** *4 [15],* ***HD*** *1 (5 hp),* ***Att*** *1 x blade (1d8) or 1 x short bow (1d6),* ***THAC0*** *19 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *unique,* ***TT*** *See below*

- Phelo employs a troop of ten heavy foot soldiers as mercenaries and bodyguards, and is always accompanied by at least two of them, both in and out of her dwelling.
- One of the bodyguards, a loutish brute named Mita, is paid by Argcertaa to spy upon Phelo. He carries a Shadow Eye (see Appendix). Red Chellen is aware of the guard's duplicity but chooses to feed him false information rather than expose him.

10. Well. The town gets its water from a communal well in the town square. The water within is bitter and cold, but potable. Legends tell of an underwater cave system at the bottom, filled with the treasure of the Ancient Ones.

11. Grim Leyric. Leyric is a priest of Nazgdon, a local deity. He attends to the community's spiritual needs, such as they are, although this in reality boils down to healing the sick and injured.

Grim Leyric (C3). ***AC*** *5 [14],* ***HD*** *3 (8 hp),* ***Att*** *1 x warhammer (1d6) or by spell,* ***THAC0*** *19[+0],* ***MV*** *90' (30'),* ***SV*** *D11 W12 P14 B16 S15 (C3),* ***ML*** *8,* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *unique,* ***TT*** *See below*

- Accoutered in chain under blue robes he does his best to keep clean, Leyric has a warhammer buckled on his belt.
- Leyric typically prepares two castings of *cure light wounds* per day and requires a 10 gp donation for casting.
- He stores 175 gp in a locked box in his bedchamber and has a *potion of healing* he will sell for 500 gp.
- If using the Alternate Rules from *Into the Wild* he has the Prodigy Knack, allowing him to cast an additional 1st-level spell per day, which is usually *purify food and water*.

12. Redfoot Gang Bunkhouse. The Redfoot Gang controls much of the gold trade in the Basilisk Hills. While they operate out of the mining town of Dry Gulch, west of the Basilisk Hills (see the *Basilisk Hills* hexcrawl for more information), they maintain an outpost here in Sin that allows them easy access to both Junction and Hob.

As with all members of the Redfoot Gang, their boots are soled with the tanned hide from a crimson worm, a burrowing beast that haunts the Zelaia Plains west of the Basilisk Hills.

Brigands (5). ***AC*** *5 [14],* ***HD*** *1 (5 hp),* ***Att*** *1 x blade (1d8) or 1 x crossbow (1d6),* ***THAC0*** *19 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *unique,* ***TT*** *See below*

- Each brigand wears chain armor and carries a sword and crossbow.
- Each brigand carries 1d12–1 gp in gold.

Ber Drytza (F2). ***AC*** *2 [17],* ***HD*** *2 (9 hp),* ***Att*** *1 x blade (1d8) or 1 x crossbow (1d6),* ***THAC0*** *19 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *unique,* ***TT*** *See below*

Ber is a chatty, nervous man with pallid skin and patchy hair, partially as a result of natural baldness and partially from a nervous habit of pulling at it. The other brigands have nicknamed him "Rabbit".

- Ber wears chain and carries a blade and crossbow.
- Despite his nervous mannerisms he is an excellent gambler and has amassed a fortune of 73 gp from his fellows and the other gamblers at the Owlbear's Head. Having this much gold only makes him more nervous.
- If using the Alternate Rules from *Into the Wild* Ber has the Alertness Knack.

Thasrol Tim (F4). ***AC*** *2 [17],* ***HD*** *4 (25 hp),* ***Att*** *1 x blade (1d8+3) or 1 x crossbow (1d6),* ***THAC0*** *15 [+4],* ***MV*** *60' (20'),* ***SV*** *D10 W11 P12 B13 S14 (F4),* ***ML*** *10,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *unique,* ***TT*** *See below*

Thasrol is an enormous bear of a man with a wild, black beard and very few teeth. His strength is legendary, as is his ferocity in battle. Thasrol boasts he has never retreated nor surrendered in a fight, which is true, but not necessarily something to be proud of.

- He wears plate armor and fights with a blade and shield, although given the opportunity he prefers to wade into battle with his bare fists (doing an extra +2 damage from his Strength score).
- He has 34 gp he keeps in his belt pouch, a *dagger +1* he rarely uses, and a letter from his dear dead mother he cannot read but keeps close at hand at all times.
- If using the Alternate Rules from *Into the Wild* Thasrol specializes in Unarmed Fighting and has the Improved Critical and Lucky Knacks.

Thasrol was sent east to Sin with a valuable magic item tucked in a *bag of holding*, and he recently lost both bag and treasure to theft. The gang are scouring the village in search of the unknown culprit, but are too embarrassed to explain what it is they lost. Thasrol knows at some point he will have to report back to headquarters and is terrified of the repercussions if the bag isn't found.

The item within the bag can be determined by the Referee; otherwise it is an *iron flask* the Redfoot Gang is trading to another brigand gang.

13. Blacksmith. Sigli Rifled is the only blacksmith in town, and by necessity she is also able to make repairs to and fashion a small array of weaponry. There's a small paddock in the back where she shoes horses.

Sigli is one of the more decent residents of Sin, and while she dreams of leaving and moving east to the larger, more civilized cities of the Variegated Kingdoms, she is trapped by inertia and timidity.

Sigli is a normal human with 3 hp. Treat her as an armorer (see **OSE** Basic rules).

14. Animal Pen. A man named Carcan keeps pigs and sheep here in this fenced-in area, and lives with them in the attached barn. He is a mountain of a man who comes off as slow-witted but is in actuality as sharp as a tack, and a shrewd bargainer. No one is quite sure how he is able to keep such a ready supply of livestock.

Carcan is a normal human and a trove of rumors. If befriended, he will share 1d2 rumors with the party (see

Area 6). Because he is so observant, roll 1d20 twice for each rumor, taking the higher result.

15. The Stables. Once used as stables for mounts, these three rows of dilapidated buildings are now used as squats by the poorest residents of Sin. Beds – at the best, pallets stuffed with straw and at worst piles of soft dirt and rags – are at a premium, but at any point there will be 1d10–1 available if the adventurers are desperate and need a place to sleep. The following named NPCs can be found here, as can 1d12 individuals currently seeking employment, half of whom will be 0-level normal humans, one quarter fighters, and one quarter thieves (both 1st level).

1. Fortinsu Jo. 2nd-level thief, currently in hiding from the Redfoot Gang. She stole a *bag of holding* belonging to Thasrol Tim, the captain of the Redfoot Gang stationed here, and is hiding in the stables until she can leave town. The *bag of holding* contains a magical item of great value to the gang (to be determine by the Referee). Jo is a slight, short woman who looks younger than her true age. She has cut her hair and is posing as a boy to escape their notice.

Fortinsu Jo (T2). ***AC*** *8 [11],* ***HD*** *2 (4 hp),* ***Att*** *1 x dagger (1d4),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D13 W14 P13 B16 S15 (T2),* ***ML*** *7,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *unique,* ***TT*** *See below*

- Jo keeps a dagger tucked in her boot and a handful of silver coins in her belt.
- The *bag of holding* is buried in the stall where she sleeps.
- If using the Alternate Rules from *Into the Wild* she has the Lucky Knack.

2. Manngeor Drada. 2nd-level fighter. Down on his luck, broke and 100 gp in debt for gambling. Looking for one big score, will jump at a chance to earn some gold. Tall, skinny man with smallpox scars.

Manngeor Drada (F2). ***AC*** *9 [10],* ***HD*** *2 (13 hp),* ***Att*** *1 x fist (1d2),* ***THAC0*** *18 [+1],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *20,* ***NA*** *unique,* ***TT*** *See below*

- Drada is dead broke, with no coin to his name.
- If he is encountered at the Owlbear's Head and approached he will share 1d2 rumors, asking for a gold apiece. The rumors he knows are no more accurate than any others.

3. Charhes. 5th-level magic-user, victim of a *feeblemind* spell. Was once handsome, but his good looks are now obscured by filth.



Charhes (M5). ***AC*** *9 [10],* ***HD*** *5* (9 hp),* ***Att*** *None,* ***THAC0*** *19 [0],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Neutral,* ***XP*** *300,* ***NA*** *unique,* ***TT*** *See below*

- Charhes has nothing of interest, although there is a tattoo on the inner wrist of his left hand denoting

him as a guild member of the Order of Esoteric Knowledge, a guild of magic-users located in Rocky Mount. A bard, magic-user, or character from that region should be able to deduce that he is – or once was – a member of that guild.

- It takes but a few minutes to deduce that his mind is not all there.
- If freed from the effects of the *feeblemind* spell he remembers his real name (Lasa Cen) and his past, although he has no spells memorized. He will promise the adventurers a handsome reward, paid by the guild, should they escort him home.

4. Sofred Lacthyth. 6th-level cleric. High priest of Haugal (see Hex 19.24), spending her time gaining converts amongst the destitute of Sin. She is tall and willowy, with piercing blue eyes that never seem to look directly at someone she is speaking to.

Sofred Lacthyth (C6). ***AC*** *5 [14],* ***HD*** *6* (24 hp),* ***Att*** *1 x staff (1d6),* ***THAC0*** *17 [+2],* ***MV*** *90' (30'),* ***SV*** *D9 W10 P12 B14 S12 (C6),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *500,* ***NA*** *unique,* ***TT*** *See below*

- The high priest of Haugal, a demon from the Shadowlands, Sofred conducts the rites in secret, since Haugal opposes Argcertaa and seeks to put Sofred in the Tower in his stead. To that end he has clouded Argcertaa's vision, preventing him from seeing the altar in Hex 19.24 nor the ceremonies conducted there.
- Sofred feigns a limp and walks with the aid of a staff, which is in reality a *staff of withering*.
- If using the Alternate Rules from *Into the Wild* she has the Divine Grace and Prodigy Knacks

Sofred typically prepares the following spells:

First Level (2/day). *Darkness*, *cause fear*

Second Level (2/day). *Hold person*, *know alignment*

Third Level (1/day). *Curse*

Fourth Level (1/day). *Sticks to snakes*

As a cleric of Haugal, Sofred is immune to non-magical disease and, once per day, can cast *cause disease as* per the spell.

5. Cyncome Athor. 4th-level fighter. Once a fearsome warrior, Cyncome lost her sword-hand in a battle and has since taken to drink, reduced to begging for coin and stealing. If someone were to restore her lost limb they would have a devoted retainer for life (no need to roll for recruitment, gains a +2 to morale).

Cyncome Athor (F4). ***AC*** *9 [10],* ***HD*** *4 (14 hp),* ***Att*** *None,* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D10 W11 P12 B13 S14 (F4),* ***ML*** *7,* ***AL*** *Chaotic,* ***XP*** *75,* ***NA*** *unique,* ***TT*** *See below*

- Cyncome makes extra coin by serving as a groom for the Redfoot Gang's mounts, and has picked up the thread that they are searching for a powerful magical item that was supposed to be part of a trade with another brigand gang, the item being stored in a magical bag. If found at the Owlbear's Head, and a reaction roll with her is positive, she will yield that information.

6. Reiken. Normal human. Servant of Argcertaa, bearer of a Shadow Eye. Posing as a mute, he spends his days sweeping the streets and collecting rubbish, all the while keeping his ears and eyes open to report back to his master. Treat as normal human with 2 hp and possessing a Shadow Eye.

16. The Burrows. Home to most of the non-human residents of Sin, a handful of goblins, orcs, and bugbears dwell in these underground houses. The population breakdown of the Burrows is as follows:

- 12 goblins
- 4 orcs
- 1 bugbear

All have average stats and abilities except for those described below.

Rendchak the Render (Bugbear raider). ***AC*** *5 [14],* ***HD*** *3+1 (16 hp),* ***Att*** *1 x weapon (2d4),* ***THAC0*** *16 [+3],* ***MV*** *90' (30'),* ***SV*** *D12 W13 P14 B15 S16 (F2),* ***ML*** *9,* ***AL*** *Chaotic,* ***XP*** *50,* ***NA*** *unique,* ***TT*** *See below*

Rendchak is a freelance mercenary, hiring out as a bodyguard or bravo at a rate of 5 gold per day. She has light brown fur, tinged with crimson, and she delights in surprising her foes before braining them.

- Surprises on a roll of 1-3 in 6.
- Wears a gold necklace worth 75 gp and wields an iron rod in one hand.

Bagbru (Orc). ***AC*** *6 [13],* ***HD*** *1 (3 hp),* ***Att*** *1 x axe (1d6),* ***THAC0*** *19 [0],* ***MV*** *120' (40'),* ***SV*** *D12 W13 P14 B15 S16 (F1),* ***ML*** *6 (8 with leader),* ***AL*** *Chaotic,* ***XP*** *10,* ***NA*** *unique,* ***TT*** *See below*

Bagbru is a member of the Festering Sore clan who fled south once he realized what the naga Cthedrak (see Hex 16.23) was doing to the clan. He is trying to find help to defeat the naga and free the clan from slavery. He knows roughly what has occurred, and has been within the Dome of the Library once.

- Bagbru fled with a diamond worth 500 gp he was hoping to use to buy an army of followers. So far he has met with scorn and disinterest.

Garlug Gar (Goblin). ***AC*** *6 [13],* ***HD*** *1–1 (3 hp),* ***Att*** *1 x short sword (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *7 (9 with king),* ***AL*** *Chaotic,* ***XP*** *5,* ***NA*** *unique,* ***TT*** *See below*

Garlug Gar is an emissary from the Bloody Bones tribe lairing in Hex 18.24, seeking shelter for the rest of his tribe; he's been negotiating for his tribe to move south to Sin and incorporate into the community.

Nobody (Goblin). ***AC*** *6 [13],* ***HD*** *1–1 (1 hp),* ***Att*** *1 x short sword (1d6),* ***THAC0*** *19 [0],* ***MV*** *60' (20'),* ***SV*** *D14 W15 P16 B17 S18 (NH),* ***ML*** *7 (9 with king),* ***AL*** *Chaotic,* ***XP*** *5,* ***NA*** *unique,* ***TT*** *See below*

Nobody is the one individual living in Sin who has seen the second level of Argcertaa's tower and lived to tell the tale, having sneaked in once at the behest of Red Chellen. The assassin promptly cut out the goblin's tongue after learning of the layout of the upper levels, but left Nobody alive in case she should need him again. Although it cost him his tongue, Nobody thinks it was one of the best deals he ever made, since he swiped a *chime of opening* while in the tower, and has since used it sparingly to sneak into other locked buildings.

Nobody has amassed quite a treasure. In addition to the *chime of opening* (which has 9 charges remaining), he has 567 cp, 435 sp, 345 gp, and a bright blue gem worth 750 gp, which he often takes out and fondles when he is sure he is alone.

17. The Tower of Resla Aznor. One of the best constructed and maintained dwellings in the village, this tower is also completely devoid of furnishings or anything of value, none of the village residents will come near it, and very few will even speak of it.

Resla Aznor was a potent and powerful magic-user from far to the north, who came south to study the Darkwoods. Over the years of study he became obsessed with defeating Argcertaa and taking the place of the shade as the new Master of Shadows.

Aznor confronted Argcertaa one night, and a great magical duel ensued – a magical duel that did not go well for Aznor, who was quickly defeated and utterly destroyed by Argcertaa, who bound the mage's spirit to the tower, doomed to spend its time in torment. When the wind is right and the noise from the Owlbear's Head dies down, the residents of Sin can hear disembodied screams echoing from the tower, a warning to all those who would challenge Argcertaa's domination of the region.

Aznor is now a spectre, bound to the tower and unable to leave, haunting the empty halls that were once his.

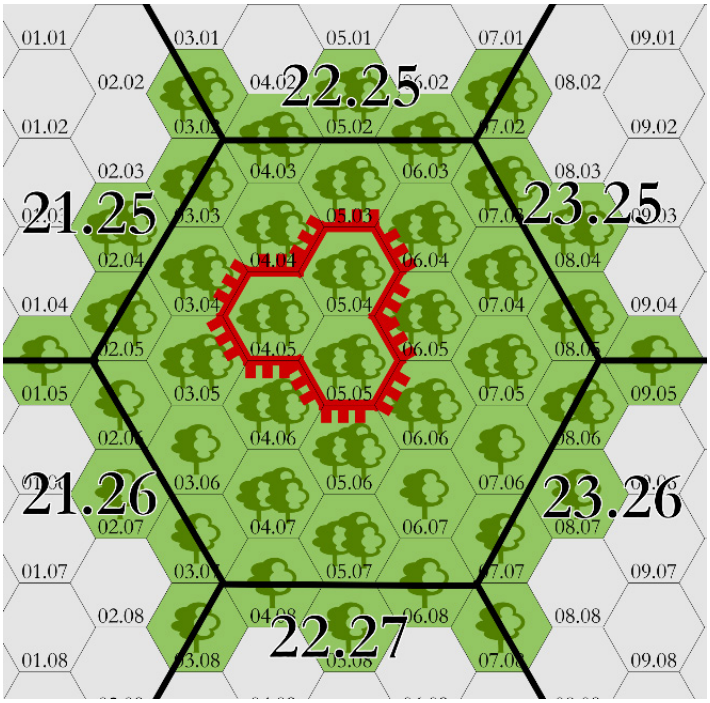
Spectre (1). ***AC*** *2 [17],* ***HD*** *6** (31 hp),* ***Att*** *1 x touch (1d8 + paralysis),* ***THAC0*** *14 [+5],* ***MV*** *150' (50') / 300' (100') flying,* ***SV*** *D10 W11 P12 B13 S14 (F6),* ***ML*** *11,* ***AL*** *Chaotic,* ***XP*** *725,* ***NA*** *unique,* ***TT*** *See below*

- Makes no noise until attacking, immune to effects that affect living creatures (poison, etc.). Immune to mind-affecting or mind-reading spells.
- Can only be harmed by magical attacks.
- The touch of Resla Aznor causes paralyzation; the target must make a save versus paralysis or be frozen in place for 1d4 turns. A target slain by Resla does not return as an undead creature.
- Once per round, on Resla Aznor's turn, the Referee should roll 1d6. On a result of 1, the spectre is wracked with phantom pain and spends its turn screaming, unable to act. Unfortunately, all within 30' of the spectre must make a save versus death or lose 2d6 hp from the unearthly noise.
- The spectre of Resla Aznor cannot be permanently laid to rest until Argcertaa is either destroyed or, somehow, convinced to lift the curse upon the magic-user. If slain, the spectre will reform in 1d6 days.

18. The Head of Zaphisdreal the Magnificent. At the end of the previous Apex an enterprising group of brigands found an enormous copper statue dedicated to the last ruler of the Skeldrene Dynasty (see the *Basilisk Hills* hexcrawl) toppled on the ground. They hitched the head to a team of horses and pulled it through the hills and forests until reaching Sin, where they were unable to find a buyer for it, nor muster the energy to take it to the ore smelters in Hob to melt it down. It remains where they left it to this day, a vibrant green patina coating the pitted surface, and with trees growing from the interior.

Undiscovered by the brigands is a secret compartment within the nose that contains a *mace +1, disrupting*. It can be found as if searching for a secret door.

Hex 22.26



Resources: Vegetable, industrial (ironbark, 3)

This hex is chiefly notable for the small concentration of ironbark trees and the short tree-covered mesa that occupies the central portion of the hex.

Lairs

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

Features

1. **04.05, 05.04, 05.05.** Mesa. The central portion of the hex rises steeply about 20' before leveling off into a flat, but densely forested, mesa. It is too steep for horses or other mounts to ascend.

2.
3.
4.
5.
6.

Encounter Table

1. *Table 2.1*
2. *Table 2.2*
3. *Table 2.3*
4. *Table 3*
5. Shadowguard patrol (one squad plus sergeant)
6.

Appendix

Monsters

Giant Snail

Giant snail. AC 4 [15], HD 7-12, Att 1 x acid spit (1d4 per HD), THAC0 by HD, MV 30' (10'), SV as fighter 7-12, ML 9, AL Neutral, XP by HD, NA 1d4 (1d4), TT U + special*

Giant snails spit a stream of acid to a range of 60'. All within the 5'-wide line of spit may save versus breath attacks to take half damage. The snail's first spit attack inflicts a number of d4s in damage equal to the snail's HD. For each additional time the snail spits in a day, reduce the damage by one die, to a minimum of 1d4.

If the snail fails a morale check, it withdraws into its shell, improving its AC to –1 [20]. When outside its shell the snail's blubbery body is resistant to damage, taking 1/2 damage from all physical attacks.

When outside its shell there's a 1-2 in 6 chance that ray, force, or line spells (such as *lightning bolt*, *magic missile*, *color spray*, etc.) are reflected back at the caster. This chance increases to 1-4 in 6 when the snail is within its shell.

Giant snails are extremely territorial, the smallest claiming an area of approximately half a square mile, the largest roaming areas of nearly 2.4 square miles (or two subhexes). The ground within a snail's territory will typically be clean and unnaturally smoothed by the shimmering secretions the snail leaves behind (with an acid content similar to their spit when fresh).

They are vulnerable to effects that cause desiccation, suffering maximum damage from such attacks, and will take 1d6 points of damage per round if hit with a pound or more of salt. The salt inflicts damage for a number of rounds equal to the number of pounds of salt +1d4.

1 in 6 giant snails are extremely intelligent (with an Intelligence of 12+1d6). Intelligent snails may (1-3 in 6 chance) possess other special qualities; see the table below to determine these.

Giant snails possess no man-made treasure, but their shells are extremely valuable to alchemists, magic-users, and highly specialized armorers. If captured intact the shell of a giant snail is worth 500 gp (plus an additional 100 gp per HD above 7) and weighs a base of 30 pounds (plus 10 pounds per HD over 7). It can be used as a principal to create magical armor or other items. Magical armor or shields created using giant snail shells have the additional ability to reflect spells cast upon the user on a roll of 1 in 6.

The slimy residue left behind by the snail's passage is also valuable, if time consuming to collect. Once it is dried (1d3 days) it may be scraped up and collected. For every giant snail lairing in an area, the adventurers will be able to collect 4d10 pounds of dried slime, taking a single adventurer 3d4 hours per pound to collect. This substance, called *abula*, is valuable to alchemists, and is worth a base of 20 gp per pound.

Intelligent Giant Snail Abilities

1d12	Ability
1-2	Can cast spells as a magic-user of level 1d6.
3-4	Can cast spells as a cleric of level 1d6.
5	Can communicate with living creatures within 2d6×10 feet via telepathy, ignoring language barriers.
6	The snail's shell is decorated with abstract, coruscating patterns. Anyone looking at the snail must Save v. Paralysis or be *held* in awe (as *hold person*) for 3d4 rounds.
4	The snail possesses a 25% chance to resist any spell cast upon it (in addition to its spell reflection ability). Resisted spells that could otherwise have been reflected are stored within the creature's shell, and may be cast by the snail at any point within twenty-four hours.
8	The snail is a preternatural font of knowledge. Once per week, if brought the proper offerings, it will answer four questions posed to it as if by the *commune* spell, communicating the answer via movements of its eye-stalks.
9	The giant snail can use telekinesis, as a *ring of telekinesis*, with the ability to manipulate small and intricate items.
10	The giant snail can use telekinesis, as a *ring of telekinesis*, with the ability to manipulate small and intricate items.
11	Supply your own ability here.
12	Roll twice on this table, taking both results. If a result is rolled twice, reroll.

Imp

Imps are demons from the Shadowlands. In their natural form they have bluish-grey skin, a barbed, prehensile tail, horns, and bat-like wings. They are capable of changing shape, and when encountered in the mortal world are often serving as familiars for magic-users or messengers for more powerful demons.

***Imp. AC** 4 [15], **HD** 2+2* (11 hp), **Att** 1 x tail (1d4 + poison), **THAC0** 17 [+2], **MV** 60' (20') / 180' (60') flying, **SV** D10 W11 P12 B13 S14 (F4), **ML** 8, **AL** Chaotic, **XP** 35, **NA** 1 (1), **TT** See below*

- Imps save as 4th-level fighters.
- Can only be damaged by magic or silver weapons.
- Regenerate 1 hp per round until reduced to 0 hp.
- The end of an imp's tail is barbed and secretes a poison. Those hit by it take 1d4 damage and must save versus poison or be *slowed* (as per the spell) for 1d4 rounds.
- Once per round they may use one of the following spell-like abilities as if they were a 3rd-level magic-user: *detect good*, *detect magic*, *invisibility*. This occurs in lieu of their attack, they may move while doing so, and the ability cannot be interrupted in the same manner as a cast spell.
- Additionally, they may *polymorph self* into an animal as per the spell. Each imp can only change into a single animal type. Roll on Table 6 to determine what kind of animal a specific imp can turn into. It takes one minute to change form (into animal form or back into imp form). They may otherwise do this at will.
- Once per day they may cast *suggestion*, as per the illusionist spell, as a 3rd-level spellcaster. They may do this on their turn in the round without losing an action.

Imps are clever, devious creatures always working to achieve their own ends, even when serving another. They can often speak multiple languages and take delight in manipulating mortals, especially those who seek to order them about; magic-users who bind imps as familiars must be extra careful with their wording when giving orders.

Wood Drake

Wood Drake, *AC 2 [17], HD 6* (27 hp), Att 2 x claw (1d4), 1 x bite (1d8 + venom), THAC0 14 [+5], MV 120' (40'), SV D9 W10 P11 B11 S13 (F4), ML 9, AL Neutral, XP 500, NA 0 (1d4), TT C*

Distant relatives of dragons, wood drakes dwell in forests, where they hunt for prey and collect shiny objects to hoard. They resemble long snakes with four short legs and a greenish crest upon their heads, and are slightly more intelligent than most animals.

Wood drakes have an innate ability to camouflage themselves in the environment, gaining a +1 to surprise rolls, and are almost never surprised themselves, being taken by surprise only on a roll of 1 on 1d8. When hunting they have a habit of lurking above the ground in trees and dropping down upon their prey, gaining a +2 bonus to attack if their target is unaware.

If a target is hit by both claw attacks the wood drake will automatically coil its sinuous body around them, immobilizing and choking its prey for an automatic 2d4 damage per round thereafter. The immobilized target may not attack or cast spells, but can attempt to free themself by rolling their Strength or lower on a roll of 4d6. This may be attempted once per round.

The bite of a wood drake also carries a mild toxin that causes an intense burning sensation for a short period of time. Targets bitten must make a Save v. Poison or suffer a –2 penalty to all rolls due to the pain. Spellcasting is an impossibility while the victim is poisoned. The effects last for 1d6 rounds.

Wood drake venom may be collected to synthesize poison, as discussed on p. 10 of The Lake of Abominations. It may only be used to produce Type I poisons, although more potent than normal, permitting only a +4 bonus to the saving throw (see p. 47 of the OSE Advanced Fantasy: Genre Rules).

Spirit Naga

AC *4 [15],* **HD** *9-12*** *(56 hp),* **Att** *1 x bite (1d3+ poison), 2 x spell (by spell), or 1 x bite and 1 x spell,* **THAC0** *by HD,* **MV** *120' (40'),* **SV** *Save as Fighter by Hit Dice,* **ML** *8,* **AL** *Chaotic,* **XP** *by Hit Dice,* **NA** *1d3 (0),* **TT** *B, O*

Spirit nagas are about 15' long, with black scaled bodies and human heads. They are very intelligent, cruel, and Chaotic to the core. They attack with a poisonous bite, have a gaze that, if met, functions as a *charm person* spell except with an indefinite duration, and can cast spells as clerics and magic-users.

They become more powerful by age; 9 HD nagas cast spells as 3rd-level clerics and 4th-level magic-users. At each additional HD they gain a level of spellcasting ability in each class. Because of their magical nature they are able to cast a spell of each – cleric and magic-user – once per round.

In Absalom, spirit nagas are creatures born in the Dreamlands that make their passage into the mortal world upon their hatching, where they must fend for themselves until maturity. Naga neonates have 3 HD, cannot cast spells and do not have a charm gaze, but have an AC of 0. Over approximately 50 years they grow and mature until achieving 9 HD and their baseline abilities. Spirit nagas gain an additional HD after approximately every hundred years spent in the mortal world.

Female nagas, when their eggs are fertilized, seek passage back into the Dreamlands to lay their eggs and remain there until they hatch, at which point they escort their young back to the mortal world and leave them to survive on their own. Female nagas usually hatch a brood of 1d6 young.

Undead Treant

Treant, Undead. AC *1 [18],* **HD** *8-12* (52 hp),* **Att** *2 x fist (2d6),* **THAC0** *19 [0],* **MV** *60' (20'),* **SV** *D6 W7 P8 B8 S10 (F8-12),* **ML** *10,* **AL** *Chaotic,* **XP** *2300-3500,* **NA** *Unique,* **TT** *C*

Undead treants are a perversion of nature; creatures tasked with preserving and nurturing a stand of trees have instead been corrupted by undeath.

All undead treants have a special connection to the place they once protected; they must spend at least one hour a day rooted in the soil from whence they originated – failure to do so results in their immediate destruction at the stroke of midnight. This spot is marked by upturned earth, as if a tree had been yanked straight from the ground.

Undead treants have a corrupting effect upon vegetative life around them; their presence will gradually kill all plant life within an area ranging from a single subhex to several hexes, depending on their strength and age. They usually spend their days stalking through the dead forests, shepherding the death of the trees in much the same way that treants care for living forests.

They radiate a continuous *warp wood* effect with a range of 10' (refer to the druid spell on p. 9 of **OSE** *Druid and Illusionist Spells*). Magical items of wood are entitled to a Save v. Spells with a +4 bonus to avoid being affected. Any missiles of wood fired at an undead treant suffer a –2 penalty to hit as they suddenly warp when coming within ten feet of it; attacks with wooden or wood-handled melee weapons suffer the same penalty if affected by the unnatural warping. If the Save fails the weapon warps permanently.

Undead treants attack with two limb attacks, each dealing 2d6 points of damage. In addition, any living creatures hit by a tree limb must make a Save v. Death or lose 1d4 points of Constitution. The ability loss is restored at a rate of 1 point per day of bed-rest.

Living creatures completely drained of Constitution reanimate as zombies under the undead treant's mental control 1d4 days after death.

Like normal treants, undead treants can animate up to two trees that attack as normal treants (as described on p. 195 of *OSE Core*). The trees to be animated must be dead. They remain animate for a number of turns equal to the undead treant's HD. Undead treants can animate and control a maximum number of trees per day equal to half their HD, but no more than two at a time.

New Items

Artifacts

The detritus of ancient civilization, artifacts are largely of value to collectors, historians and sages. When adventurers plunder a long-lost tomb, artifacts are the mundane items found within: the non-magical armor of the guards interred there, the rotted tapestries on the wall that depict ancient customs, the utensils, pottery and trinkets of the past.

One unit of artifacts weighs 20 pounds (200 cn) and is worth a base of 100 gold. Every unit found will be (1) of immense historical value or in pristine condition, gaining a +1d6 modifier to the trade roll, (2-4) of average quality, with no modifier, or (5-6) relatively insignificant or badly damaged, applying a -1d6 penalty to the trade roll. Refer to Chapter 4 of Into the Wild for more information on trade goods.

Artifacts are also fragile and easily broken. If targeted by spells such as fireball, lightning bolt or similar, or subjected to rough handling each unit must make a Save v. Breath Attacks as a 0-level human or be broken and rendered valueless.

Chaug

Made from distilled and concentrated dream-stuff, *chaug* is a physical substance that has the unique

property of responding to mental commands. Those who have trained themselves can slowly shape *chaug* into virtually any form. Learning how to control the substance requires about a month of practice and either the ability to cast spells or an Intelligence of 16 or higher.

The process is slow, but *chaug* responds precisely to its shaper's mental commands. In the dimension the ship's creators hail from it serves both utilitarian and decorative purposes. If the properties of *chaug* were to be discovered it could be marketed at 150 gp a pound; the ship contains many tons of the stuff.

Lloer (Moonwine)

A potent liquor fermented in Faery with distilled moonbeams, lloer has a smooth, subtle taste that belies its potency. A single cup has as much alcohol in it as a bottle of wine. A mere sip is more than enough to send warm tingles throughout one's body, from head to toe, and impart great vigor; one may engage in physical activity for a full twelve hours, instead of eight, without penalty.

Any more than a sip is dangerous for Men; drinking a full glass requires one to make a Save v. Poison. Failure indicates that the drinker falls into a deep sleep for 1d6 days. Each subsequent glass drunk imposes a –4 penalty to the Save and increases the time spent insensible by another 1d8 days.

Those who fall asleep from excessive consumption have a tendency to experience vivid, prophetic dreams. On a roll of 1-2 in 1d6 the sleeper has a vision, equivalent to the divination spell, but with 85% accuracy. One does not need to eat or drink in a lloer-induced slumber.

Faeries are totally unaffected by the negative side effects of moonwine and can drink as much of it as desired without difficulty. In the mortal world lloer is worth 500 gold a bottle.

Shadow Eye

Creations of Argcertaa, Shadow Eyes are reddish marbles of polished shadowstone. Argcertaa can look through an Eye and see what the wearer sees as long as it is within 18 miles of him. Doing so requires concentration.

Argcertaa cannot hear anything through the Eye, and otherwise sees with his own vision as it currently functions (e.g. if he had just cast *detect magic* he would be able to detect magical dweomers through the Eye).

The wearer of the Eye can expend its magic to automatically succeed on a single saving throw, but it then crumbles into reddish dust, destroyed, and in the process does 1d4 points of damage to Argcertaa. Doing so also opens a connection between the two, and allows Argcertaa to use his *shadow stride* ability to reach his servant, as long as the two are within 18 miles of each other.

Ynsyth Stones

Formed from a fragment of possibility from another dimension, if smashed – which can easily be accomplished with a hammer, the edge of a shield, or the metal haft of a weapon – this tiny pebble unleashes that possibility, taking all those within thirty feet of it back in time by ten seconds (one round) and giving them the chance to redo or change a previous action. Those outside of the 30' radius don't notice anything that would indicate this has occurred, except the briefest instant where those within seem to flicker in and out of existence; for them the flow of events seems to proceed coherently, with all memory of the past ten seconds agreeing with the final actions taken by those within the radius. There is no saving throw to avoid the effect.

When the stone is crushed all living beings within the radius – undead, constructs, and other non-living creatures such as demons are not affected – are transported back in time to the beginning of the previous round, with full knowledge of everything that transpired previously. If anyone was slain in the intervening time period they are returned to life. All rolls are re-rolled, starting with initiative, and actions are declared again. Those sent back in time may choose to declare actions other than what they originally took, due to their foreknowledge of what has already transpired!

Note that if the stone is used while any non-living creature is within its area of effect, those creatures will not appear in the past. If it is used, for instance, and two skeletons are caught within the radius along with the party, the adventurers will blink back into the past, to find the skeletons no longer exist for that one round. Obviously, if this is the case, any damage inflicted during the original round by the undead never occurs, and the adventurers cannot target the undead during the new round. Creatures within the radius unaffected by the stone re-appear at the beginning of the subsequent round, from the perspective of those affected.

Ynsyth stones are worth roughly 5,000 gp apiece.

New Goods

Velvet Capped Mushrooms.

Large mushrooms with inky purple caps and web-like gills that dangle down beneath the hood, velvet caps are usually found growing in or near the spoor of giant black widow spiders.

When harvested, the mushrooms last a mere day before rotting, so must either be treated alchemically or placed in a magical stasis to prevent degradation. A pound of velvet caps has a base price of 300 gp.

Velvet caps can be prepared two different ways, yielding astral tea and dream-snuff. Both methods require the same amount of raw ingredients, take the same amount of time to make, and produce the same quantities of substance. The other drugs are made using other exotic substances found elsewhere.

Drugs

The following section details some of the drugs typically available in an owl-folk community. It only discusses those with a mechanical or game-play application. Also present in any community are a bewildering variety of hallucinogens, soporifics, and stimulants.

All of these substances are unique to owl-folk. They can be replicated by others, but at a base cost 2d4x10% greater than what is listed below.

In addition to the drugs possessed by individuals, an owl-folk community will communally possess 1d4–1 doses of each of the following for every seer of second level or higher in the village. Therefore, Highglade, with three seers of second level or higher, will have 3d4–3 doses of these drugs in addition to those that may be possessed by individuals.

1. Astral Tea.

This foul-smelling substance is mixed with boiling water, left to steep and then drunk, bringing on an inevitable bout of violent vomiting that leaves the drinker weak and dehydrated (treat as one day's exhaustion, lasting until drinker gets 8 hours sleep). The initial effects (i.e. the vomiting) last for approximately an hour. Once the initial sickness is over the imbiber must roll at or below their Wisdom on 4d6. If the roll is successful the drinker enters a trance in which they can mentally see distant locations as though using a *crystal ball*. The exact type of observation is rolled for each time the tea is consumed: **1-3** a normal *crystal ball*, **4-5** *crystal ball* with *clairaudience*, **6** *crystal ball* with *ESP*. The visions last for ten minutes before the character awakes.

A single dose of astral tea costs a base of 450 gp.

2. Difodol.

A tea distilled from various possibilities; the drinker gains the ability to see glimpses of the future at important junctures, and snare them for the user's own purposes. During the time they are under the effects of this drug the character can choose one roll to tamper with. The choice may be made after the initial roll is made, and can only be applied to an attack, saving throw, skill check, or damage roll. The result of the roll automatically becomes a natural 20.

However, the fates do not take kindly to being tampered with, and the character's next two rolls are made with disadvantage (rolling twice and taking the lower of the two rolls). This is done even if the drug has worn off. Difodol lasts for 2d4 hours and imparts upon the drinker a mild sense of euphoria. Difodol is more addictive than many drugs; the chance of addiction is increased by 1 (for addiction rules, see under The Strigi below).

A single dose of difodol costs 350 gp.

3. Dream-snuff.

The velvet caps are crushed up and mixed with certain substances to produce a fine powder that is then snorted just before sleep. The snuff itself does not induce sleep, but if consumed prior to falling asleep the character rolls 3d6: if the result is equal to or less than their Wisdom score the consumer finds themself in a place called the Dreamlands, a plane of existence that binds the four Realms – those of Mortals, Faery, Shadow, and the Dead – and is only accessible via dreamstate.

Those entering the Dreamlands do so in astral form; their bodies remain where they lie, barely alive to onlookers. The dream state lasts for as long as the character remains asleep; they may be woken by a sharp blow. Dream-snuff, while potent, is limited in the extent to which it can be used repeatedly. Every time a character successfully enters the Dreamlands with the snuff it becomes more difficult to do so the following time: add 1 to the 3d6 roll for each time it has been used successfully.

The Dreamlands will be explored in a future supplement.

A single dose of dream-snuff costs a base of 400 gp.

4. Draught of Heroes.

A foul, bitter tasting liquid that will stain the drinker's teeth red if taken too frequently, this potion grants the user 2d6 additional hit points that last for a period of 1d4 minutes. Unfortunately, any damage they take is subtracted first from their normal hit point allowance first. If an imbiber takes damage such that they are reduced to 0 once the temporary hit points are removed they die instantly.

A single draught of heroes costs a base of 500 gp.

5. Dullweed.

A rare weed that is alchemically treated and turned into plugs which are then chewed. The user's body and the sensations it experiences feel distant and removed. Mechanically, the user suffers 1 less point of damage per die rolled (e.g. someone on dullweed targeted by a 6-die *fireball* would take –6 damage from the total), but their reaction times are also slowed. They take a –1 penalty to initiative and surprise rolls. The benefits of this drug last for 2d6 turns, with the penalties lasting a total of 12 turns (regardless of how long the benefits last).

Dullweed and fairy dust do not interact well together. Roll twice on the drug interaction table, taking the lower of the two results.

A single dose of dullweed costs 400 gp.

6. Fairy Dust.

A light, iridescent powder that is snorted as snuff, fairy dust increases the speed of the user by one category for a period of 1d4 hours – a character with a movement rate of 120' (40') would have that increased to 150' (50'), for example. Curiously, this powder also imparts a resistance to petrification and paralysis, granting a +1 bonus to saves against such effects. However, if the result of such a saving throw made while under the influence of fairy dust is a natural 20 the user's Dexterity is permanently reduced by 1d4 (assuming they survive whatever triggered the saving throw).

Fairy dust costs a base of 375 gp per dose.

7. Mothachadh.

A liquid tasting of anise, one drink brings the imbiber into a state of hyper-awareness. They gain a +1 bonus to initiative rolls, have their chance of surprise reduced by 1 (if it is already a 1 in 6 chance they are surprised on a roll of 1 in 8), and gain a further +1 bonus to the following:

- AC
- Attack rolls
- Rolls made to locate secret or hidden objects (like traps, or secret doors)

The effects last for 1d4 turns; upon wearing off the user finds themself dull of wit and sense, suffering a –2 to all rolls until they are able to get a full night's rest.

A single dose of mothachadh costs a base of 500 gp.

8. Sempiternal Snuff.

Inhaling a pinch of this peppery powder grants the user unnatural endurance; they may run or perform other physical activities for a period of time equal to 1d4+1 times normal. Additionally, the user is immune to effects that would normally fatigue them (such as from spells). The effects last no longer than 12 hours, and once they wear off the user suffers the following effects:

- A –2 penalty to attack, damage, and AC until they rest for a full day.
- They must roll at or below their Constitution score on 3d6. If they fail, their Constitution is reduced by 1 for a period of one month.

Ex. Quinlith takes a pinch of snuff and rolls 1d4+1, for a total result of 3. While under the effects of the powder they can run continuously at their maximum rate for 90 rounds (see page 116 of OSE Core*), move at their encounter movement rate for 180 rounds (see p. 120,* OSE Core*), or while exploring a dungeon need to rest only every 1 turn in 18 (as opposed to 1 turn in 6).*

A single dose of sempiternal snuff costs a base of 600 gp. It is heavily addictive, as well. Those taking sempiternal snuff have their chance of addiction increased by 1 per dose (see The Strigi, below).

Drug Interactions

This section applies only to the uncommon drugs listed above, not the more pedestrian narcotics one may find. Whenever two drugs are taken and their durations overlap, roll 2d6 and compare the result to the following table. For each additional drug interacting subtract 1d2 from the roll.

Ex. In a moment of orgiastic excess Mobli takes a cocktail of four different drugs. His player rolls 2d6–2d2 to determine what effect, if any, such a dangerous experiment has.

1 or lower. Imbiber must make a Save v. Poison at a –2 penalty or die. On a successful roll they are still sickened (as per centipede poison, p. 147 *OSE Core*) for 1d4 days. None of the drugs work.

2. Imbiber must Save v. Poison or die. On a successful roll they are still sickened (as above) for 3d6 hours.

None of the drugs work.

3-4. Imbiber must Save v. Poison. On a failed roll they take 1d8 points of damage and they are sickened (as above) for 2d4 hours. On a successful roll they are sickened (as above) for 1d4 hours. In either case, none of the drugs work.

5-9. Imbiber must Save v. Poison. On a failed roll they take 1d6 points of damage, are sickened for 1d4 hours, and none of the drugs work. On a successful save one drug (determine randomly) works.

10-11. All drugs work.

12. All drugs work, and somehow trigger a potent synergy. On a roll of 1-3 the duration of one (random) drug is doubled, on a roll of 4-5 the durations of all drugs are doubled, and on a result of 6 the effects trigger a genetic change in the imbiber, raising one random ability score by 1, permanently.

Adding Class Levels to Monsters

Old School Essentials presents monsters in a simplified form, using Hit Dice rather than class levels as a means of gauging toughness and abilities. It is possible, however, to further customize unique monsters by giving them levels in one or more classes. Abilities granted by the class are in addition to any natural abilities the monster might already possess; an efreeti with class levels as a magic-user would still retain the use of their innate spell-like abilities in addition.

The following rules are used when applying class levels to monsters:

- Only intelligent monsters can have class levels. Animals, unintelligent constructs, oozes, etc. cannot.
- The class level is added to the monster's base HD to determine the overall HD of the monster. An ogre with 3 levels of magic-user would have 7+1 HD.
- Calculate the monster's hit points as normal for their base Hit Dice, then use the class hit points for class levels. The above ogre would have a hit point total equal to 4d8+1 plus 3d4.
- Adding a spellcasting class gives the monster an additional asterisk for purposes of determining XP.
- Fighter is the class used to increase a monster's Hit Dice without granting any special abilities.
- Only human-based classes are used, not race-as-class (such as dwarves and elves).
- Use the total Hit Dice in the chosen class to determine Saving Throws.
- Use the monster's total Hit Dice to determine attack tables.
- Assume that the creature has the minimum stats required for the chosen class.

The Old School Essentials Core Rules do not provide guidelines for humanoid spellcasters, but Labyrinth Lord Advanced Edition Companion does (p. 144), providing spellcasting maximums for the common humanoid races and level limits for clerics, druids, and magic-users. Humanoids that can cast spells are typically severely limited (goblins can, at most, cast spells as 4th-level magic-users), however, and there are no guidelines provided for how taking spellcaster levels affects monster HD. What is the Hit Die of a 4th-level goblin magic-user, or a 5th-level bugbear cleric? The text provides no guidance.

The following rules are a suggestion for determining level limits, if desired, to various humanoid races. It is recommended that no humanoid spellcaster exceed level 9 in ability; it is the humans' ability to advance to 14th level that makes them unique, after all.

- Assign a rank to each of the four base classes – cleric, fighter, magic-user, and thief – based upon the suitability of each class for a given race. Some examples might be as follows:
  - Goblin: Thief 1, Cleric 2, Magic-user 3, Fighter 4
  - Ogre: Fighter 1, Cleric 2, Magic-user 3, Thief 4
  - Dryad: Cleric 1, Magic-user 2, Thief 3, Fighter 4
- 1st-rank classes are limited to level 9, 2nd-rank to level 7, 3rd-rank to level 5, and 4th-rank to level 3.
- Subclasses are governed by their main classes; barbarians are a fighter subclass, druids a cleric subclass, etc.
- If a creature has an equal aptitude for two or more classes, place them in the same rank but reduce the level limit by the number of classes at that rank.
  - If all four classes are on an equal footing the maximum class level is 5 (9-4).
  - If a creature has two classes tied for 1st rank, their level maximum in each is 7 (9-2).

The above options are for adding class levels to monsters on the fly. A more involved option would be to create an actual racial class for a given monster. This method is discussed in Chapter 5 of Into the Wild.

Availability of Labor

The workers available in a settlement are determined by the population of the settlement. The numbers generated below represent the total number of workers of a given type in a community. Most of them will not be available for immediate hire, however. For each craftsperson that is present roll 1d20–5, the result being the number of days before they become available to take on additional work. If the result is 0 or lower they are immediately available. On a result of natural 20 the tradesperson is not available for 1d6 months.

Craftspeople are divided into categories:

Common. Present in almost every community, this grouping includes tailors, blacksmiths, weavers, furriers, and rough carpenters. For each type there will be 1 for every 100 residents. If there are between 50-75 residents there's a 75% chance one will be present, and just a 25% chance if there are fewer than 50.

Uncommon. Specialized trades that are still commonplace: carpenters, masons, cobblers, armorers, butchers,loggers, potters and so forth. These craftspeople create goods that smaller communities still need, but relatively infrequently. There will be roughly one of each for every 250 residents. If there are between 125-250 residents there's a 75% chance of a single craftsperson practicing a given trade; if fewer than 125 there's a 25% chance.

Rare. Wagonwrights, miners, quarrymen, furniture makers, jewelers, boatbuilders, weaponsmiths, etc. These craftsfolk produce goods that are either luxury (such as jewelers) or expensive and specialized. There will be roughly 1 of each profession for every 1000 residents. If there are between 750 and 1000 residents there's a 75% chance of one such professional per trade; if fewer than 750 there's a 25% chance.

Very Rare. Extremely specialized craftspeople. Gold and silversmiths, sculptors, painters, etc. Typically, only luxury goods or those that require the patronage of wealthy families. There will be roughly 1 of each specialist for every 2500 residents. If there are between 1500 and 2500 residents there's a 75% chance of a single artisan practicing any such craft; if fewer than 1500 there's a 25% chance.

Obviously, different communities have different needs; there's always a chance that a remote or small community would have residents that specialize in more esoteric crafts, and a settlement that makes its living mining ore would have more miners than normal.

The demographics of professionals break down as follows: 1-3 in 6 are Proficient, 1-2 in 6 are Skilled, and 1 in 6 is Expert. For small populations these can be rolled for each craftsperson, assigning 1-3 to Proficient, 4-5 to Skilled, and 6 to Expert.

In urban centers where multiple tradespeople practice a given trade, roll 1d6: this is the number of businesses that exist for that trade. Divide the tradespeople among the total number of businesses, ignoring results that make no sense (having 6 businesses in a town with only four tradesmen, for example). Any leftover individuals are assumed to be working by themselves. When rolling for availability for commissions treat each business as its own entity.

Therefore, an urban settlement with 1000 individuals is considered a small Class 5 market. There will be roughly 10 blacksmiths, 10 tailors, etc. Of these, 5 will be merely Proficient, 3 will be Skilled, and 2 will be Expert.

There are approximately four tradespeople in each of the Uncommon trades: carpenters, masons, etc. Of these, two will be Proficient, one will be Skilled, and one will be Expert.

There are approximately one each of the Rare trades (jewelers, wagonwrights, etc), and for each Very Rare trade there's a 25% chance that one will be present.

These rules very purposefully simulate a slower style of play than some may be used to. If desired, rate of production can be doubled or even trebled, but it is recommended that the general demographic guidelines be kept in place as an easy way to estimate what trades and services can be found in any community.

Randomizing the Results

To add some randomness to the results, one can roll 1d4–2 for each trade, adding the result to the number of craftspeople found. Additionally, when determining the rates of a given professional for hire roll 1d6 and adjust their wages by the following:

1. –15%
2. –10%
3. –5%
4. +5%
5. +10%
6. +15%

Importing Workers

If a settlement does not have enough tradespeople in a specific field, the adventurer can attempt to import workers from other locations. They can either do this actively, by traveling to other settlements and directly

hiring them, or passively through advertising and word of mouth.

If done actively this will be played out. The Referee will determine the number of tradespeople in a community and the number that are currently available. For each of those looking for work make a reaction roll. The hiring attempt assumes the adventurer will pay for moving costs plus a month's salary as enticement. If less than this is offered apply a –1 penalty to the roll. If more, add a +1 bonus.

If done passively the adventurer puts out word that they are looking to hire tradespeople. The Referee determines the number of tradespeople in a community, rolls to see when they become available for hire, and makes the reaction rolls based upon pay inducements (as above). Since the adventurer is not present to make the offer, their Charisma modifier is not applied to the reaction roll.

Hiring Spellcasters

Spellcasters are treated differently than normal professionals. The Populated Hexcrawl Series: Domain Building supplement has guidelines for determining the number of characters of a given class in a settlement, so the Referee should have an idea of the number of clerics and magic-users that are present.

Determine the spellcaster's availability by rolling 1d10–2. If the result is 0 or less they can cast the spell that day; if not, the total is the number of days until they will be available to do so. On a result of a natural 10 the spellcaster will not be available for 1d4 weeks.

If the spellcaster is a magic-user the Referee either chooses what spells the mage has, or must randomly determine whether the mage has access to a given spell. Spells are divided into two groups: Basic and Advanced. Basic spells are those provided in the Core Rules (OSE Core or Advanced Fantasy). Advanced spells are those from other sources (such as LL AEC). A magic-user has a 1-3 in 6 chance of possessing a Basic spell of a level they can cast and a 1 in 6 chance of having an Advanced spell of a level they can cast.

If the magic-user has the spell the adventurers are looking for, roll 1d8 minus the spell's level. If the result is 1 or higher the magic-user has the spell memorized; if 0 or lower they do not and must memorize it the subsequent day. If the magic-user is not available immediately the assumption can be made that they will have memorized the needed spell by the time they are.

If the spellcaster is a cleric roll 1d10 minus the spell's level. If the result is 1 or higher they have the spell memorized. If 0 or lower they do not and must wait to pray for it.

Spells cost the same to cast per level regardless of whether they are arcane or divine, as follows:

1st level. 30 gp

2nd level. 60 gp

3rd level. 125 gp

4th level. 250 gp

5th level. 500 gp

6th level. 1000 gp

Unless otherwise stated this cost covers all incidentals associated with the spell, although rare and/or powerful spells may require material components which add to the cost.

New Races

Gnolls

This section presents two playable gnoll character classes. Standing around seven feet in height, these lanky humanoids most closely resemble bipedal hyenas with flatter snouts, opposable thumbs, and no tails. They are semi-nomadic, usually staying in one place for no more than four or five years, although occasionally they will settle in one location for longer. When they do, however, they will often roam quite far from their lair in order to raid other settlements for goods and slaves.

Gnolls in Absalom, a world where small gods exist anywhere there is someone to worship them, are atheist, worshiping no gods. As such, all gnolls are naturally resistant to divine magic. Any time a gnoll is targeted by a divine spell they may roll their saving throw versus spells twice, taking the better of the two results.

Gnoll Warrior

This is the basic gnoll class used to create champions, chieftains, and other gnolls of note. If normal, lesser gnolls are encountered, use the stat block found on p. 163 of **OSE Core**.

Requirements: Str 12, Con 9
Prime Requisites: Str, Con
Hit Dice: d8
Maximum Level: 9
Armor: Any (see below)
Weapons: Any
Languages: Bestial

Gnoll warriors have two prime requisites: Strength and

Constitution. If a gnoll's Strength is at least 13 and their Constitution 12 or higher they receive a 5% bonus to all XP earned. If the gnoll has a Strength of 16 or higher and a Constitution of 13 or higher the bonus increases to 10%.

Gnolls have good vision, and are able to see in dim light (such as outside at night, or underground with minimal illumination) as if it were daylight. They can wield any weapons, preferring long bows and two-handed weapons such as pole-arms, battle axes, etc. Gnolls possess little ability to work with metal or stone; any armor they wear is typically pieced together from that scavenged from the corpses of their victims. Armor made to fit a gnoll costs twice as much as normal armor to make. Any metal weapons they wield are likewise typically stolen.

All gnolls have the following racial characteristics. This includes regular gnolls without class levels.

- **Speed.** While they typically move with a slow gait, gnolls are capable of great bursts of speed. When motivated they can move at a rate of 150' (50') feet per round, and can keep up this movement rate for a length of time equal to 1 turn per Hit Die.
- **Carrying Capacity.** Gnolls can carry more than humans, and for longer periods of time. Double their encumbrance limits.
- **Two-weapon fighting.** Gnolls are large and strong enough that they can use two-handed weapons one-handed. They can fight with either a weapon and a shield or, if they choose, two weapons. When fighting with two weapons the second must be a one-handed weapon of normal size (dealing 1d8) or smaller. Only one attack is made, but if the attack hits, roll damage for both weapons, taking the better of the two results. All damage and to-hit modifiers affecting a gnoll's attacks are applied to both weapons.

Ex. A 1st-level gnoll warrior is fighting with a two-handed sword (1d10) in one hand and a longsword (1d8) +1 in the other. If the attack hits, the gnoll rolls 1d10 and 1d8, adding +1 (from the magic sword) and +1 (from their natural damage bonus) to both rolls, taking the higher result.

- **Iron Constitution.** Gnolls, like their hyena ancestors, are scavengers by nature, and are less affected by poison and disease than other creatures. When making saving throws to avoid either hazard, they roll twice, taking the better of the two results.

Gnoll warriors inflict an extra +1 point of damage when attacking in melee or with thrown weapons. This damage bonus increases to +2 at 3rd level, +3 at 6th level, and +4 at 9th level.

In addition, beginning at 1st level gnolls have the ability to cleave through their foes. If they deliver the killing blow to an enemy with a melee or missile attack, they are allowed to attack another individual within range. If the subsequent blow slays that target as well, they may continue making attacks against successive foes, up to a maximum number of additional targets equal to their HD (a 2nd-level gnoll, therefore, can Cleave a maximum of 3 targets beyond the first).

At 4th level all gnolls have the option of striking off on their own to form their own pack. Over a period of three months they attract 5d4 normal gnolls, 2d4 1st-level gnolls, 1d4 2nd-level gnolls, and 1d3–1 3rd-level gnolls. If the gnoll is leaving an existing pack then half of those rolled leave with them and the rest will join at

Gnoll Warrior

				Saving Throws					
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**Bonus**
1	—	2d8	19 [0]	12	13	14	15	16	+1
2	2,350	3d8	18 [+1]	11	12	13	14	15	+1
3	4,700	4d8	17 [+2]	10	11	12	13	14	+2
4	9,400	5d8	16 [+3]	10	11	12	12	14	+2
5	19,000	6d8	15 [+4]	9	10	11	11	13	+2
6	38,000	7d8	14 [+5]	8	9	10	10	12	+3
7	76,000	8d8	14 [+5]	8	9	10	10	12	+3
8	152,000	9d8	13 [+6]	7	8	9	9	11	+3
9	304,000	10d8	12 [+7]	6	7	8	8	10	+4

*At the Referee's discretion gnoll NPCs can use the Monster attack progression

regular intervals over the next three months. If the gnoll was not part of an extant pack, all the new gnolls arrive periodically over the same time span.

The gnolls do not require payment, but the new chieftain must not show any weakness, and must provide their new followers with plentiful slaves and spoils. If the gnoll chieftain is defeated in battle or fails to provide for those under their command, make a morale check at the beginning of each month. If the roll fails, 1d4×10% of the pack will leave. The morale check is made each month until the chieftain is able to lead the pack to victory against a foe.

Alternate Rules

If using the alternate character customization rules introduced in Hex 17.24, gnoll warriors begin play with one skill, plus bonus skills due to high intelligence, gaining an additional skill at levels 3, 5, 7, and 9.

Additionally, 1st-level gnoll warriors begin play with one Knack taken from the following list. They gain an additional Knack at levels 4 and 8.

Bloodthirsty. If the gnoll damages a target with a melee attack they gain a +1 bonus to attack and damage rolls made against the same target until the fight ends, one of the two dies, or the gnoll can no longer attack the target in melee.

Brutal Critical. The gnoll scores an automatic hit on a roll of 19 or 20. If doubling damage on a critical hit (instead of inflicting maximum damage) reroll ones, taking the second result even if it is also a 1.

Harrier. Usually movement occurs prior to attacking. A gnoll with the Harrier Knack can move, attack, and then move again, provided they have enough movement left for the round. They may also move between Cleave attacks, again provided they have movement left. Any opponent with whom the gnoll is engaged in melee may attack prior to the gnoll's movement, if the opponent has not yet done so, but this does not grant opponents an extra attack against the gnoll.

Hideous Cackle. The gnoll, in lieu of attacking, may let loose a hideous, cackling laugh that forces any enemy within 30' to make a morale check. PCs make a Save v. Petrification. Those that fail suffer a –1 to all attack and damage rolls for 1d4 rounds.

Feral Awareness. The character gains a +1 bonus to avoid being surprised, and to initiative checks.

Leader of the Pack. Gnolls within 45' of the character gain a +1 bonus to all morale checks they make.

Pack Tactics. If the gnoll is engaged in melee with a target that one or more additional gnolls are also engaged with, the gnoll with this Knack gains a bonus to their attack rolls equal to the number of additional gnolls engaged.

Ex. Rudgrim, a gnoll with this Knack, is attacking Sir Rupert. There are two other gnolls also attacking the poor knight. Rudgrim gains a +2 bonus to all attack rolls made against Rupert. The other two gnolls gain no such benefit. If Rupert slays one of the other gnolls this bonus is reduced to +1.

Self-improvement, Primary. The gnoll warrior can increase either their Strength, Constitution, or Dexterity by 2, or two of these by 1 each. This Knack can only be selected at levels 4 and 8. If allowed in the campaign, gnollish characters can have Strength and Constitution scores of 19.

Self-improvement, Secondary. The gnoll warrior can increase either their Intelligence, Wisdom, or Dexterity by 2, or two of these by 1 each. This Knack can only be selected at level 8. An improved secondary score cannot exceed 18.

Skilled. The gnoll knows an additional three skills.

Tenacious. Once per day, when reduced to 0 hp, the gnoll immediately regains 1d4 hp.

Toughness. The character has 1d10 hit points per Hit Die instead of 1d8.

The gnoll warrior is created using the rules in *Classing up the Joint*, as follows:

- Attack as fighter +2
- Save as fighter +1
- d8 HD, plus 1 HD at level one +6
- Weapon use (4) +2
- Armor use (4) +2
- Advantage against divine spells, poison, and disease +1.5
- Early domain benefits (level 4) +1.25
- Low-light vision +.25
- Two prime requisites –.25
- Level limited to level 9 –4
- Total modifier: 11.75
- XP to reach 2nd level: 2,350

Gnoll Sorcerer

Gnoll sorcerers are arcane, spontaneous spellcasters.

While they cast spells from the magic-user list they do not need to memorize or study spells, instead possessing the innate ability to use magic. While they can cast more spells per day than a normal magic-user, they draw from only a limited number of spells known.

Requirements: Str 9, Con 9, Cha 12
Prime Requisites: Cha, Con
Hit Dice: d6
Maximum Level: 9
Armor: Leather only, no shields
Weapons: Any, but cannot cast spells if using two-handed weapons.
Languages: Bestial

Gnoll sorcerers have two prime requisites: Charisma and Constitution. If the sorcerer has at least a 13 in both scores they gain a +5% bonus to XP. If their Charisma is at least 16 the bonus increases to +10%.

Gnoll sorcerers share the same racial characteristics as normal gnolls, as follows:

- **Speed.** While they typically move with a slow gait gnolls are capable of great bursts of speed. When motivated they can move at a rate of 150' (50') feet per round, and can keep up this movement rate for a length of time equal to 1 turn per Hit Dice.
- **Carrying Capacity.** Gnolls can carry more than humans, and for longer periods of time. Double their encumbrance limits.
- **Two-weapon fighting.** Gnolls are large and strong enough that they can use two-handed weapons one-handed. They can fight with either a weapon and a shield or, if they chose, two weapons. When fighting with two weapons the second must be a one-handed weapon of normal size (dealing 1d8) or smaller. Only one attack is made, but if the attack hits, roll damage for both weapons, taking the better of the two results. All to-hit and damage modifiers affecting a gnoll's attacks are applied to both weapons.
- **Iron Constitution.** Gnolls, like their hyena ancestors, are scavengers by nature, and are less affected by poison and disease than other creatures. When making saving throws to avoid either hazard, they roll twice, taking the better of the two results.

Gnoll sorcerers save as magic-users and attack as fighters, based upon their Hit Dice rather than their level. However, when casting spells they use their level to determine any variable results.

Ex. A 5th-level gnoll sorcerer saves as a 6th-level magic-user and attacks as a 6th-level fighter. However, if they were to cast fireball*, the spell would do 5d6 points of damage.*

A gnoll sorcerer can Cleave with melee or missile attacks (see the gnoll warrior class, above) a number of times per round equal to half their Hit Dice.

Gnoll sorcerers know a number of spells equal to their class level, plus the highest spell-level they can cast, plus their Constitution modifier. A first-level gnoll sorcerer with a Con of 14 (+1 bonus) will therefore know three spells; at fourth level they will know seven spells.

At each level the caster has the ability to "learn" a new spell of a level equal to or lower than the maximum level they can cast. Once learned, spells can be cast spontaneously, with no need to study or prepare, provided the sorcerer has an available spell slot of the required level.

Every time a sorcerer reaches a new level they also have the option to switch out a spell they know for a new one. This can be done once per level, for any one spell the sorcerer can cast. Once this is done the sorcerer "forgets" how to cast the original spell.

Ex. Gregar is a 5th-level gnoll sorcerer with a Constitution of 14 (+1 bonus). Gregar knows nine spells in total. Upon reaching 6th level Gregar gains the ability to cast one new spell, and can switch out one spell they know for another they do not.

Gnoll sorcerers draw their spells from the magic-user spell list.

Gnoll sorcerers can create fetishes at level 3, potions at levels 5, scrolls at level 7, and permanent magical items at level 9. Use their spellcaster level to modify their chance of success.

At 4th level the gnoll sorcerer begins to attract students interested in receiving instruction in the ways of sorcery. Over a period of three months 1d4 1st-level sorcerers and 1d8 normal gnolls come to study with the sorcerer. Realistically, this means the sorcerer will likely put the normal gnolls to work hunting, bullying other gnolls, or otherwise serving their master, while the real apprentices are grudgingly taught what the sorcerer knows in between running errands for them. Each normal gnoll has a 1 in 6 chance of leaving at the end of each month of service, and each sorcerer has a 1 in 10 chance of leaving at the same time. Normal gnolls are replaced over time at a rate of 1d3–1 per month and sorcerers at a rate of 1d2–1 per month.

Gnoll Sorcerer

				Saving Throws					Spells Per Day				
Level	XP	HD	THAC0	D	W	P	B	S	1st	2nd	3rd	4th	5th
1	0	2d6	19 [0]	13	14	13	16	15	2	—	—	—	—
2	4,850	3d6	18 [+1]	13	14	13	16	14	3	—	—	—	—
3	9,700	4d6	17 [+2]	12	13	12	15	14	3	1	—	—	—
4	19,400	5d6	16 [+3]	12	13	12	15	13	4	2	—	—	—
5	39,000	6d6	15 [+4]	11	12	11	14	12	4	2	1	—	—
6	78,000	7d6	14 [+5]	11	12	11	14	12	4	3	2	—	—
7	156,000	8d6	14 [+5]	10	11	10	13	11	5	3	2	1	—
8	310,000	9d6	13 [+6]	10	11	10	13	10	5	4	2	2	—
9	620,000	10d6	12 [+7]	9	10	9	12	9	5	4	3	2	1

Alternate Rules

A gnoll sorcerer begins play knowing one skill, in addition to bonus skills equal to their Intelligence modifier. They gain a new skill at levels 4 and 8.

The character begins play with one Knack, selected from the following list. They gain an additional Knack at levels 5 and 9.

Cantrip. The character can expend small amounts of magical energy to accomplish basic tasks. The character may do so as often as desired and can produce the following general effects: shed light in a 5' radius or extinguish a fire no larger than a torch or lantern, clean or dry a 25 square foot area, produce small gusts of wind or indistinct sounds, open or close unlocked and unbarred doors and windows, create a minor illusion no larger than man-size, change one's basic appearance, etc. Generally, cantrips have a maximum range of 45', and last for no more than one hour. It takes one round to cast a cantrip.

The character can cast offensive cantrips as well. These minor spells can take any form, but all inflict untyped magical damage; a caster who tosses small balls of fire isn't actually doing fire damage. Such spells can be cast with a range of up to 25 feet to do 1d4 points of damage, or up to 60 feet to do 1d2 points of damage. Both options require a successful attack roll, and the target does not get to make a save.

Concentration. The character has practiced casting spells during combat. If they suffer damage while casting a spell, they can attempt to roll less than or equal to their Constitution on 3d6 to continue casting the spell. Add 1d6 to the roll for every 10 points of damage the caster takes (4d6 for 11 points, 5d6 for 21 points, etc.). If the roll fails, the spell is not cast but is also not lost.

Expanded Repertoire. The sorcerer increases the number of spells they know by three. This Knack can be selected multiple times.

Familiar. The sorcerer gains a familiar, an animal companion bonded magically to the character. When bonded to a familiar the sorcerer gains one additional Hit Die (a 1st-level gnoll sorcerer would have 3d6 hp) and increases their maximum Hit Dice to 10, as well as acquiring some special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Death Save. If the save fails the caster suffers damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent; the damage can be healed as normal. At the referee's option a sorcerer that survives the loss of a familiar can regain one after a period of time and the appropriate rituals.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster's own body is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

A familiar can be any small creature with no more than 2 HD. When the caster reaches levels 5 and 9 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 3 the two are capable of understanding each other; prior to

that, each is only aware when the other is experiencing strong emotions.

Metamagic. The caster gains a number of "sorcerer points" equal to half their caster level (rounding up) that can be used to do one or more of the following as a free action when casting a spell. The points regenerate after a full night's sleep.

- Careful Spell (1 point/target). Designate a number of targets within the spell's area of effect equal to the number of points spent. These creatures automatically succeed on any require saving throws.
- Distant Spell (1 point). Double the spell's range, or, if the range is touch, increase the range to 20'.
- Empowered Spell (1 point/die). Reroll a number of the spell's damage dice, taking the new results. Each die to be rerolled costs 1 point. This ability can be used after the original dice are rolled. The new results are used regardless of what they are. *Ex. Gregar casts* fireball*, doing 5d6 points of damage. Two of the rolls result in 1s, so he chooses to reroll those, spending two sorcerer points. The first roll is a 5 and the second a 1 again.*
- Extended Spell (2 points). Spells with a duration of longer than Instant have their duration doubled, to a maximum duration of 24 hours.
- Heightened Spell (3 points). The target of a heightened spell rolls any applicable saving throws twice, taking the lower of the two results.
- Quickened Spell (4 points). The character casts this spell quickly. They may cast an additional spell in the same round, provided the second spell is no higher than 2nd level.
- Subtle Spell (2 points). The spell can be cast without verbal or somatic components.
- Twinned Spell (variable). When casting a spell that affects a single individual and doesn't have a range of self, the sorcerer can affect an additional target within 5' of the original by spending one point per spell level. The additional target is affected by the spell as initially cast, with any variables remaining the same. Twinned spell cannot be used to modify spells that *can* affect more than one target (such as *magic missile* or *hold person*).

Self-improvement, primary. The sorcerer can increase their Constitution, Strength, or Charisma score by 2, or two of the above scores by 1 each. This may only be selected at 5th and 9th level. If allowed in the campaign, gnollish characters can have Strength and Constitution scores of 19.

Self-improvement, secondary. The sorcerer may increase their Intelligence, Wisdom, or Dexterity by 2, or two of the above scores by 1 each. This may only be selected at 9th level. An improved secondary score cannot exceed 18.

Skilled. The character gains an additional three skills.

Shapechange. The spellcaster can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a non-magical animal or plant of no more than half the caster's Hit Dice.

While in animal shape the caster retains their own intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every consecutive day past the first spent in their chosen form the spellcaster must roll less than or equal to their Intelligence using 3d6, plus 1 per additional day. Failure indicates they're unable to change back to their original form. If the character remains in their alternate form for four days, for instance, they must roll less than or equal to their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 5 and 9. If selected more than once, a different form must be chosen.

Toughness. The sorcerer has 1d8 hit points per Hit Die instead of 1d6.

Gnoll sorcerers are built using the rules found in *Classing up the Joint*, as follows:

- Attack as fighter +2
- Save as magic-user –1
- d6 HD, plus 1 HD at level one +5.5
- Weapon use (4) +2
- Armor use (2) 0
- Arcane spellcasting, 125% progression +20
- Advantage against divine spells, poison, and disease +1.5
- Early domain benefits (level 4) +1.25
- Low-light vision +.25
- Limited spell selection –3
- Two prime requisites –.25
- Level limited to level 9 –4
- Total modifier: 24.25
- XP to reach 2nd level: 4,850

Gnoll Demographics

This section discusses gnollish demographics, using the entry for gnolls on p. 163 of **OSE Core**. The smallest group of gnolls is called a gang and consists of 1d6 normal gnolls. Each gang of gnolls is led by a 1st-level gnollish warrior. If using the Alternate Rules presented in this book, the Referee can assume that all classed gnolls (champions, bodyguards, etc.) have the Toughness Knack (having 1d10 instead of 1d8 hp per HD) instead of selecting Knacks for each gnoll.

A gnoll clan consists of 1d3 gangs. Multiple clans band together to form villages. A gnoll clan will be led by a gnoll warrior of level (1-4) 3 or (5-6) 4. The gnoll leader will have 1d4 2nd-level gnoll warriors that serve as bodyguards. Each clan has a 1-2 in 6 chance of including a sorcerer; roll on the table below to determine the sorcerer's level. Each clan also has a 1 in 10 chance of being led by a sorcerer, rather than a warrior of an equivalent level.

A gnoll pack consists of 2-5 clans. In addition to the clan sub-chiefs the pack is ruled by a (1-3) 4th-level warrior, (4-5) 5th-level warrior, or (6) 6th-level warrior. The pack chief will have 1d4+1 2nd-level warrior bodyguards, 1d4 3rd-level lieutenants, and an additional 1 in 6 chance of having a sorcerer that serves as an advisor, as well as the standard chances (see below) of having slaves and giant hyenas.

A gnoll tribe consists of 2-8 clans. In addition to the clan sub-chiefs the tribe is ruled by (1-3) a 5th-level warrior, (4-5) a 6th-level warrior, or (6) a 7th-level warrior. The tribe's chieftain will have 2d4 2nd-level warriors as bodyguards, 1d4+1 3rd-level enforcers, and 1d4 4th-level lieutenants. They have an additional 1-2 in 6 chance of having a sorcerer that acts as an advisor. The tribal chieftain will have 2d6 slaves and (1-2) no hyenas, (3-5) 3d6 hyenas, or (6) 2d6 giant hyenas.

A gnoll village consists of 4-10 clans and, in addition to the clan sub-chiefs, is ruled by a gnoll warrior of level (1-3) 6, (4-5) 7, or (6) 8. The village's chieftain will have 2d4+1 2nd-level warriors as bodyguards, 1d4+2 3rd-level enforcers, and 1d4+1 4th-level lieutenants. They have an additional 1-2 in 6 chance of having a sorcerer that acts as an advisor. If a sorcerer does serve the chieftain, roll twice to determine their level, taking the higher of the two results. The tribal chieftain will have 2d6+2 slaves and (1-2) no hyenas, (3-5) 3d6 hyenas, or (6) 2d6 giant hyenas.

A gnoll warhorde consists of 5-20 clans and, in addition to the clan sub-chiefs, is ruled by a gnoll warrior of level 9. The warchief will have 3d4 2nd-level warriors as bodyguards, 2d4+1 3rd-level enforcers, and 2d4 4th-level lieutenants. They have an additional 1-3 in 6 chance of having a sorcerer that acts as an advisor. If a sorcerer does serve the chieftain, roll three times to determine their level, taking the highest of the three results. The warchief will have 4d4 slaves and (1) no hyenas, (2-4) 3d6 hyenas, or (5-6) 2d6 giant hyenas.

Gnoll Sorcerer Level Table

1d100	Sorcerer Level
1-30	1st level
31-50	2nd level
51-65	3rd level
66-77	4th level
78-85	5th level
86-90	6th level
91-95	7th level
96-98	8th level
99-100	9th level

Gnolls are slave-takers, and any given gnoll clan will have 1d3–1 slaves for every ten gnolls (1-10 gnolls have 1d3–1 slaves, 11-20 have 2d3–2, etc.). The gnolls do not discriminate amongst races when it comes to their slaves, even taking gnolls from other clans. Any so unfortunate as to be captured are used for labor and, eventually, meals.

Each clan will also have (1-3) no hyenas, (4-5) 2d6 normal hyenas, or (6) 1d4 giant hyenas.

Hyena. AC 7 [12], HD 3 (14 hp), Att 1 x bite (2d4), THAC0 17 [+2], MV 120' (40'), SV D12 W13 P14 B15 S16 (F2), ML 9, AL Neutral, XP 35, NA 2d6 (2d6), TT None

Hyena, giant. AC 7 [12], HD 5 (23 hp), Att 1 x bite (3d4), THAC0 15 [+4], MV 120' (40'), SV D11 W12 P13 B14 S15 (F3), ML 9, AL Neutral, XP 175, NA 2d4 (2d4), TT None

Giant hyenas can be ridden as mounts by gnoll-sized or smaller creatures.

Roll 1d20 on the table below to determine the number of clans present in a given random encounter:

Gnoll Settlement

1d20	Size
1-10	1 Clan
11-14	1d4+1 clans (pack)
15-17	2d4 clans (tribe)
18-19	2d4+2 clans (village)
20	5d4 (warhorde)

Groupings of more than one clan are inherently unstable, due to the fractious and Chaotic nature of the gnollish race. The fewer clans that band together, the longer an alliance will last, especially if led by a particularly strong individual. If a subchief of any component clan is killed there's a 1 in 6 chance the village splinters, falling apart over a period of 1d8 days as the clans feud and bicker. In these instances each component clan loses 1d4–1 × 10% of their number due to inter-clan warfare. If the village chieftain is slain, the chance of collapse increases to 1-3 in 6, with each component clan suffering a 1d6×10% drop in numbers.

Every so often an immensely powerful leader emerges, uniting a horde of gnolls larger than those typically seen. The horde ravages across the countryside for as long as its warlord is able to hold it together. Luckily for the realms of Men, these hordes rarely last even a year, at which point the warhorde inevitably splinters and the various clans go their individual ways. Regardless of any other factors, a gnollish warhorde can usually only stay intact for 2d4 months after forming.

There's a 1-4 in 6 chance that any gnoll clan is nomadic and a 1-2 in 6 chance that a gnoll village will be nomadic. A nomadic clan or village of gnolls settles in one place for 2d6 months, ranging relatively far (2d4 hexes) to find food, before moving on to establish a new temporary campsite. When it is time to move they will relocate 2d6 hexes away from their old settlement.

Even the more permanent gnoll settlements rarely remain for more than twenty years or so, relocating roughly once every generation.

Gnolls typically speak Bestial, the language of Chaotic humanoids. Additionally, each gnoll with at least one class level has a 1 in 6 chance to speak one of the following languages: Common, Giant, Swampspeak, or Trog. This chance is increased by 1 for every odd level above 1st the gnoll possesses (maximum chance of 1-5 in 6) and decreased by 1 for each additional language the gnoll already speaks.

Ex. A 7th-level gnoll has a 1-4 in 6 chance of speaking one of the above languages. If it is determined they can speak an additional language, they have a 1-3 in 6 chance of speaking a second additional language.

Goblins

In Absalom, goblins are faerie-kin, originating in Faery but having spread to the mortal world. A few of these (see below) retain some kinship to Faery, but the vast majority of goblins in Absalom are normal humanoids. They are typically Chaotic creatures, but exceptions do exist. About 1 in 6 goblins will be of Neutral alignment, and rare will be the Lawful goblin.

Below you will find three varieties of goblin for use as player characters, or as advanced goblins for special NPCs. Note that in most cases the Referee can use the goblin entry in the corebook, along with the standard Monster Attack Matrix, but draw from these examples to add some flair to important goblin foes.

Goblin
As goblins advance in level they get physically larger. They are continuously growing and changing, getting taller, more muscular, and nastier. The goblin class represents the base goblin found on p. 164 of *OSE Core*.

Requirements: None
Prime Requisite: Constitution
Hit Dice: d6
Maximum Level: 9
Armor: Any
Weapons: Any, but limited at character creation to those doing 1d6 points of damage
Languages: Bestial

Goblins have a prime requisite of Constitution; they lair in filth and squalor, and build up resistance to disease as a result. If the goblin character has a Constitution of 13 or higher they gain a 5% bonus to XP earned, and if they have a Constitution of 16 or higher that bonus increases to 10%.

All goblins have the following racial abilities:

- Goblins have infra-vision to 90' and suffer a –1 penalty to attack rolls when above ground or exposed to bright lights (as a *light* spell or brighter) At 2nd level this vulnerability goes away, although they still dislike bright light.
- They are decent miners and can spot new or unusual stone construction – including traps or secret doors made of stone – on a roll of **1-3 in 8**.
- 1st-level goblins are small of stature, and unable to wield large weapons (effectively, they are limited to weapons dealing 1d6 points of damage or less).

Upon reaching 2nd level goblins deal an extra +1 damage

with their attacks. This increases to +2 at level 5 and +3 at level 8. At 3rd level the goblin can wield normal-sized weapons doing 1d8 points of damage and at 6th level can wield weapons doing 1d10 points of damage.

At 2nd level goblins gain the ability to cleave through their foes. If they deliver the killing blow to an enemy they are allowed to attack another individual within range. They can continue to attack new targets as long as each blow kills the individual, doing so a maximum number of times per round equal to half their HD, rounded up (a maximum of 5 additional targets at 9th level, therefore).

At 3rd level goblins are capable of leading their own people into battle, and when commanding goblin forces all goblins within 60' of them gain a +1 bonus to their morale scores.

At 1st level goblins save as 0-level humans but use the attack tables of 1st-level fighters. Their saving throw progression catches up with that of fighters at level 5.

Upon reaching 3rd level a goblin may leave their tribe and set off to found their own warren. Within 1d4 months of doing so they will attract a number of goblin followers, as below:

- 1d4×10 1st-level goblins
- 2d4 2nd-level goblins that serve as bodyguards

The goblins do not expect pay in coin, but they do expect the goblin leader to protect them and bring glory to the tribe, while also ensuring their impulses are kept sated through occasional raids upon civilized lands and the spoils they bring.

Alternate Rules

If using the alternate character customization rules introduced in *Hex 17.24*, goblins may select one of the following Knacks at the indicated levels. It is suggested, if applying these rules to goblins as monsters, that they be applied only to exceptional NPCs (chieftains, lieutenants, perhaps the head torturer, etc.) for ease of populating lairs.

Goblins begin play with one skill, plus additional skills due to high Intelligence, and gain an additional skill at level 3, 5, 7, and 9. They gain a Knack at 2nd level and an additional Knack at 5th and 9th. The Knacks may be selected from the following list, at any level, unless otherwise stated.

Faery Heritage, resistance. The goblin is immune to *sleep* and ghoul paralysis. When making saving throws against charms or illusions they roll twice, taking the better of the two results. This Knack can only be selected once. If they have access to Faery spells (see below) they cast them as if one level higher, if applicable. *Ex. A 6th-level goblin normally casts spells as a 3rd-level caster. With this Knack they cast spells as a 4th-level caster.*

Faery Heritage, spellcraft. The goblin gains a single spell slot they can use to cast one of the following spells. They gain an additional spell slot at levels 3, 5, 7, and 9, and have a caster level equal to half their level (rounding up).

- *dancing lights* (1 slot)
- *glamour* (1 slot)
- *animal friendship* (2 slots)
- *blur* (2 slots)
- *charm person* (2 slots)
- *invisibility* (3 slots)

This Knack can only be selected once.

Leader of the Pack. All goblins within 30' of the

Goblin

				Saving Throws					Damage
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	
1	0	1d6	19 [0]	14	15	16	17	18	0
2	870	2d6	19 [0]	13	14	15	16	17	+1
3	1,740	3d6	18 [+1]	12	13	14	15	16	+1
4	3,480	4d6	17 [+2]	11	12	13	14	15	+1
5	6,960	5d6	16 [+3]	10	11	12	13	14	+2
6	13,920	6d6	15 [+4]	9	10	11	12	13	+2
7	28,000	7d6	14 [+5]	8	9	10	11	12	+2
8	56,000	8d6	14 [+5]	8	9	10	10	12	+3
9	112,000	9d6	13 [+6]	7	8	9	9	11	+3

character gain a +1 bonus to hit and damage.

Self-improvement, primary. The goblin can increase one of the following scores by 2, or two by 1: Strength, Dexterity, Constitution.

Self-improvement, secondary. The goblin 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 goblin gains an additional three skill slots.

Sneak. The goblin gains the following thief skills that they can use as a thief one level lower than their actual level: Hide in Shadows, Move Silently, Climb Walls, Backstab.

Toughness. The goblin is especially durable and gains 1d8 hit points per level instead of 1d6. 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 goblin has 1d10 hit points per HD.

Trapsetter. The goblin is adept at fashioning and setting traps. Doing so takes 1 day for every 1d6 hit points of damage the trap inflicts, to a maximum of half the goblin's level in days (rounding up), and the trap will work on a roll of **1-4 in 6**. The chance improves to **1-5 in 6** if the goblin is of level 7 or higher.

Wolf-rider. When mounted upon a wolf or dire wolf the goblin gains a +1 bonus to AC, may charge at least 60' in order to deal double damage with lance or spear, and can fire missile weapons from wolf-back without penalty. Their mount also gains a +1 bonus to morale when being ridden by the goblin.

Goblins are built as follows based upon the rules from *Classing Up the Joint*:

- Attack as Fighter. +1
- Saving Throws as Fighter (delayed one level). +.9
- HD d6. +.5
- Weapons Allowed (#4, delayed two levels). +1.8
- Armor Allowed (#4). +2
- Infravision. +.75
- Detect stonework as dwarf. +.4
- Early name-level benefits (attract followers at 3rd level). +1.5
- Penalty when in sun (1st level only). –.5
- Level limited. Four levels. –4
- Total modifiers: 4.35
- Total XP to reach 2nd level: 870

Goblin Shaman

The shaman is the spiritual leader of the goblin tribe. It is they who commune with the goblin gods – harsh, lesser deities that demand sacrifice and obedience in equal measure – as well as perform the rituals to propitiate the spirits of their ancestors.

Goblins do not worship single gods, and their shamans draw power from a number of sources. Most goblin tribes place Luggrat, the Breaker of Chains, as the chief goblin deity, as it was he who freed them from servitude in the realms of Faery. There are other gods, the small gods of the mines, of the caves and the dark forests where the goblins lair, and other, stranger entities that lurk beyond the stars and under the waters. These strange Chaotic entities are also praised by goblin shamans, although on a tribe-by-tribe basis.

The goblin shaman casts spells in the much the same way as a cleric, but with a more limited spell selection. Casting spells for the goblin shaman is a loud performance, with chanting, cavorting, and the strident banging of drums being the principle means of channeling the divine energy.

Requirements: Wisdom 9
Prime Requisite: Wisdom, Constitution
Hit Dice: d6
Maximum Level: 9
Armor: Any
Weapons: Limited (any, but limited to those doing 1d6 points of damage)
Languages: Bestial

Goblin shamans rely on their force of personality to strike bargains with powerful beings in return for power, and as such must have a Wisdom score of at least 9. If they have both a Wisdom and a Constitution of 13 or higher they gain a 5% bonus to XP; if either is 16 or higher the bonus increases to 10%.

Goblin shamans have the same racial abilities and restrictions as normal goblins. They can wear any armor and use any weapons. However, at 1st level they only know how to wield four weapons. At levels 5 and 9 they learn how to use an additional weapon.

- Goblins have infra-vision to 90' and suffer a –1 penalty to attack rolls when above ground or exposed to bright lights (as a *light* spell or brighter). At 2nd level this vulnerability goes away, although they still dislike bright light.
- They are decent miners and can spot new or unusual stone construction – like traps or secret doors made of stone – on a roll of **1-3 in 8**.

- 1st-level goblins are small of stature, and unable to wield large weapons (effectively, they are limited to weapons dealing 1d6 points of damage or less).

Goblin shamans attack and save as clerics of an equal level.

At 1st level the goblin shaman possesses the ability to turn undead as a cleric of the same level, but instead of causing undead to flee they are able to command and control the undead on a successful roll. On a roll of "Turned" the shaman is able to command a number of HD of undead equal to the HD indicated by the roll result for a number of hours equal to their level; on a roll of "Destroyed" they may control the undead for a number of days equal to their level.

Unintelligent undead will act as the shaman desires, with no regard to their own safety. Intelligent undead act as if *charmed* and will not perform actions that could lead to their own destruction. Once the control ends the shaman may attempt to reassert control, provided they are within sight of the controlled undead; if this fails, unintelligent undead will flee as if turned and intelligent undead will react as appropriate upon regaining control of their actions.

If another creature attempts to turn or control the undead while under the shaman's control, each makes a separate Turn check, adding their HD to the roll, to determine which controller wins.

At 2nd level the shaman gains the ability to cast clerical spells from the list below. As a general rule goblin shamans will typically cast the reversed version of spells that have a modal option, unless doing otherwise would be of benefit to their allies. The spell may be cast in either form as desired, without the need to pray for a specific version.

1st level. *berserker rage*, cure light wounds, darkness, detect magic, remove fear* (reverse only), *wither**.

2nd level. *bless, call wolf*, command animal*, hold person, silence 15' radius, speak with animals.*

3rd level. *animal growth, animate dead, cure disease, dispel magic, remove curse.*

4th level. *cure serious wounds, divination, sticks to snakes*

5th level. *commune, flame strike, insect plague, raise dead.*

*see New Spells below

At 7th level the goblin shaman can attempt to craft magical items and potions. Note that the chance for success is as a 7th-level caster.

At 3rd level the shaman begins to attract followers. 2d4 normal goblins, of levels (1d6: 1-3) 1, (4-5) 2, or (6) 3, are attracted to serve as fanatical bodyguards (never need to check morale when defending the shaman). Additionally, at 3rd level and each level thereafter, there's a **1-3 in 6** chance that a 1st-level goblin shaman will come to serve the higher-level shaman as an apprentice. Bodyguards lost to death will be replaced within a month, but students are not.

Sample Goblin Deities

Luggrat, the Breaker of Chains

The primary goblin deity, and one worshiped by most of the goblin tribes in Absalom. Luggrat is an unaligned Prince of Faery, exiled and confined to the Deeps by the Faery Courts. He guided many goblins through the cracks and crevices that pierce the boundaries between the two worlds, freeing them from servitude to the greater Faeries.

Those goblins in Absalom are not necessarily better off than they were, however. As one of the smaller and weaker humanoid races, goblin tribes often find themselves

Goblin Shaman

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d6	19 [0]	11	12	14	16	15
2	1,480	2d6	19 [0]	11	12	14	16	15
3	2,960	3d6	19 [+0]	11	12	14	16	14
4	5,920	4d6	18 [+1]	10	11	13	15	13
5	12,000	5d6	17 [+2]	9	10	12	14	12
6	24,000	6d6	17 [+2]	9	10	12	14	12
7	48,000	7d6	16 [+3]	8	9	11	13	11
8	96,000	8d6	15 [+4]	7	8	10	12	10
9	192,000	9d6	14 [+5]	6	7	9	11	9

Goblin Shaman Spells per Day

Level	Spell Level				
	1st	2nd	3rd	4th	5th
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	—	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2

bullied or enslaved by larger creatures. Priests of Luggrat encourage those goblin tribes under their care to throw off the yoke of their non-goblinoid masters.

Luggrat's shamans are the most likely of goblins to wear metallic armor, giving them better than average AC, and their symbol is a length of chain. Those that are able to obtain or forge such things often wade into battle swinging the chains (1d6 points of damager per blow, reach of 10'). They also gain the following abilities:

- **Inspiring.** Once per day, when goblins within 30' of one of Luggrat's shamans have to make a morale check they subtract 1 from the roll. If the morale check succeeds they gain a +1 to hit and damage on their next attack rolls.
- **Chosen One.** Once per day, if dealt damage from physical attacks that would reduce them to 0 hp, they regain a number of hit points equal to their level. *Ex. A 4th-level shaman of Luggrat is reduced to 0 hp by an attack. Instead of dying, the shaman is at 4 hp.*
- **Expanded Spell List.** They add the following spells to their spell list:
  1 *sanctuary**
  2 *entangle^*
  3 *spiritual weapon**
  4 *web*
  5 *blink**

*See New Spells below.

^spell is from *OSE Advanced Fantasy: Druid and Illusionist Spells.*

Logua, She who Howls in the Night. Logua is worshiped by goblin tribes south of the Scarlet Principalities that dwell primarily within the Dhembezeur Mountains, bordering the Silver Sea (see the Southern Hex Cluster for more detail). She is an ancient and grizzled she-wolf, nearly as tall as a Man, with a hide scarred from countless blades and battles. The local tribes viewed her with reverence, and in time that became a religious fervor, to the point that she has become a minor deity.

The shamans of Logua wear wolf pelts or necklaces of wolf fangs and are granted the following abilities.

- **Priests of War.** Shamans of Logua gain the damage bonus of goblins (+1 at levels 2-4, +2 at levels 5-7, +3 at levels 8-9).
- **Strike True.** Once per day they can roll twice when making an attack, taking the better of the results. This increases to twice per day at level 6.
- **Expanded Spell List.** They can add the following spells to their repertoire:
  1 *speak with animals^*
  2 *charm person or mammal**
  3 *hold animal^*
  4 *summon animals^* (wolves and dire wolves only, add CHA modifier to total HD summoned)
  5 *polymorph self* (to wolf or dire wolf only)

*See New Spells below.

^spell is from *OSE Advanced Fantasy: Druid and Illusionist Spells.*

Yugshutlgn, the Darkstalker

Yugshtulgn is that which stalks the tunnels and night-blackened woods, silently, and snatches away those goblins who have betrayed their kin, never to be seen again. It is primarily worshiped by those goblins that still reside in Faery, although some in Absalom venerate its name, or at least place saucers of blood on the hearth as a sacrifice to it so they themselves will not be taken. Surprisingly, Yugshutlgn is worshiped by bugbears in equal number to goblins.

Shamans of Yugshutlgn, also called the Silent One, have their tongue torn from their mouth when initiated into its worship, and have evolved a means of casting spells – indeed, of communicating in general – through an elaborate system of hand gestures. They always dress in dark colors, the better to skulk through the night. They gain the following abilities, but never lose the penalty from being in sunlight.

- Use the following thief skills as a thief of one level lower: Backstab, Hear Noise, Hide in Shadows, Move Silently.
- They may add the following spells to their repertoire:

1 *sleep*
2 *detect invisible*
3 *invisibility*
4 *nondetection^*
5 *improved invisibility^*

Alternate Rules

Goblin shamans have one skill at 1st level and gain an additional skill at levels 3, 5, 7, and 9. At 1st level goblins also start with one of the following Knacks, and gain an additional Knack at levels 5 and 9.

Faery Heritage, resistance. The goblin is immune to *sleep* and ghoul paralysis. When making saving throws against charms or illusions they roll twice, taking the better of the two results. This Knack can only be selected once. If they have access to Faery spells (see below) they cast them as if one level higher, if applicable. *Ex. A 6th-level goblin normally casts spells as a 3rd-level caster. With this Knack they cast spells as a 4th-level caster.* This Knack can only be selected once.

Faery Heritage, spellcraft. The goblin gains a single spell slot they can use to cast one of the following spells. They gain an additional spell slot at levels 3, 5, 7, and 9, and have a caster level equal to half their level (rounding up) for purposes of Faery spells.

- *dancing lights* (1 slot)
- *glamour* (1 slot)
- *animal friendship* (2 slots)
- *blur* (2 slots)
- *charm person* (2 slots)
- *invisibility* (3 slots)

This Knack can only be selected once.

God's Chosen. The shaman's deity has taken special interest in the shaman. They can cast one 1st-level spell at level 1. This is in effect a "bonus" spell; a 3rd-level shaman may cast three 1st-level spells per day. At level 5 they may cast an additional 2nd-level spell per day, and at level 9 they can cast an additional 3rd-level spell per day.

Self-improvement, primary. The goblin shaman can increase one of the following scores by 2, or two by 1: Strength, Wisdom, Constitution.

Self-improvement, secondary. The goblin 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 goblin gains an additional three skill slots.

Speak with Totem. The shaman may converse with members of the tribe's totem species. Typically these are wolves, but may be other animals (see below).

Toughness. The shaman uses 1d8 for their HD rather than 1d6. This Knack can only be selected once, and if it is selected at level 5 or 9 all HD are re-rolled using 1d8.

The Gods Protect Me. Once per day the shaman can choose to automatically succeed on a saving throw. At 7th level they may do this twice per day.

You Shall Obey Me! The shaman gains a +1 bonus to all attempts to control undead. They may add their class level to the total number of HD affected, if the turn attempt is successful.

Goblin shamans are built as follows, using the rules from *Classing up the Joint*:

- Attack as cleric. +0
- Saving Throws as cleric. –.5
- HD 1d6. +.5
- Weapons Allowed (#3). +1
- Armor Allowed (#4). +2
- Spellcasting. Divine, 75% progression. +5
- Turn Undead. +1.5
- Infravision. +.75
- Detect stonework as dwarf +.4
- Early name-level benefits (attract followers at 3rd level). +1.5
- Penalty when in sun (1st level only). –.5
- Prime requisites (2). –.25
- Level limited. Four levels. –4
- Total modifiers: 7.4
- Total XP to reach 2nd: 1480

Goblin Mage

Goblin mages are feared, respected, and hated by their kin. They do not tend to the spiritual needs of the tribe the way that shamans do, and often remain on the outskirts of their communities, perhaps with an apprentice or two.

Regardless of their social standing in a goblin community, goblin mages are respected by the chieftains for their intelligence and guile as well as the power that they wield.

Goblin mages cast spells in much the same manner as human magic-users, but instinctively, without the need to study or prepare spells. However, they are less flexible than magic-users, as they have a limited pool of spells from which to drawn. Like all spellcasters, they can only regain spent spell slots after a full rest.

Requirements: Charisma 9
Prime Requisite: Charisma, Constitution

Hit Dice: d6
Maximum Level: 9
Armor: None
Weapons: Limited
Languages: Bestial

Goblin mages gain their spellcasting abilities from their inner strength and innate magic. Therefore, Charisma is their most important score. A mage with a Charisma and Constitution of 13 or higher gains a 5% bonus to XP; if either is higher than 16 the bonus increases to 10%.

All goblin mages have the following racial abilities:

- Goblins have infra-vision to 90' and suffer a –1 penalty to attack rolls when above ground or exposed to bright lights (as a *light* spell or brighter). This penalty disappears at level 2.
- They are decent miners and can spot new or unusual stone construction – such as traps or secret doors made of stone – on a roll of **1-3 in 8**.
- 1st-level goblins are small of stature, and unable to wield large weapons (effectively, they are limited to weapons dealing 1d6 points of damage or less).

In addition, goblin mages possess the following characteristics:

- Goblin mages cannot wear armor.
- They may use any magical items usable by human magic-users. Those that can read the appropriate language can cast magic-user spells from scrolls. 1-2 in 6 goblin mages are literate in whatever languages they can speak.
- Goblin mages save and attack as human magic-users.
- Goblin mages at 1st level can use two weapons. They learn how to use an additional weapon at level 5.
- Goblin mages draw their spells from the magic-user spell list. See below for rules on how mages cast spells.
- At 4th level the mage can attempt to craft potions, scrolls and charms. They can attempt to create higher-powered magical items at level 9.

Unlike magic-users, who can memorize and cast virtually any spell, limited only by their access to arcane materials, goblin mages only possess the ability to cast a given selection of spells, albeit at a higher daily rate than magic-users. **A goblin mage has the ability to cast a number of unique spells equal to their class level plus the highest level spell they can cast plus their Charisma modifier**. For example, a first-level mage with a CHA of 14 (+1 bonus) can cast three different spells; at fourth level they can cast seven spells.

At each level the caster has the ability to "learn" a new spell of a level equal to or lower than the maximum level they can cast. Once learned, spells can be cast spontaneously, with no need to study or prepare, provided the mage has an available spell slot of the appropriate level.

Every time a mage reaches a new level they also have the option to switch out a spell they know for a new one. This can be done once per level, but for any one spell the sorcerer can cast.

Ex. A fourth-level goblin mage knows six spells. They can be of any level – three first level and three second level; four first level, two second level; etc. For this example, assume they know the following spells:

1 *charm person, magic missile, sleep*

2 *invisibility, knock, web*

At that same level, they are able to cast four 1st-level spells and two 2nd-level spells per day. They don't need to memorize, or specify in advance, which spells they are going to cast.

Goblin mages do not gain followers, but they can become

Goblin Mage

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d6	19 [0]	13	14	13	16	15
2	2,180	2d6	19 [0]	13	14	13	16	15
3	4,360	3d6	19 [+0]	13	14	13	16	15
4	8,720	4d6	19 [+0]	13	14	13	16	14
5	17,440	5d6	18 [+1]	12	13	12	15	13
6	35,000	6d6	17 [+2]	11	12	11	14	12
7	70,000	7d6	17 [+2]	11	12	11	14	12
8	140,00	8d6	17 [+2]	11	12	11	14	12
9	280,000	9d6	16 [+3]	10	11	10	13	11

leaders of tribes. In these instances they function half as efficiently as regular goblins (attracting 1d4 × 5 regular goblins and 1d4 2nd-level goblins that act as bodyguards).

Alternate Rules

Goblin mages begin play with one skill. Goblin mages may select an additional skill at levels 4 and 7.

At 1st level goblin mages may select one of the following Knacks. They gain an additional Knack at level 5 and 9.

Blood Magic. When casting a spell the goblin mage can spend hit points to do one of the following:

- Reroll dice. 1 hp per die reroll. Any one die can only be rerolled once. The better of the two results is taken. *Ex. The goblin mage casts* sleep *and spends 2 hp to reroll both dice results. The initial rolls are 2 and 5. The rerolls are 1 and 6. The 2 from the first roll and the 6 from the second are used.*
- Add a bonus to attack rolls. If an attack roll is needed for the spell, the mage gains a +1 bonus per 2 hp spent.
- Increase duration. The duration can be increased by 50% for every 2 hp spent. Spells with a duration of Instant cannot be extended, and spells with a Permanent duration are unaffected.
- Impose a penalty to saving throws equal to –1 per 3 hp.
- Increase the range of the spell by 50% per 3 hp.
- Increase the area of effect of the spell by 50% by spending 5 hp.

The mage can spend a total number of hit points per spell equal to their class level, but multiple effects can be used on a single spell.

Goblin Mage Spells per Day

	Spell Level					
Level	1st	2nd	3rd	4th	5th	6th
1	2	—	—	—	—	—
2	3	—	—	—	—	—
3	3	1	—	—	—	—
4	4	2	—	—	—	—
5	4	2	1	—	—	—
6	4	3	2	—	—	—
7	5	3	2	1	—	—
8	5	4	2	2	—	—
9	5	4	3	2	—	—

Cantrip. The character can expend small amounts of magical energy to accomplish basic tasks. The character may do so as often as desired and can produce the following general effects: shed light as a candle in a 5' radius or extinguish a fire no larger than a torch or lantern; clean or dry a 25 sq. ft area; produce small gusts of wind or indistinct sounds; open or close unlocked and unbarred doors and windows; create a minor illusion no larger than man-size; change one's basic appearance; etc. Generally, cantrips have a maximum range of 45', and last for no more than one hour. It takes one round to cast a cantrip.

The caster can cast offensive cantrips as well. These minor spells can take any form, but all inflict untyped magical damage; a caster who tosses small balls of fire isn't actually doing fire damage. Such spells have a range of 25 feet and do **1d4** points of damage, or 60 feet and **1d2** points of damage. Both require a successful attack roll and the target does not get to make a saving throw.

Combat Sorcerer. The character can cast spells while wearing armor. Leather armor applies no penalties. If wearing chain there's a **1-2 in 6** chance that any given spell fails to go off (but is not lost), and if wearing plate armor the chance increases to **1-3 in 6**.

Also, the mage learns to use two additional weapons, and if hit while casting a spell they may attempt to roll equal to or less than their Constitution on 4d6 to cast the spell uninterrupted.

Expanded Repertoire. The mage increases the number of spells they know by 3; these must be of levels the mage is capable of casting. This Knack can be selected multiple times.

Faery Heritage, resistance. The goblin is immune to *sleep* and ghoul paralysis. When making saving throws against charms or illusions they roll twice, taking the better of the two results. This Knack can only be selected once. If they have access to Faery spells (see below) they cast them as if one level higher, if applicable. *Ex. A 6th-level goblin normally casts spells as a 3rd-level caster. With this Knack they cast spells as a 4th-level caster.* This Knack can only be selected once.

Faery Heritage, spellcraft. The goblin gains a single spell slot they can use to cast one of the following spells. They gain an additional spell slot at levels 3, 5, 7, and 9, and have a caster level equal to half their level (rounding up) for purposes of Faery spells.

- *dancing lights* (1 slot)

- *glamour* (1 slot)
- *animal friendship* (2 slots)
- *blur* (2 slots)
- *charm person* (2 slots)
- *invisibility* (3 slots)

This Knack can only be selected once.

Familiar. The goblin mage has a familiar. See below for more information on familiars.

Self-improvement, primary. The goblin can increase one of the following scores by 2, or two by 1: Charisma, Dexterity, Constitution.

Self-improvement, secondary. The goblin can increase one of the followings scores by 2, or two by 1: Intelligence, Wisdom, Strength. This can only be selected at level 5 or higher.

Skilled. The goblin gains an additional three skill slots.

Toughness. The goblin mage has 1d8 hp per HD instead of 1d6. This Knack can only be selected once.

Goblin mages are built in the following manner using the rules from *Classing up the Joint*:

- Attack as magic-user. –1
- Saving Throws as magic-user. –1
- HD 1d6. +.5
- Weapons Allowed (#1). –1
- Armor Allowed (#1). –1
- Spellcasting. Arcane, 125% progression. +20
- Infravision. +.75
- Detect stonework as dwarf +.4
- No name-level benefits. –2
- Penalty when in sun (1st level only). –.5
- Prime requisites (2). –.25
- Level limited. Four levels. –4
- Total modifiers: 10.9
- Total XP to reach 2nd: 2900

Familiars

Familiar. The character gains a familiar, an animal companion bonded magically to the mage. When bonded to a familiar the mage gains one more Hit Die per level (a 1st-level magic-user would have 2d4 hp and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Dice and must make a Death Save. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Dice are 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 caster reaches levels 3, 6, and 9 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster 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.

New Spells

Berserker Rage (Divine)
Level: 1
Duration: 1 round per level
Range: 20'

The goblin shaman targets a nearby living, willing target who flies into a berserker rage, gaining a +2 bonus to attack and damage for 1 round per shaman level but suffering a –2 penalty to AC. The target has an effective morale of 12 while enraged.

Blink (Arcane)
Level: 3
Duration: 1 round/level
Range: Self

The caster blinks in and out of existence each round, reappearing on their turn in initiative. If the caster wins initiative they blink away, spoiling any non-area-of-effect attacks made against them. Spells or attacks with an area of effect including the caster still work, as do attacks against the caster if they lose initiative.

Each round, the caster blinks 20' in a random direction relative to their facing (roll 1d8: 1 "north", 2 "northeast", etc.). If they would end up in a solid object reroll the direction.

The caster may make melee attacks normally the first round after casting this spell, but missile attacks, spells, item effects, etc. fail on a roll of 1-4 in 6.

Call Wolf (Divine)
Level: 2
Duration: Instant

Range: 1 mile per level

This spell may be cast only once per day. All wolves within the range of the spell are drawn toward the caster, and will travel at their maximum movement rate to reach them. Once they reach the caster the spell ends; the summoned wolves are neither inherently aggressive nor friendly toward the caster. Normal wolves do not recieve a saving throw; dire wolves may Save v. Spells to resist the effect.

Charm Person or Mammal (Divine)
Level: 2
Duration: 1 turn per level
Range: 60 feet

This spell functions as the first-level spell *charm person* but can affect normal mammals (wolves, for example, but not dire wolves).

Command Animal
Level: 2
Duration: 1 turn per level
Range: 60 feet

With this spell the shaman is able to command a living, non-magical animal within range to do her bidding for the allotted duration. A successful Save v. Spells allows the animal to resist the commands, unless the animal is the same species as the shaman's tribe's totem, in which case the target does not get a save. Commands to perform blatantly suicidal tasks allow an additional saving throw with a +4 bonus. The animal will understand the commands even if they do not speak the same language.

Sanctuary (Divine)
Level: 1
Duration: 2 rounds +1/level
Range: Touch

The target of this spell is warded from danger; anyone attempting to directly attack the target must make a Save v. Spells. If successful they may attack the target; if failed they cannot attack. The target cannot take offensive actions without disrupting the spell, although they can take actions or cast spells that are not offensive in nature.

Spiritual Weapon (Divine)
Level: 2
Duration: 1 round per level
Range: 30'

The caster conjures a weapon made of pure spiritual energy that hovers in the air within 30'. Once per round the weapon makes an attack against an adjacent target, dealing 1d6 points of damage +1 point per two caster levels. At levels 1-5 the weapon is not considered magical for purposes of damaging resistant targets, at levels 6-10 it is considered the equivalent of a +1 weapon, and at levels 11+ it is considered a +2 weapon. This bonus applies only for the purpose of determining what targets may be struck by the weapon, and does not actually add to the attack or damage roll.

The weapon attacks using the caster's THAC0. Once summoned, the caster can move and make physical attacks but cannot cast spells. The caster can move the weapon at a rate of 30' by concentrating for a full round.

Wither (Divine)
Level: 1
Duration: 1d6 rounds
Range: 60'

The caster targets a living creature within 60', who must then make a Save v. Spells. If they fail the roll the target's limbs are wracked and twisted for a period of 1d6 rounds. In addition to suffering a –2 penalty on attack rolls, the target's movement rate is halved for the duration.

Goblin Demographics

According to p. 164 of *OSE Core*, 2d4 goblins are encountered in a dungeon, while a goblin lair *or* a wilderness encounter with goblins comprises 6d10 goblins. A goblin lair also contains a king (3 HD goblin) plus 2d6 2-HD goblins that serve as bodyguards and lieutenants. These numbers are **in addition** to the base number of goblins. Therefore, a band of 25 goblins has a king and 2d6 bodyguards, both of which add to the total number in the band.

The average lair of 6d10 goblins is composed of, on average, the following:

1. Thirty-three 1st-level goblins
2. Seven 2nd-level goblins
3. One 3rd-level goblin

1st-level goblins are essentially the basic goblin found in the monster section of **OSE**. Rather than treat all of the goblins in a lair as classed NPCs it is recommended that the Referee instead uses the stats in the monster entry. The three goblin classes presented in this Hex should be used for extra-ordinary goblins within a lair. If the Referee is using the Alternate Rules it is suggested that all goblin bodyguards be given the Toughness Knack.

Lairs encountered in a wilderness often have a larger population than the 6d10 number given in the monster entry – p. 139 of *OSE Core* notes that "The second value multiplied by 5 indicates the number of monsters found in a lair in the wilderness." This suggests that when a goblin lair is encountered in the wilderness it will contain 30d10 goblins.

This section provides guidelines for determining the size and composition of goblin lairs.

Assume that the smallest goblin lair encountered in the wilderness will consist of 6d10 goblins. A group this size is called a "clan". Each clan, as stated above, will consist of 6d10 normal goblins, 2d6 goblins with 2 HD, and a single goblin with 3 HD that is the goblin chieftain.

To determine the population of a randomly encountered goblin settlement, roll **1d20**:

1d20 Roll	Population
1-8	1 clan
9-13	1d4+1 clans
14-17	2d4 clans
18-19	2d4+2 clans
20	2d6+3 clans

Multiple clans live together in tribes. Each clan has its own leadership structure, as discussed above, but one clan will be the dominant, or ruling clan, and have additional higher-HD goblins, as will be discussed later.

Each clan has a 20% chance of having a shaman, and a 10% chance of having a mage. Roll below to determine the levels of each.

Shaman/Mage Level

1d100 Roll	Level
1-30	1
31-50	2
51-65	3
66-80	4
81-89	5
90-94	6
95-97	7
98-99	8
100	9

When more than one clan exists in a settlement the individual clans will each be ruled by a 3rd-level goblin (**1-4**) or a 4th-level goblin (**5-6**).

A goblin tribe with 2-4 clans is overseen by a goblin king of 4th (**1-4**) or 5th level (**5-6**). This goblin king has an additional 2d4 2nd-level goblins that serve as lieutenants. This is in addition to the individual clan chiefs and their bodyguards.

A goblin tribe with 5-7 clans is overseen by a goblin king of 5th (**1-4**) or 6th (**5-6**) level. This goblin king has an additional 2d4+4 2nd-level goblins serving as lieutenants and 1d4 3rd-level goblins serving as captains of the guard

A goblin tribe with 8-10 clans is ruled by a goblin king of 7th (**1-4**) or 8th (**5-6**) level, who is aided by 2d6+6 2nd-level goblins, 2d4 3rd-level goblins, and 1d4 4th-level goblins serving as lieutenants and enforcers. In addition, the goblin ruler of such a large tribe is automatically served by a shaman and a mage. These are in addition to those found within the separate clans that make up the village. Roll twice for both on the above table and take the higher result in order to determine the levels of both shaman and mage that serve the king.

A goblin warhorde, the largest gathering of goblins witnessed by Man, is led by a mighty warchief of 9th level. Such a community is inherently unstable, held together only through strength of arms and fear, and only exists for 1d12+1 months before fracturing due to internal strife and backstabbing. The goblin warchief is assisted by 1d12+12 2nd-level goblins, 1d6+6 3rd-level goblins, 1d4+4 4th-level goblins, 1d4+2 5th-level goblins and 1d4 6th-level goblins. These are in addition to those found within the individual clans within the warhorde. In addition, the warchief is served by a shaman and a sorcerer. Roll three times on the above table, taking the best result, to determine the levels of both shaman and mage.

Each clan has a 1 in 6 chance of having 25% of its members – in addition to the chief and bodyguards – mounted on dire wolves (or whatever the band's totem animal is). Further, each clan has a 1 in 6 chance of employing 2d6 bugbears to act as guards and hired muscle.

Despite being discomfitted by sunlight, it is rare that any settlement of goblins larger than a clan lairs entirely underground. Most goblin settlements are built either partially or entirely above ground. These creatures favor thick forests, canyons lined with caves, mountainous passes, etc.; locations that are largely sheltered from the sun and enemies. With the exception of warhordes, which tend to be temporary settlements of tents and crude huts, most goblin settlements are crafted from stone, wood, and hides.

They are decent miners but poor artisans, and other humanoids – especially the disciplined and warlike

hobgoblins and capable kobolds – see goblin villages as a source of raw iron and other metals.

Each band has an animal totem that serves as its mascot. These totem animals are usually (75% of the time) dire wolves, although other species are occasionally encountered. Typically, the totem animal should be capable of being ridden by the goblins, and bands have been known to adopt giant beetles, boars, ferrets (giant), and, rarely, creatures such as giant spiders.

If there's a shaman in the band they will be the primary trainer of the totem animals, with help from 1d4 normal goblins and a 2nd-level goblin assistant.

Higher-level goblins have better AC than that which is given in the monster description. Referees can either determine what armor they are wearing or abstract it out. Decrease a goblin's AC by 1 for every 3 levels: a goblin chief with 3 HD has an AC of 5 [14], one with 6 HD will have an AC of 4 [15], etc. Additionally, any treasure rolled as belonging to the clan will likely be claimed largely by the chief, to be used by them or doled out to supporters.

Example Village

Our sample goblin village is made up of 6 clans, as follows:

1. 32 1st-level goblins, 5 2nd-level goblins, 3rd-level goblin chief.
2. 47 1st-level goblins, 5 2nd-level goblins, 3rd-level goblin chief. 25% of the goblins ride dire wolves.
3. 39 1st-level goblins, 2 2nd-level goblins, 3rd-level goblin chief. Has 7 bugbear guards.
4. 24 1st-level goblins, 6 2nd-level goblins, 4th-level goblin chief. Has 11 bugbear guards.
5. 31 1st-level goblins, 5 2nd-level goblins, 3rd-level goblin chief.
6. 35 1st-level goblins, 6 2nd-level goblins, 3rd-level goblin chief.

The goblin village is ruled by a 7th-level goblin king, attended by 14 2nd-level goblins, 7 3rd-level goblins, and 3 4th-level goblins. The king is advised by a 4th-level shaman and a 4th-level mage. The king and retinue are members of clan #5. Therefore, the village itself comprises 270 goblins, 18 bugbears and 18 dire wolves.

Orc Reaver

The orc reaver is the class from which orcish brutes, bodyguards, and chieftains are typically drawn. Orcs are a warlike and Chaotic race, a little larger on average than Man, with pig-like faces and, covered with black, coarse hair, skin of red, violet or brown. Because the life of an orc is most often nasty, brutish and short they develop some abilities sooner than other races do.

Requirements: None
Prime Requisite: Strength
Hit Dice: 1d8
Maximum Level: 11
Armor: Any, including shields
Weapons: Any
Languages: Bestial

Orcs are primitive, war-like creatures, constantly fighting and enslaving both other races and their own. They fight with any weapons, preferring melee over ranged, and typically wear a slapdash arrangement of scavenged and salvaged armor. They are not craftsmen by any stretch of the imagination, although exceptional orcs do exist in this regard.

If the reaver has a Strength of 13 or better they gain a 5% bonus to earned XP. If they have a Strength of at least 16, this bonus increases to 10%.

Reavers use the Monster attack matrix and save as fighters.

Orcs all possess the following racial characteristics:

- 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 orc reavers have the ability to make a second attack against a nearby target if they deal the killing blow to another. They may do this a maximum number of times per round equal to their Hit Dice, provided each attack kills their target, and move a maximum of 5' between blows, provided they have not moved prior to attacking. Therefore, an orc with 6 HD could attack a maximum of seven targets (one initial, plus an additional one per HD), provided that they slay their target with each attack.

At 1st level an orc gains a +1 bonus to damage rolls with melee weapons due to their ferocity. This damage bonus increases to +2 at 4th level, +3 at 7th level and +4 at 10th

level. This is in addition to any Strength modifiers they may have.

When an orc of 2nd level or higher is with a group of orcs, the other orcs gain a bonus of +1 to their morale scores. At 4th level an orc is powerful enough to lead their own tribe.

Upon reaching 4th level the reaver gains 2d4 followers, orc reavers of level 1 (1-4) or 2 (5-6). These followers will form the core of the reaver's bodyguard. The followers are to be treated as retainers (p. 126, **OSE** core), and apply towards the maximum allowed by the orc's Charisma score. If more followers are attracted than would be allowed by the orc's Charisma, they are brought on as hirelings as opposed to retainers (and thus will not be as loyal). The followers will not require pay but will require a share of any loot, and expect their boss to lead them on raids at least once every two months. If the reaver is ever forced to retreat from battle or is defeated and flees, her followers immediately make another hiring roll (**OSE** core, p. 127). A result of "offer refused" means the individual follower leaves the reaver in disgust; a result of "ill will" means the reaver's name is slandered in orcish communities, and they suffer a –2 penalty to all future hiring rolls until they are able to prove themself in battle again.

The orc's first follower appears 1d4 weeks after the reaver reaches 4th level, with additional followers appearing at a rate of 1d2 each week afterwards. The reaver does not need to make a hiring roll for this initial round of followers, as it is assumed the newcomers are desirous of entering the orc's employ.

Additionally, at this time a reaver may found a **lair**. Upon founding a lair they will, over a period of months, attract 4d4×2 orcs that will form the basis of a new clan. 1d6 orcs will appear every week until the total number has been reached. Founding a lair requires locating a suitable location, clearing it of threats, and establishing control of the immediate vicinity.

Alternate Rules

At 1st level reavers start with one skill and gain bonus skills due to high Intelligence. The reaver gains an additional skill at 4th, 7th, and 10th level.

At 1st level the reaver may select one of the following Knacks. They gain additional Knacks at levels 5 and 9. Unless otherwise stated a Knack can be chosen at any of these levels and multiple times.

Brutal Strike. The reaver scores a critical hit on a roll of 19 or 20. If this Knack is selected a second time their critical hit range is increased to 18-20. Brutal Strike can only be selected at level 5 and 9.

Cunning Warrior. The orc gains knowledge of three combat maneuvers (see *Hex 17.22*). They must select melee maneuvers.

Daywalker. The reaver has become accustomed to daylight and may walk under the sun without penalty.

Orc Reaver

				Saving Throws					
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**	**Damage***
1	0	1d8	19 [0]	12	13	14	15	16	+1
2	2,360	2d8	18 [+1]	12	13	14	15	16	+1
3	4,720	3d8	17 [+2]	11	12	13	14	15	+1
4	9,440	4d8	16 [+3]	10	11	12	13	14	+2
5	19,000	5d8	15 [+4]	10	11	12	12	14	+2
6	38,000	6d8	14 [+5]	9	10	11	11	13	+2
7	76,000	7d8	13 [+6]	8	9	10	10	12	+3
8	152,000	8d8	12 [+7]	8	9	10	10	12	+3
9	300,000	9d8	12 [+7]	7	8	9	9	11	+3
10	420,000	9d8+3**	11 [+8]	6	7	8	8	10	+4
11	540,000	9d8+6**	11 [+8]	6	7	8	7	10	+4

*Applies to melee attacks only.

**Modifiers from CON no longer apply.

Frenzied Strike. Once per day the orc may make two attacks in a round, but the following round suffers a penalty of 2 to AC. At 6th level they may do this twice per day, and at 11th level three times per day. If both attacks kill a target they may only follow-through (as per the reaver 1st-level class ability) on the first.

Resilient. The Reaver gains a +1 bonus to all saving throws.

Self-Improvement, primary. The reaver can improve their Strength, Constitution, or Dexterity. They may improve one score by 2 or two scores by 1. This Knack can only be selected at level 5 and 9.

Self-Improvement, secondary. The reaver can improve their Intelligence, Wisdom, or Charisma. They may improve one score by 2 or two scores by 1. This Knack can only be selected at level 9.

Skilled. The reaver gains three additional skills.

Tenacious. Once per day, when reduced to 0 hp, the reaver automatically regains 1d4 hp plus their HD.

Toughness. The reaver rolls 1d10 for their hit dice as opposed to 1d8. If this Knack is selected a second time they use 1d12 for their HD instead of 1d10.

Orc reavers are built using the rules from *Classing Up the Joint* as follows:

- Attack as Monster. +4
- Save as fighter. +1
- 1d8 HD. +1
- +3 hp/level. +2
- Any Weapon. +2
- Any Armor. +2
- Morale bonus, delayed one level. +.3
- Early name-level bonus (4th level). +1.5
- Infra-vision. +.75
- Light sensitivity. –.75
- Level limitation (2 levels). –2
- Total modifiers: 11.8
- XP to reach 2nd level: 2,360

Orcish Warlock

Requirements: None
Prime Requisite: Strength, Charisma
Hit Dice: 1d6
Maximum Level: 9
Armor: Leather, no shields
Weapons: Any

Though limited in power and not as strong or hardy as regular orcs, warlocks still share many of the characteristics of their kin, chiefly a love for reckless battle and bloodshed. They tend to be smarter than other orcs and often serve as advisors to those in power.

Warlocks draw their power from their patrons, mysterious beings of great strength that may or may not be gods. Regardless of whether they are or not, warlocks can siphon off some of this energy and use it for their own ends.

Warlocks with Strength and Charisma scores of 13 or higher gain a 5% bonus to XP; those with Charisma of 16 or higher and Strength of 14 or higher increase this bonus to 10%.

- 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.

Orc warlocks attack as fighters and save as magic-users. They have the following class abilities:

- Eldritch blast. Ranged magical attack. See below for a description of this ability.
- Arcane spellcasting. Warlocks cast spells as spontaneous arcane casters, without the need to prepare spells in advance. They draw spells from a small list, and use the arcane 50% progression table.
- Invocations. Warlocks may use a limited number of invocations per day.
- Orcish warlocks can use any weapons and wear leather armor but cannot use shields.
- At 5th level the warlock can create scrolls and potions and at 7th they may craft magical items, both as a magic-user.
- Warlocks may use magical items usable by fighters and magic-users.

At 4th level warlocks begin to attract followers. At each level, beginning at 4th, there's a 1-3 in 6 chance that a 1st-level warlock will come to study under the character. The orcish warlock can attract no more novices at any one

Orcish Warlock

				Saving Throws					Spells		Damage/ Recharge (1d6)	Invocations per Day
Level	XP	HD	THAC0	D	W	P	B	S	1st	2nd		
1	0	1d8	19 [0]	13	14	13	16	15	1	—	1d6/1	1/1
2	4,200	2d8	19 [0]	13	14	13	16	15	1	—	1d6/1	2/1
3	8,400	3d8	18 [+1]	13	14	13	16	14	1	—	1d6/1-2	2/2
4	16,800	4d8	17 [+2]	13	14	13	16	13	2	—	1d8/1-2	3/2
5	33,600	5d8	16 [+3]	12	13	12	15	12	2	—	1d8/1-3	3/3
6	67,000	6d8	15 [+4]	11	12	11	14	12	2	1	1d8/1-3	4/3
7	134,000	7d8	14 [+5]	11	12	11	14	12	2	1	1d10/1-4	4/4
8	268,000	8d8	14 [+5]	11	12	11	14	11	2	2	1d10/1-4	5/4
9	536,000	9d8	13 [+6]	10	11	10	13	10	2	2	1d10/1-5	5/5

*Invocations known/usable per day. A 4th-level warlock knows three invocations and can use two per day.

time than 3 + Charisma modifier, although novices may be recruited as retainers separately, in which case they do not count towards that number. Additionally, upon reaching 4th level 1d8 normal orcs, 1d6 1st-level reavers, and 1d4 2nd-level reavers will have heard tell of the warlock's puissance and will come to serve the character.

When creating NPC orcish warlocks, assume that at 4th level a warlock has 5 normal orcs, 4 first-level reavers, and 2 second-level reavers serving them. For every odd level past 4th they will have a 1st-level warlock in their entourage, as well. The warlock's enclave will usually be slightly removed from the main orcish community.

Eldritch Blast

Warlocks can focus and fire the energy they siphon as a magical ray, but it requires time to recharge the needed power. Every time an eldritch blast is used, roll 1d6 in each subsequent round; the blast recharges and can be used again if the indicated range is rolled. *Ex. A 1st-level warlock uses an eldritch blast. They may use it again once they roll a 1 on 1d6. Upon reaching 3rd level the blast recharges on a roll of 1-2.* Eldritch blasts function as follows:

- Range of 60'.
- Requires an attack roll to hit and can be used in lieu of a physical attack or spell.
- Inflicts 1d6 points of damage on the target with no saving throw. This damage increases as indicated on the table.
- Considered to be a magical weapon when determining what targets are affected.

A warlock can increase the chance of recharge by spending hp. Each hp spent improves the chance by 1. The hp must be spent before rolling the recharge die, but the increased chance persists until it is recharged. *Ex. A 1st-level warlock uses eldritch blast. Normally it would recharge on a roll of 1 in 6, but they want to improve those chances, so spend 2 hp to improve the odds to 1-3 in 6. The first roll is a 4, so it does not recharge. The following round the roll is a 3, so it does. At this point the recharge chance resets itself back to 1 in 6.*

Spellcasting

Warlocks can cast arcane spells drawn from the list below. They do not need to prepare their spells in advance, but may cast any spell from the list, provided they have the spell slots to do so. They may cast spells in leather armor but need at least one hand free in order to do so.

- First Level. *detect magic, light (darkness), phantasmal force*, protection from evil, shield, sleep, wall of fog*.*
- Second Level. *blur*, detect invisible, ESP, faerie fire**, invisibility, mirror image, web, whispering wind*.*

*spell from illusionist spell list.

**spell from the druid spell list.

Invocations

Invocations are spell-like abilities the warlock can use. Unless otherwise stated in the description they are used as follows:

- Can be used as a free action during a round (i.e.

the warlock can move and/or attack and use an invocation). Only one invocation can be used in a round.

- The warlock knows a given number of invocations that can, collectively, be used a given number of times per day. For instance, a second-level warlock knows two invocations and can use one or the other once per day.
- Uses are regained each morning after a full rest as per spells.
- Invocations that mimic spells still require a full round to cast, but unless otherwise stated can be used in conjunction with movement.
- The class table lists the number of invocations known and the number that can be used per day. Every time a level is gained the warlock can exchange knowledge of one invocation for another. *Ex. At 1st level the warlock knows Eldritch Spear. Upon reaching 2nd level they select Eldritch Channeling as their second invocation and substitute Paralyzing Blast for Eldritch Spear.*
- Invocations that affect an eldritch blast are applied to only a single blast per use unless otherwise stated.
- When relevant, invocations are cast at a level equal to the warlock's class level.
- Invocations that mimic spells may be interrupted as per normal (p. 121, **OSE** core) but those that don't explicitly mimic spells are not interrupted.

Arcane Recovery. The warlock immediately regains a spent spell slot at a cost of 1d2–1 hp.

Beguile. The warlock casts *charm person*, as per the spell. If the warlock spends 1d4 hp the target suffers a –2 penalty to the roll.

Blossom of Fire. The warlock can cast *fireball*, as per the spell, but each use of this invocation costs 1d4 hp as fire courses through the warlock's veins. This invocation is only available at 4th level or higher.

Command the Dead. The warlock can, upon using this invocation, turn or command undead (dependent upon alignment) within range as if they were a cleric two levels lower than their actual level. This invocation can only be selected at level 3 or higher.

Dark One's Favor. The warlock can reroll a single attack roll or saving throw, taking the better of the two results. This invocation can only be used once per round, but it can be used in conjunction with another invocation.

Eldritch Cancellation. The warlock casts *dispel magic*, as per the spell. This invocation can only be used at level 4 or higher.

Eldritch Channeling. The warlock can channel their eldritch blast through a melee attack. This causes the warlock 1d4 points of damage but adds the eldritch blast damage to the melee attack. The eldritch charge remains until a successful attack is made or one turn elapses, whichever comes first.

Eldritch Spear. The range of the warlock's eldritch blast is increased to 180' for 1d4 rounds. At 5th level the duration is increased to 1d6 rounds, and at 9th level it is increased to 1d8 rounds. This invocation can only be selected at level 2 or higher.

Elemental Resistance. Each time this invocation is used the warlock selects one form of damage: acid, cold, fire, lightning, or poison. For one turn they are unharmed by non-magical versions of this damage (does not apply to acid or lightning), gain a +2 bonus to saves against that damage type, and any damage suffered from that damage type is reduced by 1 per die (to a minimum of 1 hp per die).

Fear of the Beyond. The warlock casts *spook*, as per the illusionist spell, but with a range of 10' + 5' per level. If the warlock spends 1 hp the target has a –2 penalty to all saves made to resist the spell.

Glamour. The warlock veils themself in illusion, casting *glamour* upon themself. The spell lasts for one minute per level, but otherwise functions as the illusionist spell.

Misty Step. The warlock instantly teleports to another location within 10' per level. They may not teleport to a location occupied by a person or object, and they must be able to see the location. This invocation can only be selected at level 3 or higher.

Paralyzing Blast. The target of the warlock's eldritch blast must Save v. Paralysis or be *held*, as the spell, for one round in addition to any damage they take.

Penetrating Gaze. The warlock's eyes glow with lambent light, and for one turn they are able to detect invisible subjects and illusions.

Raise the Dead. The warlock casts *animate dead*, as the spell. This invocation can only be used at level 6 or higher.

Servitor of the Dark Places. The warlock casts *summon lesser servitor*, a spell that can be found in *Hex 14.23*. This invocation can only be selected at 2nd level or higher. Each use costs 1 hp.

Shroud of Many Forms. The warlock casts *polymorph self*, as the spell. This invocation can only be used at level 8 or higher.

Slowing Blast. The target of the warlock's eldritch blast must make a Save v. Spells or be slowed for 1d4 rounds. During this time their movement is halved and they act last in the initiative order.

Stoneskin. The warlock suffers half damage from all physical attacks for a number of rounds equal to their level. During this time their movement is reduced by half as their skin hardens and becomes inflexible.

Twinned Blast. The warlock's eldritch blast separates into two distinct rays, targeting two creatures within 10 feet of each other within range. Individual attack rolls are made, and the damage die for each is reduced by one size: if a 5th-level warlock, whose eldritch blasts usually inflict 1d8 points of damage, uses this invocation, both blasts inflict 1d6 hp. Using this invocation costs the warlock 1 hp. This invocation can only be selected at level 4 or higher.

Watery Embrace. The warlock can cast *water breathing*, as the spell, targeting themself. For every 1d4 hp they spend they can affect an additional target.

Wings. The warlock sprouts wings from their shoulders, granting them a fly speed of 180' (60'). The wings remain for a number of turns equal to their level. While flying the warlock can carry up to one hundred pounds at this rate, or two hundred pounds at 90' (30'). This invocation can only be gained at 5th level or higher.

Unnatural Speed. The warlock is affected as per the *haste* spell, targeting only themself and lasting for 1d4 rounds. At 5th level the duration increases to 1d4+1 rounds, and at 9th level to 1d4+3 rounds. It costs 1d4 hp to use this invocation.

Vigor. The warlock may grant another creature 1d6+1 hp. It costs the warlock 1 hp to use this ability, and the hit points remain for 1 turn. Any damage the creature suffers is subtracted from their pool of temporary hp first. At 4th level the target gains 1d8+2 hp, and at 7th they gain 1d10+3.

Alternate Rules

At 1st level orc warlocks know a number of skills equal to one plus their Intelligence modifier. They gain an additional skill at level 4, 7, and 9.

If using Knacks, the orc begins play with one Knack at 1st level. They gain another Knack at 5th and 9th level.

Added Invocation. The warlock knows an additional invocation. This Knack can be selected multiple times, and each selected grants an additional invocation.

Expanded Repertoire. The warlock can add an additional three spells – of level 1 or 2 – to the list of spells they can cast. These spells are drawn from the magic-user or illusionist spell list. This Knack may be selected multiple times.

Extra Invocation. The warlock can use an additional invocation per day. This Knack can only be selected once.

Extra Spell. The warlock can cast one additional 1st-level spell per day. Upon reaching 6th level they may cast either an additional 1st- or an additional 2nd-level spell per day. The spell is chosen at time of casting. This Knack can only be selected once.

Familiar. The character gains a familiar, an animal companion bonded magically to the warlock. When bonded to a familiar the character gains one more Hit Die (a 1st-level warlock would have 2d6 hp, and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Death Save. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2 HD the caster 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 caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster 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.

Self-improvement, primary. The warlock adds 2 to a single ability score or 1 to two ability scores. Strength, Constitution, and Charisma can be modified in this way. This Knack can only be selected at level 5 and 9.

Self-improvement, secondary. The warlock adds 2 to a single ability score or 1 to two ability scores. Dexterity, Intelligence, and Wisdom can be modified in this way. This Knack can only be selected at level 9.

Shaman		Warlock	
Roll	Level	Roll	Level
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

Skilled. The warlock gains three skills.

Toughness. The warlock uses 1d10 for their Hit Dice rather than 1d8. This Knack can only be selected once.

The orcish warlock is built as follows:

- Attack as fighter. +2
- Save as magic-user. –1
- 1d8 HD. +1
- Any Weapon. +2
- Restricted armor. 0
- 50% arcane progression. +7 (modified from +10)
- Invocations. +8
- Magic item use (fighter and magic-user). +1.5
- Eldritch blast. +2
- Early name-level bonus (4th level). +1.5
- Early magic-crafting. +1
- Infra-vision. +.75
- Light sensitivity. –.75
- Level limitation (4 levels). –4
- Total modifiers: 21
- XP to reach 2nd level: 4,200

Orc Demographics

This section discusses orcish demographics; the size and proportions of their communities, and the special creatures that may be found within. The basic orc is the one found on p. 182 of **OSE** core.

The smallest grouping of orcs is the gang, comprising 2d4 orcs. A group of between 10 and 60 orcs, or two to twelve gangs, is called a clan. Multiple clans join together to form a tribe.

A gang, as stated above, has 2-8 normal orcs and 1 1st-level reaver, the gangboss. The average clan comprises:

- 35 normal orcs, or roughly 7 gangs.
- 7 first-level reavers.
- 5 second-level reavers that serve as bodyguards to the chief.
- 3 third-level reavers that serve as subchiefs, each commanding 2 or 3 gangs.
- A fourth-level chief.

Each clan has a 25% chance of having a shaman and a 5% chance of having a warlock. Roll below to determine what level the spellcaster will be. The orcish shaman class can be found in *Hex 31.21*, but can otherwise just be run as a cleric with a 9th level maximum limit.

For every twenty normal orcs present in a clan there is a 1 in 6 chance of there being an ogre and a 1 in 10 chance of there being a troll. These larger, more powerful humanoids answer directly to the chieftain and serve as elite shock troops and guards in exchange for a share of treasure, spoils and prisoners (such creatures will possess their own treasure). There is a 1-2 in 6 chance that an orcish clan will have 2d4 prisoners of a variety of races (including other orcs). Such prisoners serve as slave labor and potential food sources. Oftentimes orcs will attempt to ransom off prisoners of potential value.

The following rules describe how to populate an orcish community. When populating a community larger than a single clan, roll for each clan to determine how many HD the chieftain has, whether they have spellcasters, etc., and then roll to determine details for the tribal chieftain independently of the clans. When an orcish settlement is encountered roll 1d20 to determine the size:

1d20	Settlement Size
1-8	1 Clan
9-13	1d4 Clans (Tribe)
14-17	2d4 Clans (Village)
18-19	2d4 Clans+2 (Ravening)
20	2d6+3 Clans (Warhorde)

An orcish clan is led by a chieftain of level 4 (1-4) or 5 (5-6). The chieftain has 2d4 2nd-level reavers as bodyguards and one 3rd-level reaver for every ten normal orcs. These 3rd-level reavers act as sub-chiefs that control the various gangs and advise the chieftain in important matters. A clan has the normal chances of having spellcasters, ogres, and trolls.

An orcish tribe is led by an orc warlord of level 5 (1-4) or 6 (5-6). Each clan that is part of the tribe will have their

own chieftain, her bodyguards, and the standard chance to count spellcasters, prisoners and humanoids amongst their number. The warlord has the standard 2d4 2nd-level bodyguards serving them, as well as 1d4 3rd-level orcs. There's a further 1-4 in 6 chance the warlord has a chief lieutenant of level 4 that serves at her right hand.

An orcish village is led by an orc warlord of level 6 (1-4) or 7 (5-6). The warlord will be served by 3d4 orc reavers of level 2, 2d4 orc Reavers of level 3, 2d4 Reavers of level 4 and has a 1-2 in 6 chance of being served by a reaver of level 5. Roll twice to determine the chance of having spellcasters serving the warlord directly, taking the lower of the two results.

An orcish ravening is led by a chieftain of level 7 (1-4) or 8 (5-6). The warlord will be served by 4d4 orc reavers of level 2, 3d4 orc reavers of level 3, 2d4 orc reavers of level 4, 1d4 orc reavers of level 5, and there is a 1-2 in 6 chance she is also attended by a reaver of level 6. Roll twice to determine the chance of having spellcasters serving the chieftain, taking the lower result. When determining the level of any spellcasters serving the chieftain roll twice, taking the higher of the two results.

An orcish warhorde is led by a mighty orc of level 9. Luckily, such groupings are rare and are inherently unstable due to the Chaotic nature of the orcish race. A warhorde will stay cohesive for 3d6 months, after which point it almost always falls apart, the various clans brought under the banner of the hordemaster going their own way.

The hordemaster will be served by 5d4 orc reavers of level 2, 4d4 orc reavers of level 3, 3d4 orc reavers of level 4, 2d4 orc reavers of level 5, and there is a 35% chance she is also attended by a reaver of level 7. In addition, the hordemaster is served by both a shaman and a warlock. Roll 1d100 thrice for each, taking the better of the three results to determine their levels.

Note that the large numbers of high-level orcs that serve the warlords of more powerful communities will not all be with the warlord. In most cases they will be distributed throughout the community, serving as the warlord's eyes, ears and fists. Many of them will also be out leading raiding parties, diplomatic missions to other tribes, and so forth.

Orcs are not crafters or creators; they salvage or steal what tools and weapons they need, using them until they break.

When encountered the average 1 HD orc will be accoutered as follows:

1d100	Accoutrement
1-50	Hand axe, flail, morningstar, pick (light), short sword, or spear. If they have a spear, there's a 1 in 6 chance they throw it before closing to melee.
51-75	Battle-axe, flail (heavy), pick (heavy), or sword.
76-85	Battle-axe, flail (heavy), pick (heavy), or sword.
86-95	Javelin (1d4), plus an additional weapon from result 1-50.
96-00	Short bow (1-4) or light crossbow (5-6), plus one additional weapon from result 1-50. On a natural 1 the light crossbow will break.

Or, to make life easy, four out of every six normal orcs encountered will be armed with melee weapons doing 1d6 damage, the fifth will be armed with a weapon doing 1d8 damage and the sixth with a missile weapon doing 1d6 damage.

Orcs standing guard in their lair have a 1-3 in 6 chance of being armed with missile weapons. To determine which weapons a reaver is using roll 1d100 twice and compare to the above table, taking the higher of the two results.

Orcs typically speak the Bestial tongue. There's a flat 1 in 6 chance that a normal orc will speak Common. This

The Strigi

Also called owl-folk, the *strigi* are slight by human standards, most of them standing under five feet tall. They are somewhat fragile, with semi-hollow bones, making them less strong on average than Man. The owl-folk have large eyes that enable them to see in anything but complete darkness, and are, in fact, largely nocturnal, although they can and often do remain active during the day, especially if they need to interact with other races.

The owl-folk are mystics, healers and sages, and are often consulted by those wishing to catch a glimpse of the future. They are also notorious for their near constant experimentation with mind-altering drugs.

The owl-folk are slender but typically of good health. They live slightly longer than Men; old *strigi* often attain 110 or 120 years of age. They speak the Common tongue or regional dialects. Their birthrate is slightly less than that of Man, as they mature somewhat more slowly; owl-folk youth aren't considered adults until their early twenties.

Strigi live in small communities of between 10 and 60 (1d6x10) individuals, roughly half of whom are children. Their villages are most often located in isolated forests, wooded glades and other places far away from other civilization. Owl-folk villages are a combination

of arboreal and terrestrial dwellings; villages that have been in existence for generations will have literally grown into the surrounding trees.

Strigi do not make a distinction between spiritual and recreational use of drugs; when encountered, 1d4x10% of the adult villagers will be in the midst of a narcotic trance. When dealing with stoned owl-folk roll 1d6 to determine the outward effects:

1. **Comatose.** The owl-folk is oblivious to their surroundings and immobile. This state will persist for 1d6 turns.
2. **Hallucinating.** The owl-folk is experiencing visions that only they can perceive. When rolling 1d20 (to attack or make a skill check) they roll twice, taking the worst of the two results. They are easily distracted and must roll at or below their Wisdom when attempting to cast a spell, engage in conversation, or any other task requiring concentration. The hallucinations last 1d12 turns.
3. **Hyper-aware.** The *strigi* is in a state of absolute awareness. They can reroll both surprise and initiative rolls, taking the better of the two results. This effect lasts for 1d4 turns.
4. **Strength of Madness.** The owl-folk draws upon hidden reserves of strength. Treat them as if they had a Strength score of: **1-3** 13, **4-5** 16, or **6** 18. This effect lasts for 1d20 rounds and leaves the *strigi* exhausted for 1d8 hours.
5. **Invulnerability.** In their drug-induced state the *strigi* is resistant to damage, taking half damage from all physical forces. This state lasts 1d4 turns.
6. **Aggressive (1-2), mellow (3-4), or fearless (5-6).** If aggressive subtract 1d4 from reaction rolls, if mellow add 1d4, and if fearless they are treated as having a morale score of 11. This state lasts for 1d6 hours.

The *strigi* are technologically rather primitive, possessing only rudimentary metalworking skills. Most of their goods are of wood and leather, clay and copper, or bronze. In contrast, owl-folk villages are a source for all manner of herbal and alchemical substances, both raw and processed. Those which have some contact with Man speak Common; those who do not will most likely speak some dialect of Faery.

Two *strigi* classes are presented here: the basic owl-folk racial class and the *strigi* seer.

Both the normal *strigi* and the *strigi* seer run the risk of drug addiction. For NPCs this is abstracted out, but PCs should use the following rules (which can be applied to any characters).



Each time a character takes a drug there's a 1 in 20 chance of addiction. This roll is made per type of drug, so it is possible for a character to be addicted to more than one. Seers, because of their exposure to alchemical and herbal substances, are more prone to addiction, becoming dependent on a roll of 1-2 in 20.

Once a character has become addicted to a drug, they must take it once a day or suffer disadvantage (roll twice, taking the lower of the two numbers) on skill checks, attack rolls, and initiative/surprise checks (if rolling individual initiative/surprise). At the end of each day they go without the substance, roll 4d6. If the roll is equal to or less than their Constitution score they are able to shake the addiction and are no longer dependent on the substance. Otherwise, they suffer disadvantage on rolls until they are able to take the substance again.

Strigi

Requirements: CON 9
Prime Requisite: DEX, CON
Hit Dice: 1d6
Maximum Level: 13

Allowed Armor: Leather armor, no shields
Allowed Weapons: Any

Owl-folk with Constitution and Dexterity scores of 13 or higher gain a 5% bonus to XP awards. If their Constitution is 16 or higher this bonus is increased to 10%. All *strigi* gain the following racial benefits.

- **Nightvision.** As long as there is even the faintest light source, the owl-folk can see in the dark as if it were daylight.
- **Alertness.** *Strigi* have an almost preternatural awareness of the world around them. They are only surprised on a roll of 1 in 6.
- **Keen Eyesight.** *Strigi* can spot secret doors as elves do, on a roll of 1-2 in 6.
- **Difficult to Spot.** Owl-folk are masters of hiding in a natural environment and can disappear into the undergrowth on a roll of 1-4 in 6. While indoors they can hide successfully in shadows on a roll of 1-2 in 6. Both assume the *strigi* remain still.
- **Resistant to Illusion.** Owl-folk, with their preternatural senses and their proclivity toward prophecy, are less inclined to believe illusions and phantasms than other races. When rolling to disbelieve illusions roll twice, taking the better of the two results.
- **Echoes of the Future.** Once per day the *strigi* can automatically succeed on one saving throw or attack roll.
- **Hardy.** *Strigi* gain a +2 bonus to saves against poison. This is already included in their saving throw chart.
- **Climb/Hear Noise.** Strigi can climb sheer surfaces and hear noises as a thief of the same level.

An owl-folk attacks and makes saving throws as a thief of the same level. *Strigi* can use any magical items that thieves can.

At 9th level a *strigi* character can found a wilderness stronghold, similar to that of an elf. A total of 3d4 *strigi* move in as settlers within 3d4 months of its founding, at no cost to the character, although they do expect the character to provide protection and care for the well-being of the community.

If an owl-folk character kills an opponent with a physical attack, they may attack another opponent within range in the same action. They can do this a number of times per turn equal to their HD, provided that each attack slays a foe.

Strigi Class Build

The owl-folk class is built using the rules from *Classing Up the Joint* as follows:

- Attack as thief +0
- Save as thief –1
- 1d6 HD +.5
- +2 hp per level after 9th +1
- Weapon use (4) +2

Strigi

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d6	19 [0]	13	14	11	16	15
2	1,660	2d6	19 [0]	13	14	11	16	15
3	3,320	3d6	19 [0]	13	14	11	16	15
4	6,640	4d6	18 [+1]	13	14	10	15	14
5	13,000	5d6	17 [+2]	12	13	9	14	13
6	26,000	6d6	17 [+2]	12	13	9	14	13
7	52,000	7d6	16 [+3]	12	13	9	14	12
8	104,000	8d6	15 [+4]	11	12	8	13	11
9	210,000	9d6	14 [+5]	10	11	7	12	10
10	330,000	+2	14 [+5]	10	11	7	12	10
11	450,000	+4	14 [+5]	10	11	7	12	10
12	570,000	+6	13 [+6]	9	10	6	11	9
13	690,000	+8	12 [+7]	8	9	5	10	8

- Armor use (2) +0
- Darkvision (as infravision, unlimited range but needs some light) +.75
- Alertness (as ranger's Awareness) +1
- Hiding (as halfling) +1
- Keen eyesight (as elf) +.5
- Hardy (limited to one saving throw category) +.3
- Resistant to illusions (new category) +.5
- Climb (as thief) +.5
- Hear Noise (as thief) +.5
- Echoes of the Past (new category) +1
- Two prime requisites –.25
- Total modifier: 8.3

Alternate Rules

Strigi characters begin play with one skill slot (see rules in *Hex 17.23 – The Lake of Abominations*), plus an additional slot per point of Intelligence modifier. They gain another slot at levels 3, 5, 7, 9, 11, and 13.

At 1st level the *strigi* may select one of the following Knacks, unless otherwise stated. They may select an additional Knack at levels 5, 9, and 13.

Insightful. Once per day the *strigi* can attempt to peer into the future to determine if a particular action they wish to take will bring weal or woe. They have a 1-4 in 6 chance of success but can only foresee consequences no more than two turns into the future. At 7th level they may do this twice per day, or do it once per day with a 1-5 in 6 chance of success (the character may choose which the first time they use the ability each day), and can view the ramifications of an action up to 6 turns into the future.

Magic Initiate. At 1st level a *strigi* with this Knack can cast one of the following spells once per day. They gain an additional spell per day at 4th, 7th, 10th, and 13th levels. They can cast any spells from the following list, in any combination, so long as it doesn't exceed the total number of spells that they may cast per day.

- *Dancing lights**
- *Featherfall* (see Spells, at the end of the Appendix)
- *Locate plant or animal**
- *Predict weather**
- *Barkskin** (counts as two uses of this Knack, so cannot be used until 4th level)
- *Speak with animals** (counts as two uses)
- *Slow poison** (counts as two uses)
- *Protection from poison* (self only, counts as three uses, so can't be used until 7th level)

*from *OSE Druid and Illusionist Spells*

Unless otherwise stated the spells take an action to cast, and the character's caster level is considered equal to half their class level, rounding up (a 2nd-level *strigi* casts spells from this Knack as a 1st-level caster, a 3rd-level as a 2nd-level caster).

Self-improvement, primary. The character 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 5th, 9th, and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The character may increase their Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Sneak Attack. The *strigi* may backstab as though they were a thief of the same level.

Swashbuckling. If the character is able to move at a rate of 90' or more they gain a +1 bonus to their Armor Class. This increases to +2 at 6th level and +3 at 12th level.

Toughness. The character has 1d8 hp per HD instead of 1d6. This can only be selected once.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.); the character gains a +1 bonus to hit and damage when using this weapon.

Wilderness Scout. The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and have a 1-3 in 6 chance per day of foraging enough food for 1d6 individuals while on the move. If they spend the entire day foraging for food without traveling, they have a 1-5 in 6 chance of finding enough food for 2d6 individuals.

Strigi Seer

Requirements: DEX 9, WIS 9, CON 12
Prime Requisite: DEX, CON
Hit Dice: 1d6
Maximum Level: 13
Allowed Armor: None
Allowed Weapons: Limited (see below)

The *strigi* seers are the caretakers and spiritual leaders of the *strigi* communities. Each community is organized around a council of the eldest and most experienced seers, who provide guidance and advice to the others. The seers

are spellcasters, with their own spell lists and progression, drawing from a mixture of arcane and divine spells.

They have Dexterity and Constitution as prime requisites, and in order to qualify for the class they must have a Dexterity of 9, a Wisdom of 9, and a Constitution of 12.

Seers gain a 5% bonus to XP if both Dex and Con are 13 or higher, and this bonus increases to 10% if they possess a Constitution of at least 16 and a Wisdom and Dexterity of at least 13.

Strigi cannot wear armor, and know how to wield no more than two weapons that must be chosen at first level. They are limited to weapons that inflict 1d6 points of damage or less.

They have the same basic racial abilities as normal owl-folk:

- **Nightvision.** As long as there is even the faintest light source, the owl-folk can see in the dark as if it were daylight.
- **Alertness.** *Strigi* have an almost preternatural awareness of the world around them. They are only surprised on a roll of 1 in 6.
- **Keen Eyesight.** *Strigi* can spot secret doors as elves do, on a roll of 1-2 in 6.
- **Difficult to Spot.** Owl-folk are masters of hiding in a natural environment and can disappear into the undergrowth on a roll of 1-4 in 6. While indoors they can hide successfully in shadows on a roll of 1-2 in 6. Both assume the *strigi* remain still.
- **Resistant to Illusion.** Owl-folk, with their preternatural senses and their proclivity toward prophecy, are less inclined to believe illusions and phantasms than other races. When rolling to disbelieve illusions roll twice, taking the better of the two results.
- **Echoes of the Future.** Once per day the *strigi* can automatically succeed on one saving throw or attack roll.
- **Hardy.** *Strigi* gain a +2 bonus to saves against poison. This is already included in their saving throw chart.
- **Climb/Hear Noise.** Strigi can climb sheer surfaces and hear noises as a thief of the same level.

Seers attack and make saving throws as magic-users of the same level. In addition to the standard *strigi* racial benefits seers possess the following abilities:

- **Precognition.** At the beginning of each day roll 1d20 and record the result. This result can be used to replace the result of one attack roll or saving throw made by the character or some other creature (including allies and enemies). At 7th level the seer may do this twice per day.
- **Spells.** *Strigi* seers cast spells as druids, drawing from a custom pool of spells including magic-user, clerical and druidic spells.
- **Potion Mastery.** Seers are masters of the alchemical arts. If using the skill rules presented in *Hex 17.23* they are automatically Proficient in Alchemy at 1st

Strigi Seer

				Saving Throws				
Level	**XP**	**HD**	**THAC0**	**D**	**W**	**P**	**B**	**S**
1	0	1d6	19 [0]	13	14	11	16	15
2	1,960	2d6	19 [0]	13	14	11	16	15
3	3,920	3d6	19 [0]	13	14	11	16	15
4	7,840	4d6	19 [0]	13	14	10	15	14
5	15,680	5d6	18 [+1]	12	13	9	14	13
6	31,000	6d6	17 [+2]	11	12	9	14	12
7	62,000	7d6	17 [+2]	11	13	9	14	12
8	125,000	8d6	17 [+2]	11	12	9	14	12
9	250,000	9d6	16 [+3]	10	12	8	13	11
10	400,000	+1	15 [+4]	9	11	7	12	10
11	550,000	+2	14 [+5]	8	9	6	11	8
12	700,000	+3	14 [+5]	8	9	6	11	8
13	850,000	+4	14 [+5]	8	9	6	11	8

level. Additionally, they can begin to brew potions at level 4, and when doing so are treated as though two levels higher for purposes of determining success.

The *strigi* seer character class is built as follows (using the guidelines from *Classing up the Joint*):

- Attack as magic-user –1
- Save as magic-user –1
- 1d6 HD +.5
- +1 hp per level after 9th +0
- Weapon use (2) +0
- Armor use (1) –1
- Spellcasting (custom spell list, divine casting progression 50%) +6
- Darkvision (as infravision, unlimited range but needs some light) +.75
- Alertness (as ranger's Awareness) +1
- Hiding (as halfling) +1
- Keen eyesight (as elf) +.5
- Hardy (limited to one saving throw category) +.3
- Resistant to illusions (new category) +.5
- Climb (as thief) +.5
- Hear Noise (as thief) +.5
- Echoes of the Past (new category) +1
- Precognition (new category) +1
- Potion Mastery (new category) +.5
- Ability Score requirements (3 total) –1
- Two prime requisites –.25
- Total modifier: 9.8

Strigi Seer Spell List

Level	Spell Level				
	1st	2nd	3rd	4th	5th
1	—	—	—	—	—
2	1	—	—	—	—
3	1	—	—	—	—
4	2	—	—	—	—
5	2	1	—	—	—
6	2	2	1	—	—
7	2	2	1	1	—
8	3	2	2	1	1
9	3	3	2	1	1
10	4	3	2	2	2
11	4	4	3	2	2
12	5	4	4	3	3
13	5	5	4	3	3

The seer spell list is as follows. "*" indicates a clerical spell, "#" a druidic spell, and "~" an illusionist spell. Druidic and illusionist spells are taken from the **OSE** supplement *Druid and Illusionist Spells*. New spells are indicated with a "$" and are given later in this section.

1st level: *animal friendship*(#), *augury*($), *cure light wounds**, *detect magic**, *detect invisible*, *featherfall*($), *predict weather*(#), *preserve*($), *slow poison*(#), *speak with animals*(#)

2nd level: *barkskin*(#), *charm person*, *dancing lights*(~), *locate plant or animal*(#), *locate object*, *obscuring mist*(#), *snake charm**

3rd level: *clairvoyance*, *cure disease**, *dispel magic*, *divination*($), *growth of nature*(#), *hallucinatory terrain*(~), *protection from poison*(#), *tree shape*(#)

4th level: *call lightning*(#), *cure serious wounds**, *invisibility*, *protection from fire and lightning*(#), *speak with plants*(#), *summon animals*(#)

5th level: *commune**, *commune with nature*(#), *insect plague**, *looking glass*(~), *pass plant*(#), *polymorph self*, *true seeing*, *wizard eye*

Alternate Rules

If playing the with alternate rules presented in *Hex 17.23* the *strigi* seer begins play Proficient in the Alchemy skill (see above), plus one additional skill. They gain an additional skill slot to spend at levels 5, 9, and 13.

At 1st level they may select one of the following Knacks, plus an additional Knack at levels 6 and 11.

Animal Companion. The seer can recruit animals as retainers. The rules for animal companion advancement are provided at the end of this section.

Diviner. The seer specializes in divination magic, gaining the following benefits:

- They may ask four questions, rather than three, each time *commune* is cast. Once a year they may ask seven questions, rather than six.
- Increase the range and duration of all detect and locate spells by 50%.
- The caster is treated as being two levels higher for purposes of casting *augury* and *divination*.

Expanded Spell List. Choose one of the following spells of each spell-level and add it to the seer's spell list:

First Level. *protection from evil**, *faerie fire*(#)

Second Level. *find traps**, *know alignment**

Third Level. *striking**, *ESP*

Fourth Level. *massmorph*(~), *rope trick*(~)

Fifth Level. *contact other plane*, *control weather*(#)

Lay on Hands. The seer may heal a number of points of damage per day equal to their Hit Dice x 2. These can be spread out amongst multiple targets, and divided as they see fit, but the seer must be able to physically touch the target in order to heal the damage. It takes an action to use this ability for each target touched.

Prodigy. The seer possesses unusual magical puissance. They may cast an additional 1st-level spell per day upon reaching level 2. At level 6 they can cast an additional 2nd-level spell, and at level 11 an additional 3rd-level spell. These are cumulative, so they may cast three additional spells (one each of levels 1, 2, and 3) at 11th level.

Self-improvement, primary. The character 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 6th and 11th level. An improved score cannot exceed 18.

Self-improvement, secondary. The character may increase their Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 11th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Toughness. The seer has 1d8 hp per level, instead of 1d6. This can only be selected once.

Lycanthropes in Absalom

Just like on other worlds, humans can be infected with the disease lycanthropy, allowing (or forcing) them to assume an animal form. In Absalom, lycanthropes have the standard abilities and drawbacks described on p. 174 of **OSE** Core, with the following differences/clarifications.

- Lycanthropes can shift form in lieu of movement during a round; the transformation occurs during the movement phase of their turn.
- In human form lycanthropes can be damaged by mundane weapons.
- In animal form lycanthropes can only be damaged by magic, silver, poison, or acid. Non-magical fire inflicts half damage, and massive damage from non-magical sources (such as falling from a great height, or being hit by catapult shot) reduces the lycanthrope to 0 hp but will not kill them.
- Lycanthropes heal faster than mortal Men. They automatically regain 1 hp every 8 hours if they are active and 1d4+4 hp per day if they rest completely.
- The act of transformation heals a lycanthrope (see below).
- There are two types of lycanthropy: standard and true (see below).
- A standard lycanthrope's clothes and small items transform with them (a dagger, coinpurse, etc.). None of a true lycanthrope's possessions transform with them.

Changing form from human into animal completely heals the lycanthrope, resetting their hp; changing from animal to human does not. When a lycanthrope changes from animal to human they retain their current hp. This healing process is draining and can only be done once per day. *Ex: a wererat has 13 hp and is hit for 5 hp in human form, taking them to 8 hp. The wererat changes into a rat, resetting their hp to 13. While in this shape they take 10 damage, dropping them to 3. When they resume human form they have 3 hp.*

Standard lycanthropes can change form as desired. However, 1 in 6 lycanthropes is a "true lycanthrope", only assuming animal form on the night of the full moon or under extreme stress, and not able to control their transformation, nor their actions during this time. The transformation lasts from sundown to sunup, and during this time the creature is a feral beast, whereas standard lycanthropes retain their intellect, even if it is somewhat subsumed by their bestial nature.

True lycanthropes, when subjected to extreme stress, have a cumulative 1 in 6 chance of reverting into their animal form for each of the following criteria that is met within one turn:

- Lycanthrope fails a morale check.
- Lycanthrope is reduced to one quarter or less hp.
- Lycanthrope is threatened by six or more individuals.
- Lycanthrope is in a life-threatening scenario with no reasonable way for a mortal Man to escape (such as being crushed by falling rocks, or drowning, etc.)

Roll each time one of the above conditions is met, adding to the chance as needed. *Ex. A true lycanthrope in human form is facing 7 foes. During the first round of combat they have a 1 in 6 chance of assuming their animal form. The roll is a 4, so they do not. Three rounds later, the lycanthrope has been badly damaged, and reduced to*

less than a ¼ of their hp. They make another roll, this time with a 1-2 in 6 chance. The result is a 5, so they retain their current form. The following round they fail a morale check, and roll with a cumulative chance of 1-3 in 6. The result is a 1, so they assume animal form.

True lycanthropes that change form as a result of a failed morale check automatically make a new check upon assuming their new form. If true lycanthropes are forced into their animal form due to stress they have a 1 in 6 chance per hour of changing back.

On Absalom, the full moon occurs with startling regularity, on the fourteenth day of every month (a month has 28 days).

Lycanthropes as Classes

There are two options for giving class levels to lycanthropes in **OSE**, if desired. The first is to apply lycanthropy as a template to an existing human class. The second is to create a race-as-class option for the various lycanthropic species.

If a lycanthrope is being created for a specific encounter it is easy enough to apply lycanthropy to an existing class, as follows:

- If the NPC is a lower level than the lycanthrope's base HD, use the lycanthrope's hit points, saving throws, and THAC0 per HD.

In this method the NPC has a minimum HD equal to the lycanthrope's base HD; a 1st-level fighter that has been turned into a werewolf has 4 HD.

- If the NPC is a higher level than the lycanthrope's HD, roll for the lycanthrope's and the class's portions of the HD separately and add them together.

Ex. A 9th-level magic-user has been turned into a werebear. It has 6 HD using 1d8 hp per HD and 3 HD using 1d4 hp per HD.

- If the NPC's level exceeds the lycanthrope's HD use whichever attack table is better.

Ex. In the example above a werebear has a THAC0 of 14. A 9th-level magic-user has a THAC0 of 17. The NPC werebear uses the THAC0 of 14.

- Use the base class's saving throw progression.
- If an aspect of lycanthropy causes the class to loose a specific class feature it cannot be used by the NPC.

If a PC has been inflicted with lycanthropy, and a decision is made to continue playing the character, they may continue to advance in their current class with a revised XP progression, as shown below. This is the template method.

When applying the lycanthrope template follow the rules above when creating the character.

The revised XP progression is created using the rules provided in the *Filling in the Blanks* supplement.

- Add +2.5 for each HD beyond 1 the lycanthrope has, and +.1 for each bonus hp.

Ex. Wereboars add +7.6, wererats +5.

- Standard lycanthropy: +5
- True lycanthropy (uncontrolled transformation): +3

Therefore, standard werewolves have a modifier of +7, true lycanthropes a modifier of +5. Add this number to the number generated for their HD; this is the advancement modifier. Multiply this number by 200 to get the additional XP requirement. Note: if the character is a fighter divide this number in half; all other classes add the whole amount.

Ex. A character is turned into a standard wererat with 3 HD. The total modifier is 10, or, multiplied by 200, 2,000 XP. This number is added to the base number of XP required for advancement.

The additional XP requirement is added to the XP total needed to reach the next level: a 1st-level fighter turned into a wererat needs 3,000 XP to reach 2nd level, a magic-user turned into a werewolf needs 4,500 XP to reach 2nd level. This number is not added to levels gained *before* the character becomes a lycanthrope, only subsequent levels.

Ex. A fighter reaches 5th level and is immediately turned into a wererat. They currently have 16,000 XP, but need 48,000 XP to reach 6th level. Their hit point total does not change, since both fighters and lycanthropes use 1d8 for their Hit Dice.

At the same time, the fighter's magic-user companion is also turned, again immediately upon reaching 5th level. They have 20,000 XP, and need 72,000 XP to reach 6th level. However, they have three levels where they re-roll their hit points using 1d8 and two where they roll 1d4.

The other option would be to build the lycanthrope as an actual race-as-class, using the rules in *Classing up the Joint*, as follows:

- Use the modifier numbers above in the template section for lycanthropic powers.
- You have the option to have a lycanthrope's class start out with the base HD amount given in **OSE**

Core, or they can begin play at 1st level with 1 HD (e.g. the typical werewolf has 4 HD but individual werewolves can vary from that.)

- Lycanthrope classes have a hard maximum of 13 levels, and may have fewer depending on class creation goals.

Standard Werewolf Base Class

Requirements: None

Prime Requisite: STR, CON

Hit Dice: d8

Maximum Level: 13

Armor: None

Weapons: Any

Werewolves are humans that have suffered significant damage from carriers of lycanthropy. Individuals that lose half their hit points from the natural attacks of a werewolf contract the disease and turn into a werewolf themselves in 2d12 days. Non-humans that suffer the same damage also contract lycanthropy, but it is fatal for them. An individual slain by a werewolf's natural attacks does not rise from the dead like a creature slain by ghouls, or spectres.

Lycanthropes gain the following abilities:

- Attack and Save as fighters.
- Can transform into a werewolf at will in lieu of moving. They may attack during the same round. When in wolf form they use the stats given on p. 175 of **OSE** Core.
- In animal form lycanthropes can only be damaged by magic, silver, poison, or acid. Non-magical fire inflicts half damage, and massive damage from non-magical sources (such as falling from a great height, or being hit by catapult shot) reduces the lycanthrope to 0 hp but will not kill them. This only applies while in wolf form.
- Lycanthropes heal faster than mortal Men, regardless of their form. They automatically regain 1 hp every 8 hours if they are active and 1d4+4 hp per day if they rest completely.
- Once per day when transforming from Man to animal the werewolf regains 4d8 hit points.
- When in human form the character can speak all of the languages they would normally speak. When in animal form they can only speak to other wolves.
- Beginning at 4th level the werewolf can summon 1d2 wolves once per day. The animals must be of a variety found naturally in the area, and they will arrive in 1d4 rounds. At level 8 the werewolf can either summon the creatures twice per day or summon 2d2 wolves once per day. At 12th level they can summon 1d2 wolves three times per day, 3d2 wolves once per day, or a combination of the two.
- Werewolves are vulnerable to wolfsbane. If hit with wolfsbane they must save versus poison or be forced to flee for 1 turn.
- Horses and other domesticated animals can smell the wolf part of the character, and react poorly. Any rolls they make (reaction, skill, etc.) are rolled twice, taking the lower of the two results. Other characters may become suspicious of the werewolf's effects.
- A human or humanoid that loses more than ½ their hp to the werewolf's natural attacks contracts lycanthropy (see above).
- Only 80 cn worth of gear transforms with the werewolf.
- Werewolves can use all magical items that fighters can.

The werewolf class is built as follows, using the rules from *Classing up the Joint*:

- Attack as fighter +2
- Save as magic-user +1
- HD 1d8 +1
- HD bonus +1
- Weapons (4) +2
- Armor (1) –1
- Shapechange, unlimited +5
- Damage resistances in wolf form +5
- Healing factor +1
- Healing surge when changing form +2
- Summon ally (delayed 3 levels) +.75
- Vulnerability to wolfsbane –.25
- Limited carrying capacity –.5
- Animals react poorly –.5
- Level limited (2 levels) –2
- Total multiplier: 16.5

Standard Werewolf

Level	XP	HD	THAC0	D	W	P	B	S	Summon Ally
1	0	1d8	19 (+0)	12	13	14	15	16	—
2	3,300	2d8	19 (+0)	12	13	14	15	16	—
3	6,600	3d8	18 (+1)	11	12	13	14	15	—
4	13,200	4d8	17 (+2)	10	11	12	13	14	1d2
5	26,400	5d8	16 (+3)	10	11	12	12	14	1d2
6	53,000	6d8	15 (+4)	9	10	11	11	13	1d2
7	106,000	7d8	14 (+5)	8	9	10	10	12	1d2
8	215,000	8d8	14 (+5)	8	8	10	10	11	2d2
9	430,000	9d8	13 (+6)	7	8	9	9	11	2d2
10	580,000	9d8+2	12 (+7)	6	7	8	8	10	2d2
11	700,000	9d8+4	12 (+7)	6	7	8	8	10	2d2

- XP to reach 2nd level: 3,300

New Spells

Augury (divine)

Level: 2 (1 for seers)
Duration: Instant
Range: Personal

The character performs an augury, inquiring whether a particular action will result in weal, woe, or a mixture. The spell can only foresee consequences no more than thirty minutes into the future and is not always accurate. Upon casting roll 1d20. The spell will reveal the true outcome of events on a roll of 9+ for 1st-level casters, with the chance improving by 1 for every 3 levels beyond 1st: 8+ at level 4, 7+ at level 7, 6+ at 10, and 5+ at level 13. The roll should be made in secret by the referee, who then determines what incorrect information, if any, is learned. A roll of 1 is always a failure.

Burning Hands (1st-level, arcane)

Duration: Instant
Range: 10'

A 120-degree arc of flame shoots from the caster's fingers, burning all within the range of the spell. Those within the arc take 1 point of damage per caster level, with no save allowed.

Enchant Arms (4th-level, arcane)

Duration: 1 minute per level
Range: Touch

Upon completion of this spell one melee weapon or three missiles are endowed with a magical enchantment determined by caster level as follows: +1 at 7th-8th, +2 at 9th-10th, +3 at 11th-12th, and +4 at 13th-14th. The weapon functions as a magical weapon with the corresponding bonus to hit and damage. Melee weapons retain their modifier for the duration; missiles lose their modifier upon striking a target. Weapons that already possess a magical enchantment are not affected by this spell.

Featherfall (arcane)

Level: 1
Duration: 6 rounds, plus one round per level
Range: 5'

This spell enables the target to float gently through the air toward the ground at the leisurely rate of 10' per round, suffering no damage when they land, assuming they are able to do so before the spell ends. The caster can affect up to one creature per level, provided all of the targets are within 5' of them.

The spell may be cast instantly regardless of the caster's initiative order and is not disrupted if they have been damaged or failed a saving throw earlier in the round (p. 121, *OSE Core*).

Ice Storm (4th-level, arcane)

Duration: 1 round
Range: 10' per level

Casting this spell summons a storm of hail with a diameter of 40'. All creatures within take 3d10 points of damage with no save allowed. The caster may choose, instead, to have it form a sleet storm with a diameter of 80'. Movement within this area is reduced by half,

and even then all creatures within the area have a 1-3 in 6 chance of slipping and falling, taking 1d6 points of damage when doing so.

Magic Aura (1st-level, arcane)

Duration: Permanent
Range: Touch

This spell endows an object with a magical dweomer, but otherwise does nothing else. Examination with a *detect magic* spell will suggest the item is magical.

Preserve (divine/druidic)

Level: 1
Duration: 1 day per level
Range: Touch

This spell preserves dead organic matter, preventing it from rotting and decaying for the duration of the spell. It only halts the process and does not reverse it. Up to 1 pound of material per level of the caster can be affected.

Divination

Level: 4 (3 for seers)
Duration: Instant
Range: Personal

The caster asks to know about a place, and on a successful roll is granted general information about it:

- How powerful the creatures that dwell there are.
- How much treasure can be found there.
- A general layout of the area.
- The general alignment of those dwelling there.

Correct answers will be vague, but given in terms of the party's abilities. Incorrect answers will be as incorrect as the referee feels necessary.

The spell will succeed on a roll of 9+ on 1d20 for 1st-level casters, with the chance improving by 1 for every 3 levels beyond 1st: 8+ at level 4, 7+ at level 7, 6+ at 10, and 5+ at level 13.

Strength (2nd-level, arcane)

Duration: 1 minute per level
Range: Touch

The target of this spell has an effective Strength of 18 for the duration. If the target already has a Strength of 18 it has no effect.

Tiny Hut (3rd-level, arcane)

Duration: One hour per level
Range: 0

This spell creates an immovable, opaque sphere of force 10' in diameter with half its volume below the ground. Up to six creatures, in addition to the caster, can enter the dome, during which time they are immune to all external effects; nor can spells or items pass through the walls of the hut from the inside. Although the wall is opaque from the outside it can be made transparent from the inside by will of the caster. The caster can also change the lighting within the dome from non-existent to dim.

If the caster leaves the dome it vanishes, the spell ending. If the dome is targeted by a damage-dealing area effect – such as a lightning bolt or dragon's breath – or massive damage from a single source (such as a boulder thrown by a giant) it has a number of hit points equal to the caster's level × 5. If the dome takes more damage than it has hit points it vanishes, but those inside take no damage. Attacks from other sources cannot harm the dome.

Magical Item Creation

Most spellcasters possess the ability to create magical items, and this section presents a system for determining how long it takes to create a magical item and what the chances of success are. Hex 17.23, *The Lake of Abominations*, has a guide for determining the pricing of magical items.

The length of time it takes to create a magical item is based upon the level of the spellcaster. The amount of work a spellcaster can produce per week is based upon their Cost of Living (see p. 16 of Hex 16.24) and clarified on the table below. A 1st-level magic-user, therefore, produces 4 gp worth of work per week.

Table 1.1 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

*Cannot be an assistant.

Table 1.1 Base Chance of Success and Production/week

Caster Level	GP Output	Assistant's Output	Chance of Success
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.

Creating a magical item requires a primary creator, who must be a high enough level to craft the magic item in question. The primary creator can have assistants, who either must be able to cast the same kind of spells as those used to enchant the item, or, in the case of potions, have the alchemist skill (see Hex 17.23). Note that in some instances both arcane and divine casters, such as a magic-user and a cleric, can collaborate to create an item. In these cases designate the most appropriate character as the primary creator; the contributing spellcasters are considered the assistants. Only in these collaborative cases is it possible for two spellcasters of equivalent levels to work together (see below).

The maximum number of assistants that can help with magical item creation is equal to the main creator's HD. For example, a 5th-level magic-user can have no more than 5 assistants. An assistant must be at least one level lower than the main creator. Assistants contribute to the weekly gp output at a rate equal to the primary creator's output × .9 (rounding up); so, a 1st-level magic-user's assistant produces 3 gp worth of work per week. A 4th-level caster's assistant produces 36 gp worth of work per week. Typically, assistants are drawn from either the spellcaster's retainers or the students that come to study with the magic-user when they establish their domain-level dwelling.

However, simply because high-level spellcasters have high work outputs does not mean they can create a powerful magical item in the span of a day, or even a week. As a general rule, charms and fetishes take a minimum of one day for every 100 gp in value; potions and scrolls take a minimum of one week for every 500 gp in value; and charged or permanent items take one week for every 5,000 gp in value. The discrepancy between actual working time and minimum production time may be justified within the narrative of gameplay in whatever way players and Referees wish — for instance, the time not spent actively crafting an item may be occupied with research, testing, managing assistants, and haggling with brokers over exotic components.

The spellcaster must devote a number of consecutive days per week to crafting a single item, as follows. The minimum amount of time that can be spent on an item is one day, so any excess production is lost. Keep in mind that the labor required to create a magical item (in terms of the creator's gp output) is one half the overall value of the item: a 1st-level spell scroll costs 500 gp, of which 250 gp is materials and 250 gp is labor.

Production-time Examples

A 13th-level magic-user can produce 5,000 gp worth of work per week. However, if they want to create a 2nd-level spell scroll, costing 1,000 gp in total (500 gp in labor, or 1/10 their weekly output), they can't actually scribe the spell in that amount of time; a scroll with a 2nd-level spell takes two weeks minimum to scribe (1 week per 500 gp in value). Assuming a 7-day week, our 13th-level magic-user can produce about 700 gp worth of work per day. Spellcasters can only work on a single item each day, regardless of any left-over production. Rounding down, it takes them one day each week over a period of two weeks to scribe the scroll.

If the same magic-user was scribing a scroll with a 6th-level spell, costing 3,000 gp, it would take six weeks. Half of that amount, or 1,500 gp, is labor. Again, our magic-user is spending six days over the overall creation time, one day each week.

Something more expensive, like a *staff of power* (costing 85,000 gp) requires 17 weeks to make and requires 42,500 gp worth of labor, or 2,500 gp worth of work per week. The magic-user must devote four consecutive days per week (700 gp/day × 4 days = 2,500 gp), for a period of seventeen weeks, to create the staff. The other three days per week can be filled as desired.

If a 9th-level magic-user were to attempt to create a *staff of power* it would still require the 17 weeks and 42,500 gp to make it, but since the magic-user only produces 1,250 gp worth of work per week they would have two options:

- Bring in apprentices to help with the work.
- Spend the extra time needed to reach the gp value.

Realistically, they would likely have to do both in order to complete the process in a timely manner.

If magical item creation requires fewer than seven days per week the spellcaster has some options as to how to spend their free time.

- They can work on multiple magical items, as long as they do not require more than seven days of labor per week in total.

Modifiers to Chances of Success

Per point of prime requisite bonus (see note 1 below)	+1
Per rank of Magical Engineering	+2
Per rank of Alchemy or Herbalism (see 2)	+1*
Alchemical lab worth 1,000+ gp	+1
Workshop worth 5,000+ gp	+3
Library worth up to 2,500 gp	—
Per additional 2,500 gp in library value	+1
No library	-5
Additional day/week spent on creation (see 3)	+3/day
Spellcaster has a sample or notes detailing successful creation (see 4)	+3*
Total spell levels involved in creation (see 5)	-2 (or -5)/level
Creation process interrupted (see 6)	-5*
Each assistant used (see 7)	-1*
Speed up production	See 8

Notes:

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 creating potions add +1 per rank of Alchemy and/or Herbalism. If creating other magical items add a +1 if the primary creator has Alchemy and a +1 if they have Herbalism, regardless of the number of ranks they have in the skills.
3. Extra time can only be added if the creator has extra time per week to devote. In the example above, the 13th-level magic-user is already spending four days per week creating a *staff of power*. For each additional day they spend, they gain a +3 bonus to the chance of success, up to a maximum of three days (or +9 to the chance). These extra days must be consecutive with the required time, and must be included in each week of the creation process. Failing to meet this requirement negates the bonus, but it does not apply a penalty.
4. If the spellcaster has an item on hand they want to replicate, or notes from a previously successful attempt, increase the chance of success by +3 and reduce the automatic chance of failure by 2. *Ex. A magic-user is looking to create a* sword +1 *and is using an existing magical sword as a template. Their chance of success is increased by 3 and their chance of automatic failure is decreased from 85-100 to 87-100.* This bonus does not apply to the scribing of scrolls.

Modifiers to Chances of Success

5. Total up the spell levels required to create the item and multiply by 2 to determine the total penalty (this penalty is increased to –5 per spell level for permanent magical items only).

   If the spellcaster also has an alchemical lab valued at 1,000+ gp add +1 to the roll.

   - A spell scroll with a 6th-level spell would impose a –12% penalty.
   - A spell scroll with three 3rd-level spells would impose a –18% penalty.
   - The enchantment required to create a *sword +1* is equivalent to a 1st-level spell, so imposes a –5 penalty.
   - A *staff of power* is enchanted with a total of 20 spell levels, so imposes a –40 penalty to the chance of success.
6. If the requirement for consecutive days or weeks of work is not met, the base chance of failure is increased by 5. This penalty can be applied twice; once for missing a consecutive day(s) of the work that needs to happen each week, and once if there is a week in which no work is done. If only one circumstance applies, the attempt automatically fails on a roll of 80-100. If both apply, it automatically fails on a roll of 75-100.
7. Each assistant used in the production of a magical item increases the chance of automatic failure by 1. This holds true regardless of how long they work on the project. *Ex. A spellcaster uses two assistants during the course of production. The chance of automatic failure is increased from 85-100 to 83-100.*
8. The spellcaster can attempt to perform the work in less time than would otherwise be required. For each:

   - 50% reduction in time for charms/fetishes, scrolls, or potions;
   - 25% reduction in time for charged or permanent items;

   apply a –10 penalty to the chance of success and increase the chance of automatic failure by 5. For instance, our 13th-level magic-user could attempt to:

   - Scribe a scroll with a 1st-level spell over a four-day period, rather than a week (counts as one 50% reduction). Doing it in two days counts as an additional 50% reduction, and one day would be a third 50% reduction.
   - Scribe a scroll with a 2nd-level spell over a period of one week (counts as one 50% reduction).
   - Scribe a scroll with a 6th-level spell over a period of three weeks (counts as one 50% reduction).
   - Create a *staff of power* over a period of 13 weeks (counts as one 25% reduction). Doing so in 10 weeks counts as a second 25%, in 8 weeks as a third 25%, etc.

   In order to speed up the creation time, the spellcaster must still devote the requisite gp-value worth of work, so it can only be done when the caster has excess production capacity; the 13th-level magic-user could speed up the creation of a *staff of power*, but a 9th-level magic-user cannot. Creation of any item requires the spellcaster to be of a high enough level to produce the desired effects.

- They can perform spell research.
- They can adventure.

There are five broad categories of magic items: charms/fetishes, scrolls, potions, charged items, and permanent magical items. The magic items a spellcaster can create depend upon their level, as follows (note that this expands on the rules found in **OSE Core**).

- Cleric/magic-user/elf/drow/druid/illusionist: Fetishes at level 3, scrolls at level 5, potions at level 7, charged and permanent items at level 9.
- Bard/half-elf: Fetishes at level 5, scrolls at level 7, potions at level 9, charged and permanent items at level 11.
- Gnome: Charms at level 3, scrolls at level 5, potions at level 6, charged and permanent items at level 8.
- Paladin/ranger: Fetishes at level 11, scrolls at level 13, potions at level 14. Can create holy water as a cleric of a level equal to their own level –3.

Note that some of the Alternate rules presented in this series allow spellcasters to create items at an earlier level than those given above. In these cases, use the spellcaster's actual level to determine their chance of success, time to create, etc.

A spellcaster has a base chance of creating a magical item based upon their level, as seen on Table 1.1. However, every spellcaster, regardless of level or modifiers, will fail on a roll of 85-100. 13th- and 14th-level magic-users have a chance of success higher than this automatic failure rate only to mitigate negative modifiers. If the required work is not performed over consecutive weeks there is a decreased chance of success (see below). An assistant can continue the work if the primary spellcaster is absent with a lesser penalty to the roll (and with the added benefit of work continuing).

If the spellcaster successfully creates a magical item – other than scrolls – they also find themselves in possession of notes detailing the process. These can be used in the future to create more items. For charms, fetishes, and potions the notes are 1d4 pages per 500 gp in the item's value. For charged and permanent items there are 1d4 pages, plus 1 for every 5,000 gp in value. The notes have a value equal to 100 gp per page.

As noted above, a roll of 85-100 is an automatic failure. The following rules can also be applied, at the Referee's discretion:

- A roll of 1-5 is a critical success. The item is endowed with an unintended beneficial quality.
- A roll of 95-100 is a critical failure. The spellcaster thinks they were successful, but in reality have created a cursed item.
- If the roll fails by no more than five, and the roll is lower than an 85, the caster may attempt to create the item again, re-using 30-90% (2d4+1 × 10) of the original materials and with a 50% reduction in the time needed.

Examples: We will assume that each sample magic-user is Expert in Magical Engineering (granting a +6 bonus), has an Intelligence of 16 (granting a +2 bonus), has access to a workshop worth 5,000 gp and a library worth 5,000 gp (granting a total modifier of +4), for total positive modifiers equal to +12.

A 5th-level magic-user is attempting to scribe a 1st-level spell scroll. It has a total value of 500 gp and takes a minimum of one week to make. The material and labor costs are 250 gp each. The magic-user produces 75 gp worth of work per week and has a base 50% chance of success. This is modified by their +12% positive modifier, –2 for the first-level spell. Their modified chance of success is 60%. On a roll of 61-65 they fail, but are able to re-use 30-90% of the material and attempt again, needing only 50% of the base time required.

A 9th-level magic-user is attempting to scribe the same 1st-level spell. The magic-user produces 1,250 gp worth of work a week, so only needs to spend two consecutive days on the scroll (1,250 / 7 = 178 gp of work per day, rounding down), although it actually takes a week to make without penalty. They have a base 70% chance of success, modified as in the example above, giving them a total 80% chance of success. Even if they fail, as long as they roll under an 85 they are able to start over, re-using much of the material and taking half the time.

A 13th-level magic-user is also attempting to scribe the same spell. They produce 714 gp worth of work per day, so only need one day to actually scribe the scroll, although again it takes the full week to do so without penalty. They have a base chance of 90% to succeed, and will only fail if they roll an 85-100. If the roll is between 85-90 they may start over at a discount in time and materials, as above.

Crafting Charms and Fetishes

The Appendix in *Hex 17.23* touches briefly on the fashioning of magical items, and the following discusses the steps to create the most basic of magical items: charms – items of arcane origin – and fetishes – objects created by divine magic.

Charms and fetishes are objects imbued with a mild dweomer that typically have a limited number of uses,

and a relatively short lifespan before the magical energy contained within begins to degrade. They are also the simplest magical items to craft, and the ones that spellcasters will most likely first attempt. Clerics and magic-users can attempt to craft charms and fetishes at 3rd level.

As a general rule, charms and fetishes replicate or approximate the effects of a 1st-level spell or less, of either arcane or divine nature. The cost to make a charm or fetish is between 100 and 500 gold. Magic-users or clerics of 3rd level or higher can create charms or fetishes (although there are some exceptions). One half of the cost of the item's construction will be in materials, the other half in labor.

It takes a minimum of one day per 100 gp value of the charm or fetish to enchant the item. A charm/fetish that recreates a 1st-level spell has the same cost as a potion or scroll that does the same. Imbuing the object with the desired magic requires the following:

1. Materials. One half the overall cost of the item is in the materials. Of these, the principal (the thing to be enchanted) must be worth a minimum of 1/4 of the overall material cost. Another 1/2 of the material cost, at minimum, must be made up with special components. The remaining material cost is in consumables: aromatic unguents, oils and incense, rare wood used to feed the forges of creation, etc., and in the cost to have the item fashioned.
2. Spells. If the item is to be imbued with properties that mimic a spell or spells, the creator of the item must be able to cast the required spells.

These two main requirements will be discussed in full further on, after determining the overall cost of an item.

Determining Cost

The cost of an item is really what drives all aspects of its creation. Unless otherwise stated the cost of a magical item is the cost of commissioning an NPC magic-user to make it. If a character is making an item for themself, obviously, they need only pay the material cost and not the cost of labor, although the labor cost can be used to determine how long it takes to craft the item, as follows:

Table 2 — 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

*Assistants must be at least one level lower than the primary creator.

As with all magical item creation, a roll of 86-100 is an automatic failure and a roll of 96-100 results in a mishap.

A 3rd-level magic-user, with an output of 16 gp per week, would take three weeks to craft a charm with a cost of 100 gp (50 gp labor cost, divided by 16 gp per week). Note that the minimum time to enchant a charm or fetish still applies if the spellcaster's output is such that they could theoretically do it faster.

Rabanus is a 12th-level magic-user capable of producing 4,000 gp worth of work per week. That works out to roughly 570 gp per day. A charm worth 500 gp takes five days to create and requires 250 gp worth of actual labor. Rabanus could theoretically create two charms per day, but is physically limited to the required time.

A spellcaster whose labor output exceeds that which is needed has two options:

- Speed up production. A spellcaster can attempt to craft a charm or a fetish more quickly than would otherwise be allowed. For each 50% reduction in time apply a –10% penalty to the chance of success and increase the chance of a mishap by 5%. No item can be crafted in less than one day.

Rabanus needs that charm and he needs it now! If it costs 500 gp it takes five days to craft, but he decides to speed up the process. One 50% reduction takes the time down to

2 and 1/2 days, rounded up to 3, a second reduction down to 1 and 1/4 days (rounded up to 2), and a third takes it to a single day. The chance of success is reduced by 30% and a mishap occurs on a roll of 86-100.

- Perform other tasks. The spellcaster need only devote time to the beginning and end days, and can perform other tasks in between.

Rabanus fails in his first attempt – some things simply can't be rushed – so on his second attempt he decides to take the full five days, but spends only the 1st and 5th day working on the item. He can devote the middle three days to adventuring, working on other items or spells, or carousing.

The table below can be used to determine the overall cost of most charms and fetishes. Note that this cost includes both labor and materials.

Table 3 — Charm/Fetish Costs

Effect	Base Cost	Multiplier
+/– 1 to one roll	100	
+/– 2 to one roll	250	
+/–3 to one roll	500	
+10' range (note 1)		×1.25
Mimics 1st-level spell	500	
Cast at higher level (note 2)		×1.1-1.4
One-time use		×1
Charges (2-10 charges)		× number of charges
Permanent enchantment (note 3)		×2
Use restriction (note 4)		–25%-50%

1. If the item mimics the effect of a spell use the range of the spell. Otherwise, assume it affects the wielder *or* someone touched/struck by the wielder. Increasing the range of such an effect has a multiplier of 1.25 for every 10' of range.
2. Applies only to items that mimic 1st-level spells. When normally enchanted, the effect is as if cast by a 3rd-level character. A charm enchanted with the *light* spell, for instance, would normally last for 9 turns (base caster level of 3, plus 6 turns). For each additional caster level add 10% to the cost multiplier, up to a maximum caster level of 7.

   Note that doing so requires restricting the use of the item (see below), since the overall cost of a charm or fetish cannot exceed 500 gold.
3. Permanent until charges are spent. The charm or fetish does not degrade or lose potency over time. See below for more discussion on the duration of charms and fetishes.
4. The item is keyed to an individual. Reduce the cost by 25% if it can be used by others, but with a reduced effect, and by 50% if it can only be used by one person. A single person is designated as the wielder when the item is created. They may use the item as normal. There are two options for restricting the use of a charm or fetish:
   1. **Limited.** Anyone can use the item, but the effects are diminished if not used by the designated wielder. This can take several forms, as determined by the Referee: reduced modifiers, reduced damage, reduced duration, etc. It is recommended to reduce the effects by one step (i.e. a modifier of +/– 1d4+1 is reduced to a straight modifier of +/– 1).
   2. **Restricted.** Only the designated wielder can use the item.

In order to create an item tied to a wielder the designated individual must either be the creator of the item, have personally obtained the principal used in the creation of the item, or have invested something of themself in the creation. This "something" can be abstracted out as hit points: the designated individual must "contribute" a total number of hp equal to 1 hp/100 gp in cost each day it takes to make the item.

The sacrificed hit points are restored normally, except for 1 hit point, which remains as permanent damage until the item's charges have been expended. It is this hit point loss that ties the magical item to the wielder.

Magred the Magnificent, a 5th-level magic-user, is creating a charm. Being selfish, he doesn't want anyone else to be able to use it. The overall value of the item is 300 gold, so it takes three days to make. For each day during that period he must sacrifice 3 hp worth of damage. Said damage can be healed normally or via magic, all except for the final 1 hp of damage, which is a permanent expenditure until the item has no charges remaining.

Restricting the use of a charm or fetish is not without issues, however, beyond the requirement of blood and flesh! It makes crafting the item more difficult: a limited item imposes a penalty of –5% to the crafting roll, and restricting it to a single individual applies a –10% penalty.

Creation of the Item

The creation of a charm or fetish follows the rules presented in Hex 18.23.

- Materials must be gathered, including a principal worth no less than 25% of the overall material cost, special components worth an additional 50%, and consumable components worth 25% of the cost.
- Any costs associated with fabricating the unenchanted item are included in the material cost.
- The spellcaster must spend the required time crafting the item.
- Upon successful completion the spellcaster has not only the finished items but detailed notes describing the process.

The following rules apply specifically to charms and fetishes:

- If the spellcaster collected the principal used in the item add +5% to the chance of success and reduce the chance of automatic failure from 86-100 to 88-100.
- If the spellcaster collected at least 50% of the special components used in the creation add +2% to the chance of success.
- If the item is bound to an individual, and they personally collected the principal, add +3% to the chance of success and reduce the chance of automatic failure to 87-100.
- If the value of the principal is more than 50% of the overall material cost add +2% to the chance of success for every 10% in value it exceeds that amount (if the principal is 70% of the overall material cost add +4% to the chance of success), to a maximum of +10% to the overall chance.
- Charms and fetishes use their own mishap table (see below).

Lifespan of Charms and Fetishes

Unless created to be permanent most charms and fetishes have a limited lifespan during which they can be used; the magic contained within leeches out of the item, or the materials used cannot hold magical energy for more than a given amount of time.

As a general rule a charm or fetish created with a limited lifespan will remain potent for 6 months plus an additional month for every 10% the Magic Research roll exceeds the target number. When placing a charm or fetish as treasure assume that it lasts for 6 months plus 1d8–2 months (subtracting a negative result from the total.

For newly created charms and fetishes, if the result of the Magic Research roll is a natural 01-05 the resultant item is more potent than usual. Roll on the Boon table to determine what quality it possesses.

Examples

Gerso wants to make a lightstick *to use while adventuring. It duplicates the 1st-level spell* light*, so has a base cost of 500 gold. It can only be used once, and has a limited duration. The* lightstick *requires materials worth 250 gold and labor worth 250 gold. It will take five days to enchant.*

The principal has a minimum cost of 25% of the overall material cost, or 63 gp, and there must be an additional 125 gold in special components. The rest of the material cost will be in incidentals.

Gerso does some research, and reads about a certain cavern miles from civilization that contains a number of curious crystals that absorb light and store it, slowly radiating it back out over a period of days. "Aha!" he says to himself, "those sound like an excellent material to use for my purposes!" He gathers his companions and they set off for the caverns. Once inside they must fight off the strange, bat-like creatures that dwell within while harvesting a number of crystals to use.

For special components Gerso decides to use the light-producing glands of the fire beetle; each of these has a gold value of 15 gp, so he hires some lower-level adventurers to harvest 7 glands for a total value of 105 gp. He pays an alchemist to extract the desired compound, a process costing 50 gold.

Of the ten crystals Gerso manages to harvest there are six suitable for his purposes, and the Referee rules that each has a value of 120 gold. Upon returning to civilization Gerso draws up plans for his lightstick *and commissions a master jeweler to craft it for him. The plans call for the crystal to be polished, shaped and inlaid with gold filigree. The Referee rules that it will take one week to fashion the item and cost 120 gold in total. The alchemical extract of the fire beetle gland is mixed in with the molten gold in preparation for producing the filigree.*

All in all, Gerso has invested 395 gp in material for his lightstick*, which is 145 gold more than he needed to spend. He's doing the enchanting himself, so doesn't have to pay someone, but still uses his labor output to figure production times. Gerso is a 5th-level magic-user, producing 75 gp worth of work per week, or 11 gp per day. The* lightstick *requires 250 gp worth of labor, which will take him 3 and 1/2 weeks to enchant.*

Gerso spends the time needed to craft the lightstick*, with*

a base chance of 50% to successfully enchant the item, modified as follows:

- *Gerso has an Intelligence of 16, resulting in a +2% modifier being applied to the roll.*
- *He harvested the principal himself, gaining a +5% bonus to the chance of success. Since he hired someone to provide him with the fire beetle glands he doesn't gain a bonus here.*
- *Gerso is Skilled in Magical Engineering, gaining a +4% bonus to the roll.*
- *When the jeweler crafted the* lightstick *she scored a critical success with a roll of 18, applying a +5% bonus to the roll.*

Gerso has a total modifier of +16, bringing his chance of success to 66% and the chance of automatic failure to 88-100. There is no modifier to the chance of failure.

Lightstick. Crafted from a single crystal roughly a foot long and two inches in diameter, and bound in a web of gold filigree, a *lightstick* glows upon command, radiating light as per the 1st-level magic-user spell of the same name. Once lit it cannot be extinguished, and once the duration expires the magic is exhausted and the crystal cracks, becoming valueless. The light radiated typically lasts for a period of 11 turns. This item weighs one pound.

Talisman of Bear's Strength.

Murgan the Mighty, a 9th-level fighter, has just slain a cave bear in single combat, and as a trophy took one of the beast's teeth. It's not worth enough on its own to create a "proper" magical item, so Murgan commissions Gerso to craft a talisman for him to wear around his neck.

"The bear was strong and mighty," Murgan tells Gerso, "make me something that gives me some of its strength!" Gerso decides to make use of the formula he has recently discovered that increases the damage from a blow.

The formula replicates an effect with a base cost of 100 gold, and Gerso decides to give the item a full five charges, for a modified cost of 500 gold. He also decides to bind it to Murgan, reducing the cost by half, and increases the duration to permanent, meaning that the charm will never lose its dweomer unless the charges are spent. This increases the overall cost by a factor of two, bringing it back up to a total cost of 500 gold.

With an overall cost of 500 gold the minimum material cost is 250 gp, of which the principal needs to be worth at least 63 gold. The bear tooth is worth 300 gold, more than sufficient to make up the principal cost. In fact, since it is more than 1/2 of the overall material cost Gerso gains a +5% bonus to the chance of success. The principal is worth more than the entire material cost, so no more work is needed other than to tie it to a leather thong.

Since the item will be bound to a single individual, Murgan must participate in the crafting process, which takes an entire week. Murgan must spend 5 hp per day, which can be healed magically at the end of each day. As an experienced warrior he's not worried about a little bloodletting. However, the final hit point cannot be healed; it is a permanent reduction in Murgan's hp total until all charges have been expelled.

By now Gerso is a 7th-level magic-user and will succeed on a roll of 1-60. Because he can produce 300 gp worth of work per week it takes him just under a week (six days) to craft the necklace. His chance of success is modified as follows:

- Gerso has an Intelligence of 16, resulting in a +2% modifier being applied to the roll.
- Murgan harvested the principal himself, increasing the chance of success by +3%.
- Gerso is Skilled in Magical Engineering, gaining a +4% bonus to the roll.
- The value of the principal is more than 1/2 the overall material cost of the item. Half the material cost is 125 gp, and the tooth is worth 300 gp, so it exceeds the value by more than the max, adding +10% to the chance of success.
- Restricting the item's use to a single individual imposes a penalty of –10%.
- The overall modifier is +9% to the base chance of success.

The chance of success is 1-69, with a range of automatic failure of 87-100. Gerso rolls a 75, a failure. However, the tooth is not ruined in the attempt, so he may try again. This time the result is a 25, a success.

1. Boons

On a natural roll of 1-5 the caster accidentally creates an item possessing more potency than they were attempting. If this occurs, roll on the table below to determine what bonus is added to the item.

1-15. The natural lifespan of the item is increased by 1d20 × 5%.

15-25. If the item possesses charges it gains an additional charge. If it does not have charges roll again.

26-35. The range of the item's power increases by 1d10 × 5%. If the item does not have a range roll again.

36-45. The caster level at which the item functions (if it reproduces a spell) is increased by 1d4. If this does not apply roll again.

46-55. The bonus granted by the item is increased by one category (from +1 to +2, +2 to +3, etc.). If this does not apply roll again.

56-60. The natural lifespan of the item is increased by 1d20 × 10%.

61-65. The range of the item's power increases by 1d10 × 10%. If this does not apply roll again.

66-70. The caster level at which the item functions (if it reproduces a spell) is increased by 1d4. If this does not apply roll again.

71-75. If the item possesses charges it gains an additional 1d4+1 charges. If it does not have charges roll again.

76-80. The item possesses a secondary power that is granted as long as the item retains charges. It will either be a static benefit with minimal mechanical effect or will consume a charge as per the primary power.

81-84. The range of the item's power increases by 1d10%. If this does not apply roll again.

85-88. The caster level at which the item functions (if it reproduces a spell) is increased by 1d4. If this does not apply roll again.

89-92. The natural lifespan of the item is increased by 1d20 × 20%.

93-95. If the item possesses charges, it gains an additional 1d6+2 charges. If it does not have charges roll again.

96. The spellcaster gleans some deep insight into the nature of magic. The notes they generate during the enchantment process are worth an additional 4d6×5% their normal value.

97. The item will not lose its magical dweomer until it runs out of charges.

98. The item has a special purpose, as detailed on p. 277 of OSE Core.

99. The item has the basic number of charges, but when depleted the charges return at a rate of 1 per (1-3) week, (4-5) day, or (6) all at once following a specific deed or task.

00. The item is imbued with intelligence as per p. 242 of OSE Core. The item will always have the same alignment as either the spellcaster who created it or, if bound to an individual, that individual. Because these items are minor in power they will never have an Intelligence greater than 10 (roll 1d4+6 rather than 1d6+6) and roll 1d6, rather than 1d12, for their Ego score. Intelligent items recharge as per result 99, above, their intelligence laying dormant until recharged. For this reason the item will always try to prevent the last charge from being spent.

2. Mishaps

On a natural roll of 96-100 a mishap occurs. Roll on the table below to determine the exact nature of the mishap. Note that the effects of a mishap resulting from a failure creating a charm or fetish are not nearly as severe as those resulting from normal magical items. It is suggested that the Referee roll on this table in secret and not inform the player of the result.

If the result is a cursed item that seems to function as normal the notes produced during the magical research process have their normal value, but subsequent uses of them to reproduce the same item increase the chance of failure to 76-100 and the chance of a mishap to 91-100.

1-40. The result seems to succeed but the item is cursed. No overt penalties are applied, but the wearer will seek to use the item above all other similar items, even those that possess a greater puissance or purpose.

41-60. The result seems to succeed but the item is cursed. In addition to using it above all other items the (1-4) wielder or (5-6) creator suffers a penalty of 1d2 to (1-3) attack and damage rolls, (4-5) one category of saving throw, or (6) 1 ability score, so long as the item retains charges.

61-70. Something goes wrong. The enchantment causes an explosion that does 1d6 points of damage to all within 5' and damages 1d8 × 50 gp worth of lab equipment.

71-75. The result seems to succeed but the item is cursed. In addition to using it above all other items the (1-4) wielder or (5-6) creator suffers the effects of a random baneful spell (usually the reverse of a beneficial spell).

76-80. Something goes wrong. The enchantment causes an explosion that does 2d6 points of damage to all within 10' and damages 1d12 × 50 gp worth of lab equipment.

81-85. The result seems to succeed but the item is cursed. In addition to using it above all other items the (1-4) wielder or (5-6) creator suffers a penalty of 1d2+1 to (1-3) attack and damage rolls, (4-5) 1d3 categories of saving throws, or (6) 1d3 ability scores, so long as the item retains charges.

86-89. Something goes wrong. The enchantment causes an explosion that does 3d6 points of damage to all within 15' and damages 1d20 × 50 gp worth of lab equipment.

90-92. The result seems to succeed but the item is cursed. In addition to using it above all other items the (1-4) wielder or (5-6) creator suffers a penalty of 1d3+2 to (1-3) attack and damage rolls, (4-5) 1d5 categories of saving throws, or (6) skill checks or other similar rolls, so long as the item retains charges.

93-95. The result seems to succeed but the item is cursed. The (1-4) wielder or (5-6) creator is targeted by a *polymorph other* spell, turning them into a random small, harmless animal. A save versus spell is allowed, albeit at Disadvantage.

96-98. The item functions, but not as intended. Chaos and mayhem ensue (think of the broom scene in *Fantasia*). In these cases the effects last for (1-3) 1d6 turns for every 100 gp in value of the item, (4-5) 1d6 hours for every 100 gp in value, or (6) 1d6 days for every 100 gp in value.

99-00. The item is imbued with intelligence. It will always be of inimical alignment to its creator or, if bound to an individual, that person. Because these items are minor in power they will never have an Intelligence greater than 10 (roll 1d4+6 rather than 1d6+6) and roll 1d6, rather than 1d12, for their Ego score. Intelligent items recharge as per result 99 on the Boon table, above, their intelligence laying dormant until recharged. For this reason the item will always try to prevent the last charge from being spent. Note that intelligent magical items may suppress their tendency to damage those of differing alignment (as per p. 273 of OSE Core) for subtle purpose: the conversion or subversion of the wielder to their ethos.

Magical Item Components

At some point in every adventurers' career there will be questions about magical item creation: how it is done, how much they cost (to buy or sell), how long creation takes, what exactly is required to create an item, etc. The guidelines below deal with the first step of magic item creation: gathering components, specifically those harvested from monsters.

All magic items require a principal. Simply put, a principal is the primary ingredient of the item. The principal for a magic sword is a sword; the principal for a magic ring a ring. Principals usually have some sort of sympathetic ("like affects like") relationship to the item. A potion of hill giant control, for instance, would require the principal to be ingredients related to hill giants.

Not all items can be used as principals; they must be of the highest quality, without flaws, and have a minimum value (see below). The value of the principal determines the value of the item you can create.

As stated above in the section on poisons the cost of a given item is 50% labor and 50% materials. The same holds true for magical items. Half the cost of the creation of a magical item.

For magical items, at least 10% of the total material cost must be in the principal, 50% in special components, and the remainder is assumed to be in miscellaneous magical and alchemical compounds that are used during the creation of the item. Therefore, a sword +1 costs 10,000 gp to make, of which half – 5,000 gp – is the material cost. Of that 2,500 is in special components, 500 gp in the principal, and the rest in general consumables.

Assume that any prices listed below are what a magical item would cost to commission from a 9th-level magic-user or cleric.

Categories

There are several categories of magical items:

Charms/Fetishes

These are the weakest of all magical items, typically costing anywhere from 100 to 500 gp to create. Most of the time these are simple, one or two use items, that often have a limited lifespan whether the magic is invoked or not – these items can only contain magical energy for a relatively short period before they begin to fall apart.

Scrolls

Scrolls cost 500 gp per spell level scribed upon them. Once a spell is cast from a scroll the magic is consumed. Scrolls do not require a principal. Special components total the full 75% of the scroll's material cost. Assume that the various protection scrolls (elementals, lycanthropes, undead) are variations of protection from evil, 10' radius (a 4th level spell) and therefore cost 2000 gp. A protection from magic is a variation of the anti-magic shell, a 6th level spell, and therefore costs 3,000 gp.

Potions

Potions cost 500 gp and one week for every spell level

they duplicate. Potions do not require a principal; special components total the full 75% of a potion's material costs.

Charged Items

These items have a certain number of "charges" that are used to create magical effects. The price is based on the effect, number of charges, etc. Once the charges are consumed the item is no longer magical.

The base price of charged items is equal to the total number of spell levels involved in the enchantment, times 500 gp. A wand of fireballs has a base price of 1500 gp, a staff of power has a total of 20* spell levels, for a base cost of 10,000 gp. (*Assumes 2 spell levels for 2d6 points of damage per hit in melee.)

Add 50% of the base cost per charge to get the total cost of the item. When created wands have 20 charges, meaning that a wand of fireballs costs 16,500 gp to make, while the staff of power, with 30 charges, costs 85,000 gp to make.

The principal for charged items should cost 10% of the overall material cost.

Permanent Items

These items are permanently enchanted with some dweomer. These include magical weapons, armor, and miscellaneous items.

A +1 enchantment is the equivalent of a 1st level spell, a +2 enchantment a 3rd level spell, a +3 enchantment a 5th level spell, a +4 enchantment a 7th level spell, and a +5 enchantment a 9th level spell. Note that 7th and 9th level spells in OSE are considered ritual magic, and therefore have a multiplier of 750 gp per level instead of 500 gp.

Otherwise, the prices for permanent items are figured as follows. Like with charged items, add up the cost of all the spell levels involved in the enchantment of an item and multiply that total by 500 gp to determine the initial cost. The cost to make the item permanent is equal to 50% of the base cost of the item x 50. Add this to the base cost of the item to get the total cost.

If an item has a power that is limited either by the number of times it can be used per time period or the effect refer to the following:

- If a power can be used a limited number of times per period reduce the base cost of that power by .15 if it can be used once per turn, .2 if it can be used hourly, .25 if it can be used daily, .3 weekly, .35 monthly. For example, a ring of invisibility has a base cost of 1,000 gp, but since it can only be used once per turn the base cost is reduced by 15%, to 850 gp.
- If an item is limited in effect reduce the power's base cost by 10% for each restriction. For example, a sword +1/+3 vs Undead has a base cost of 500 gp for the +1 enchantment plus 1,350 for the +3 enchantment (1500 for the +3 enchantment x .9 for the restriction of being limited to undead). An arrow of green dragon slaying would have the effect (disintegrate) reduced by 20%, since it is restricted to green dragons.

Note for Charged & Permanent Items

Charged and permanent items take a number of days to craft equal to the labor cost divided by 150.

Principals

Principal components can come from many sources: they can be monster parts claimed from the corpses of vanquished foes, ancient heirlooms wrested from the dead hands of defeated enemies, or commissioned pieces forged from starmetal, carved from the wood of ancient, primeval trees, and so forth.

Generally speaking, the greater the personal investment and risk involved in obtaining the principal component the more magical potential the item possesses; the claws from a dragon slain in single combat possesses more inherent value than if the dragon were slain by an entire party of adventurers, and even more value than if it is claimed from the corpse of a dragon that died of old age. Likewise, a sword forged from mithril is more potent if the adventurers journeyed into the bowels of the earth to obtain the mithril themselves, as opposed to simply buying the ore from a group of passing dwarves.

Principal components must be in perfect condition – whether a blade forged by dwarves, a staff carved from the heartwood of the rarest of trees, or armor fashioned from dragonhide – any flaws will result in the corruption of the item in question. If the item is flawed it most often results in a cursed item; unfortunately, any defects may not be obvious until the creation process is complete. Regardless, crafting and preparing the principal is not the work for a village blacksmith or carpenter, but for the best craftsmen in the kingdom. Finding such craftsmen, and persuading them to do the work, is often an adventure in itself.

In game terms, the crafted principal must be a masterwork

item; that is, an item that resulted from a critical success on a Profession skill check. If the result of the skill check is a natural 20 increase the value of the finished item by 1d4x10%.

Many monsters, once slain, can be harvested for components for magical items. Only the most powerful – the oldest, deadliest, most dreaded monsters – can be harvested for principal components. In short, in order to be used as a principal component the monster must meet at least one of the following:

- A minimum of 9 HD (note that this means Name Level characters count!).
- At least 5 HD and maximum hp.
- At least 5 HD, above average hp and fearsome enough to be named.

The monster must be responsible for mayhem, death and bloodshed, and can only be stopped by doughty adventurers. A grizzly bear minding its own business wouldn't qualify, but Blackfur the Nightstalker, mad with bloodlust and stalking the forest surrounding a small village, would be.

Special Components

Very rarely is the principal the only component needed to create a magical item. A magical sword might have leather wrapped around its hilt, or a gem set into the pommel. Special components are items are high quality and value used to complete the material cost requirements of a magical item.

Monster parts may be harvested for special components provided they meet at least one of the following requirements:

- A minimum of at least 2 HD and maximum hit points, or...
- At least 4 HD, or...
- A creature that is integral to the creation of the item.

Special components most often have some sort of sympathetic relationship to the item created. If the item also has secondary powers, some or all the components will relate to those. The special components for a staff of power, for instance, relate to the various powers it can produce (cone of cold, fireball, lightning bolt, etc.).

Harvesting Principals and Components from Monsters

As described above, monsters have a chance of yielding both principal and special components. Typically, a single monster will yield a single component worth no more than the monster's XP in gold.

If the monster meets the requirement to yield a principal that will be what is obtained if harvesting is successful. The principal has a value equal to the total XP of the monster. If a principal is used as a special component, rather than the primary ingredient of a magical item, the value of the special component is doubled.

In order to harvest components from creatures the following rolls are needed:

- Harvesting at normal chances.
- Harvesting at a -5 penalty.
- If the creature was slain with a single attack make the roll with a +5 bonus.
- If the creature was slain by a number of hits that do not exceed their Hit Die add +2 to the roll.
- If the creature was hit only with blunt weapons add +1 to the roll.
- If the creature was subjected to fire, lightning, or acid attacks subtract -1 from the roll for every one of these attacks.

If the roll for harvesting principals is failed, roll again. If this second roll succeeds the parts can be used as special components with a value equal to the creature's HD. If this second roll fails the principals can be sold as trophies worth half the creature's XP value in gp.

If the roll is failed for harvesting components, the parts can be used as trophies worth half the creature's XP value in gp.

On a roll of 1 the parts are ruined in the harvesting process and cannot be salvaged.

Value of Components

Each component – whether principal or special – has a base cost in gold that contributes towards the overall value of a magical item. The value is somewhat arbitrary, as the value of monster parts is based upon the XP value of the creature. However, the real value of components as it relates to magical energy is dependent upon several other factors.

The base values given are what the components are worth if purchased or sold for. However, the value of a given component is intrinsically tied to the risk and effort required to obtain it, as follows:

1. If the monster slain is unique, incredibly old (1000 years+) or divine/profane in nature increase the base value of the components by 1d4x10%.

2. If the component was obtained by one person in single combat increase the value of the components by 2d4x10%.
3. If the component is to be used by an individual who had a hand in slaying the creature add 1d4x10% to the value of the components.
4. Components always sell for slightly less their actual value. When trying to sell or buy components roll 1d4: a "1" results in a cost 95% of the actual price, a "2" results in a cost 90% of the actual price, etc. Note that the actual sale price doesn't affect the intrinsic value of components.

Examples

A potion of polymorph self recreates the 4th level spell polymorph self. It has a base cost 2000 gp and takes four weeks to make. The material cost is 2,000 gp, of which 75% (or 1,500 gp) is required to be special components. The Referee rules that it will require the blood from a doppelganger and the hair from a lycanthrope.

Doppelgangers and werewolves are each worth 125 XP, so the magic-user creating the item would need to find 12 of them, in some order, to have enough components to create the potion. However, if the magic-user were part of the party that tracked down the creatures the value of the components would be increased by an average of 25%, meaning they would only need 10 of the creatures. If the magic-user were personally responsible for slaying all of the need creatures the value would increase by an average of 50%, meaning that each would be worth 188 gp, and they would only need to slay 8.

On the other hand, the magic-user could use the hair from a devil swine (worth 1600 gp) and be done with it.

Skills

Skills are general abilities that can be learned by adventurers. They are non-magical in nature and can be improved upon through play.

Each skill is divided into four ranks: Unskilled, Proficient, Skilled, and Expert, and each rank has a target number that is associated with it, as follows:

- Unskilled = 21+ *or* natural 20.
- Proficient = 15+
- Skilled = 10+
- Expert = 5+

Each skill also has an Ability score associated with it. When attempting to use a skill roll 1d20 and add (or subtract) the character's relevant ability score modifier. If the result is greater than the target number the attempt succeeds. If the result is 10 or higher than the target number the result is a critical success.

Critical successes imply some sort of extraordinary success at a task: in order to craft an item worthy of being enchanted a critical success is required on the craft roll, for example. It is often up to the DM to rule how a critical success is reflected in play. Perhaps a task can be completed in half the time; a critical success on a wilderness survival check may find food for twice the number of people.

When making opposed rolls (if two characters are in a footrace, or a character with Bargain is haggling with a merchant that also has the skill) each individual rolls a skill check. If one fails and the other succeeds the outcome is obvious. If both succeed, the one that succeeds by the most wins the contest.

Characters typically start play with one or two skill slots, plus an additional number of slots equal to their Intelligence modifier. A negative modifier cannot reduce the number starting slots to less than one. It costs one slot to become Proficient in a skill, an additional slot to improve that to Skilled, and two more to improve that to Expert. Therefore, having a skill at Expert requires a total of four slots.

Penalties may be applied based upon the difficulty of the attempted task.

Below is a list of the basic skills that are available. The Referee may add skills as needed. Some skills are "broad" and encompass a number of subskills (Broad skills are indicated with a "B"). When purchasing these skills the character has the option to:

- Choose four subskills. The character is Proficient in all four subskills.
- Choose two subskills. The character is Skilled in both of these.
- Choose one subskill the character is Skilled in and two skills the character is Proficient in.
- Chose one subskill. The character is Expert in this skill.

Skill definitions and applications are kept intentionally vague. The Referee is free to rule as desired on how skills will be used; it is likely that future Populated Hexes supplements will expand on what the various skills can do.

Alchemy (Int)

Is used to identify, isolate, and work with alchemical substances. Is useful when synthesizing poisons and creating magical potions.

Animal Handling (Wis, B)

The character knows how to train and care for animals. In order to train "monsters" (griffons, wyverns, etc.) a critical success is needed on the roll. As a general rule it takes 1d4 months to break/domesticate an animal, and 1d4 weeks to teach one trick.

Athletics (varies, B)

Can be divided into:

- Acrobatics (Dex)
- Climbing (Str)
- Endurance (Con)
- Jumping (Str)
- Running (Con)
- Swimming (Str)

Bargain (Cha)

On a successful roll the character can alter the price of a good they are either buying or selling. Use the difference between the target number and the result to determine the change in price:

Deception (varies, B)

Includes:

- Disguise (Cha)
- Escape Artist (Dex)
- Gambling (Wis)
- Intimidation (Str or Cha)
- Sense Motive (Wis)
- Sleight of Hand (Dex)

Healing (Wis)

On a successful roll the character heals 1d3 hp to a wounded target. Can be used once per day per person. This skill can also be used to treat those with the following ongoing conditions:

- **Diseased.** Takes one week to treat, less one day for each skill Rank. If successful the target is cured of non-magical disease.
- **Poisoned.** Takes one turn to treat, less two minutes for each skill Rank. If successful the target is no longer poisoned.
- **Injury.** On a successful roll the target heals at twice the normal rate (normally 1d3 hp per day of bed rest).

A character with the Healing skill can treat a maximum number of patients with ongoing conditions at any given time as follows: Proficient 2, Skilled 5, Expert 8.

Knowledge (Int, B)

Any number of fields of knowledge, such as history, religion, etiquette, etc.

Language (Int, B)

In Absalom certain languages can only be learned by purchasing skills.

Magical Engineering (Int)

Identify magical items, enchantments, etc. Important for crafting magical items.

Performance (Cha)

Any form of entertainment, song, dance, art, etc.

Profession (Int)

Select field of proficiency (sailing, blacksmithing, farming, etc.)

Riding

All PCs can ride a horse under normal conditions, but the riding skill allows the character to cast spells, attack or perform tricks on horseback. Must be selected again for exotic animals.

Survival (varies, B)

Includes:

- **Harvesting (Dex).** Allows the character to dress slain animals and harvest parts for various purposes.
- **Herbalism.** Use plants and natural ingredients for medicinal or magical purposes.
- **Naturalist (Int).** Identify and harvest plants for edible and medicinal purposes.
- **Navigation (Int).** Make and read maps, navigate by stars, landmarks, cardinal directions, etc.

- **Tracking (Wis).** Follow tracks left by individuals. Modifiers will apply based on terrain, age of tracks, size of group being followed, etc.
- **Wilderness Survival (Wis).** Find food, shelter, etc. in wilderness terrain.

Poisons

Poisons can be divided into three broad categories based on their origins: Monsters, Plants and Synthesized. This section deals with poisons derived from monster venom. This is an expansion on the rules presented on p. 46 of the Advanced Fantasy Genre Rules.

When a venomous monster is slain the adventurers may attempt to harvest its venom in order to use it as poison. Doing so takes one person one turn per monster. The Harvesting skill is used to safely harvest venom from poisonous creatures.

The following modifiers are applied to the roll:

If the monster suffered damage from acid, fire, electricity, cold, or similar damage apply a -2 penalty per separate attack.

If the monster has been dead for more than an hour apply a -1 penalty for each hour past.

If successful, the character can harvest one ounce of venom, less the number of successful attacks the monster made with the poison, plus creature's HD.

Thus a killer bee yields one ounce of venom if it has not stung a target, and no venom if it has. A wyvern, with 7 HD, yields 8 ounces of usable venom at most.

Once the poison has been extracted it must be stored. A vial (Labyrinth Lord Basic Equipment list, p. 16) will hold one ounce of harvested venom.

If the adventurers plan on making a habit of harvesting venom, however, they may wish to purchase larger containers, specifically created to contain dangerous or volatile chemicals, called stoups.

Stoup

Crafted from a non-reactive ceramic, the production of which is known only to alchemists, stoups are stoppered containers that can hold up to six ounces of dangerous or unstable liquids. While inside a stoup the substance degrades at half its normal rate, and if required to make a saving throw (see Saving Throws for Objects optional rule on p. 55 of Labyrinth Lord Basic) they do so with a +2 bonus. Cost 25 gp, Weight 1 pound, considered to be a specialty item.

Once venom has been harvested it is only viable for a certain amount of time before it loses its potency. Unless otherwise stated, assume that harvested venom is only potent for a number of days equal to half the source monster's HD.

Monster venom, unprocessed, is not necessarily all that useful, and is most effective when turned into poisons by alchemists. This stabilizes the venom and turns it into an easily deliverable form.

The amount of time and cost to refine a venom into a poison is determined by the base cost of the venom, the number of ounces to be refined, and the type of poison the alchemist is trying to produce. Refer to the table below to determine the base cost of harvested venom. The price of the poison (and the difficulty to produce it), is determined by which exact type the alchemist is trying to produce. Alchemy will be described in greater detail in a later issue.

The Old School Essentials Advanced Fantasy Genre Rules divides poison into two categories: bloodstream and ingested, and those two into different types that vary depending on strength, onset time, etc.

Each poison has a cost. I make the assumption throughout this series that the cost of any item – whether keep or stagecoach, suit of armor or magical item – is 50% labor and 50% material. The same holds true for poison: if a dose of poison sells for 100 gold it will require roughly 50 gold in material; the alchemist who synthesizes the poison makes roughly 50 gold.

The venom that monsters yield has a gp value equal to the creature's XP divided by their HD +1 (round up). The venom of a killer bee is worth 5 gp per ounce; the venom of a wyvern is worth 143 gp per ounce.

Combat Maneuvers

Certain individuals and classes may, at the Referee's discretion, perform combat maneuvers. These rules assume that they make use of the skill system introduced in Hex 18.23. Therefore, an individual can be Unskilled (succeeding only on a natural 20), Proficient (succeeding on a result of 15+, costing one skill slot), Skilled (succeeding on a roll of 10+, costing two slots) or Expert (succeeding on a roll of 5+, costing three slots).

Fighters can select three combat maneuvers, each of which they are Proficient in, at 1st-level. At every four additional levels (5th, 9th, etc.) they may either select an additional maneuver, gained at Proficient, **or** improve an

existing maneuver by one step. Other classes can learn combat maneuvers as part of standard skill selections (and fighters and thieves can also select them as skill selections). When first purchasing a combat maneuver the character is limited to Proficient or Skilled.

When attempting a combat maneuver a skill roll is made instead of a to-hit roll, using the target number as set by the proficiency. The following modifiers apply to the roll:

- The target's HD is subtracted from the roll.
- Each maneuver has a modifying Ability score. Add any plusses or minuses to the roll.
- A roll of 20 is always a success, a roll of 1 always a failure.
- Other modifiers applied at the Referee's discretion. *Example. Sir Harn attempts to Force Back an adult dragon. The Referee applies a –6 penalty to the roll due to the dragon's size.*

Combat maneuvers are declared in the declaration phase of a round and cannot be changed.

Defensive Stance (Int). By eschewing any offensive attacks during a round and using this maneuver the character can make themself harder to hit. Make a Defensive Stance roll at the beginning of the character's turn. If the maneuver roll is successful, the character gains a +2 bonus to their AC for as long as the character remains in their defensive stance. A character in a defensive stance can automatically disengage from melee and move away at half their normal movement.

Disarm (Dex). On a successful attempt the target drops their weapon or shield (attacker's choice). Dropped weapons land a number of feet away equal to the difference between the roll and the target number set by the attacker's skill. If the weapon drops within 5' of the target they may pick it up during their next turn, but the process of doing so imposes a –2 penalty to their AC for the remainder of the round; if more than 5' away they cannot reach their weapon without disengaging from melee.

Example. Sir Harn is facing a foe that he wishes to capture alive, and so rather than attacking to kill he attempts to disarm them. Harn is Skilled in Disarm and has a Dex modifier of 0, so he needs to roll a 10 or higher to succeed. His opponent has 4 HD, which brings the total up to 14. Harn's player rolls an 18, a success. The weapon flies from his opponent's grasp and lands 4 feet away.

Force Back (Str). When using this maneuver the attacker attempts to force their opponent in a direction of the attacker's choosing. On a successful roll their target must either retreat a number of feet equal to the difference between the roll and the target number or they take ½ the damage from a normal attack.

Sir Harn is fighting with an opponent at the edge of a cliff. They are both evenly matched, so Harn attempts to fight dirty and force his opponent over the precipice. Harn is Expert in Force Back, has a Strength modifier of +2, and his opponent has 6 HD. The target number for the attempt is 13+. Harn rolls a 19, a success, and can move his opponent 6 feet in a direction of his choosing. His opponent, however, sensing the ploy, chooses not be moved, and instead takes half damage from the attack (Harn rolls damage as normal at this point).

Grapple (Str). On a successful roll the attacker is able to physically restrain a foe. Creatures more than twice the attacker's size cannot be grappled. It takes three successful grapple rolls to completely immobilize a target. Note that grapple checks can be made in opposition if both combatants are trying to grapple. Opposing grapple checks can be used to either extricate oneself from a grapple or try to grapple the other combatant.

A single success counts as a target being Held. Both target and attacker may do the following:

1. Move at ¼ speed. Whoever is doing the holding can force their opponent to move up to ¼ their normal speed each round. If both are holding, movement is not possible.
2. Attack. Hand to hand attacks are made as normal (see p. 122, OSE Core) but weapon attacks are made at a –2 penalty to hit. The attacker can only use non-two handed weapons to attack.
3. Attempt to break the grapple or put the target in a Clinch.
4. Spellcasting is not possible.

Two successes are referred to as a Clinch. The following is possible when Clinched:

1. The target cannot move but the attacker can move both combatants 5' per round.
2. The target attacks with handheld weapons at a –5 penalty, or hand to hand attacks at a –2 penalty. Weapons larger than daggers or truncheons cannot be used.
3. Attempt to reduce the Clinch to a Hold, or Immobilize the target.

If three successes are totaled the target is Immobilized. The following occurs when a target is immobilized:

1. The target cannot move. The attacker can move both at 5' per round, but doing so allows the target a chance to break the grapple.

2. The target cannot attack nor attempt to break the grapple **unless** possessing a higher Strength modifier than the attacker. If the target is a monster without a Strength score compare HD; if the target's HD is equal to or greater than the attacker's they may attempt to break the hold.
3. The attacker may still attack, but at a –2 penalty for hand-to-hand attacks or a –5 penalty for weapon attacks. Attacking also allows the target a chance to break the hold, as above. There are two attacks that can be performed without risk of breaking the grapple (see 4 and 5, below).
4. The attacker may attempt to choke the target. Each round the target makes a Save v. Paralysis. If failing they take 1d2 damage, otherwise they take none.
5. The attacker may attempt to render the target unconscious by cutting off air flow. Each round the target must Save v. Death or fall unconscious for 3d4 rounds.

Knock-out (Dex). Using a blunt weapon or the flat of a blade, or a hand-to-hand attack, the attacker attempts to render a target temporarily unconscious. The maneuver only affects living targets. The roll suffers a penalty of 1d4, in addition to any other penalties. If successful, the target takes 1 point of damage and is rendered unconscious for 1d12 rounds.

Long Shot (Dex). The attacker is able to squeeze some extra distance out of ranged attacks. On a successful roll the attacker can increase the maximum range by 25%. Normal penalties to the roll still apply.

Overrun (Con). The adventurer attempts to move through or past an enemy. On a successful roll the adventurer succeeds, moving a distance up to their movement. On a failed roll the character stops in front of the nearest opponent in their path. An overrun roll must be made for each opponent of the same size or larger the adventurer is attempting to pass; if the opponents are a size or more smaller only one roll is needed.

Precise Shot (Dex). On a successful roll the character can fire into a melee or at opponents with less than full cover without penalty (they do not suffer the standard –4 penalty for doing so). This roll is only made once per round; a normal attack roll is still needed.

Stun (Str). On a successful roll the target automatically acts suffers a –2 penalty to all initiative, attack, and combat maneuver rolls for 1d4 rounds.

Trip (Strength). On a successful attack the target falls to the ground until their next turn. It takes their entire movement to stand back up. While prone all attacks against the target gain a +2 bonus. Creatures with more than two legs impose a –2 penalty per leg to the maneuver roll.

Thlirhoab, the Thing in the Well

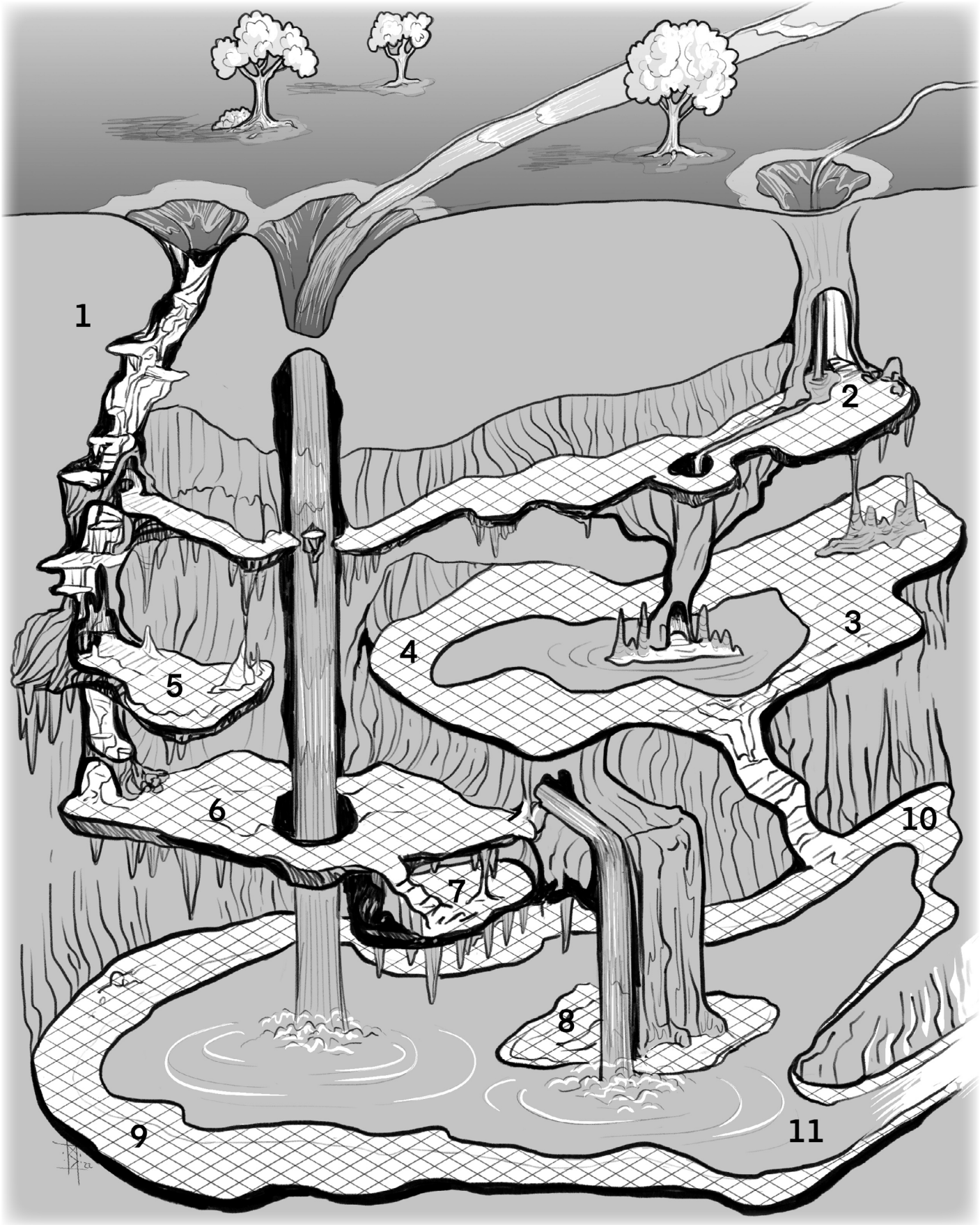
Thlirhoab is a new and minor godling, granted divinity by the fervent prayers of the goblin village, led by its shaman, Kahanu.

Shamans of Thlirhoab gain the following benefits:

- Freedom of Movement. Shamans are resistant to paralyzation and other similar effects (such as the *hold person* spell or the touch of a ghoul or carcass crawler). When targeted by such an effect the shaman makes their saving throw with advantage (rolling twice, taking the best roll).
- Shamans of Thlirhoab add the following spells to those that clerics are normally granted (spells with asterisks are taken from *Advanced Fantasy: Druid and Illusionist Spells*).
    1. *Hypnotism**
    2. *Entangle**
    3. *Obscuring mist**
    4. *Water breathing*
    5. *Hold monster*

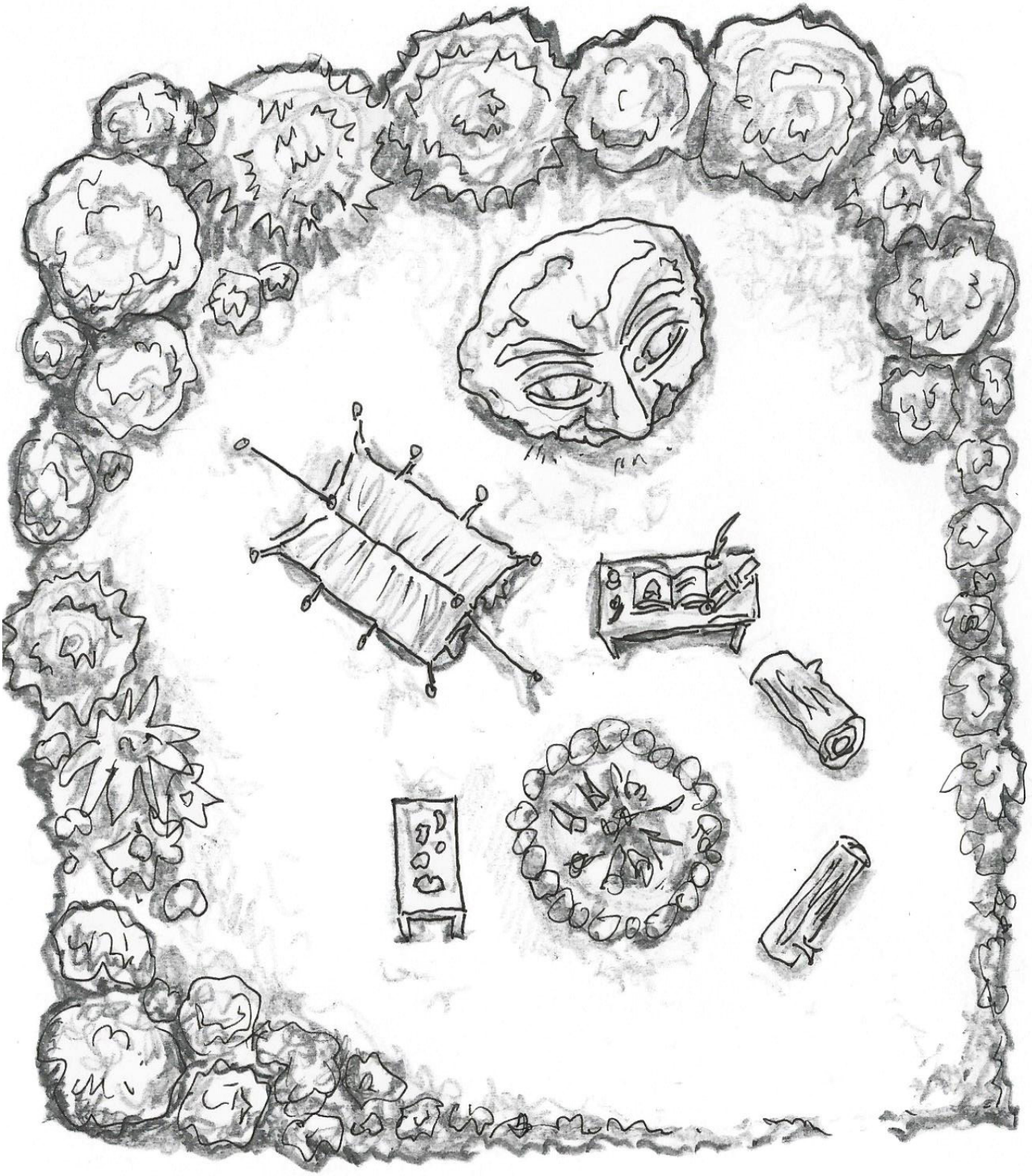
Empty Dungeons

These empty dungeons are provided should the Referee like to use them to add to the features within the hexcrawl.




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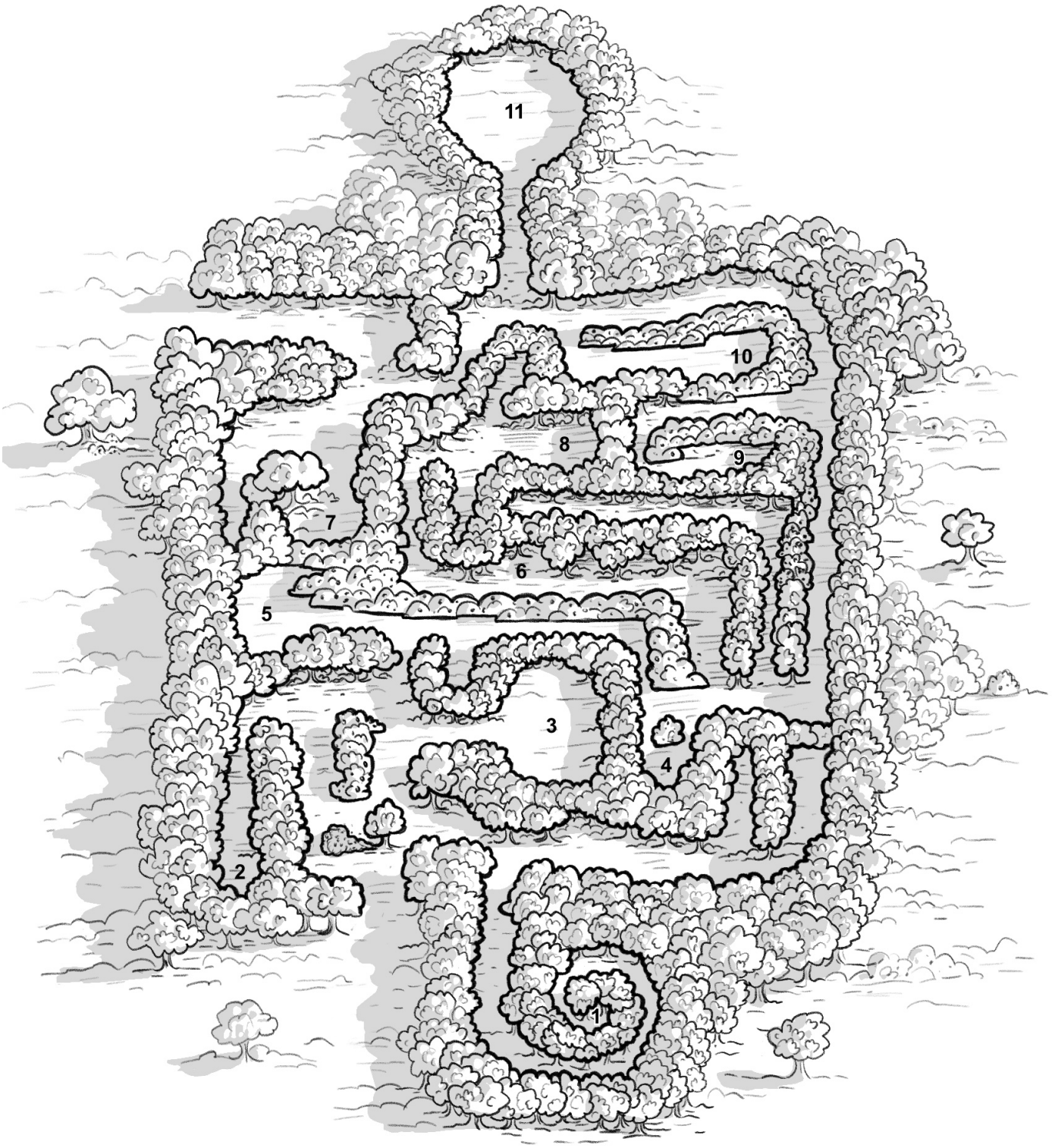

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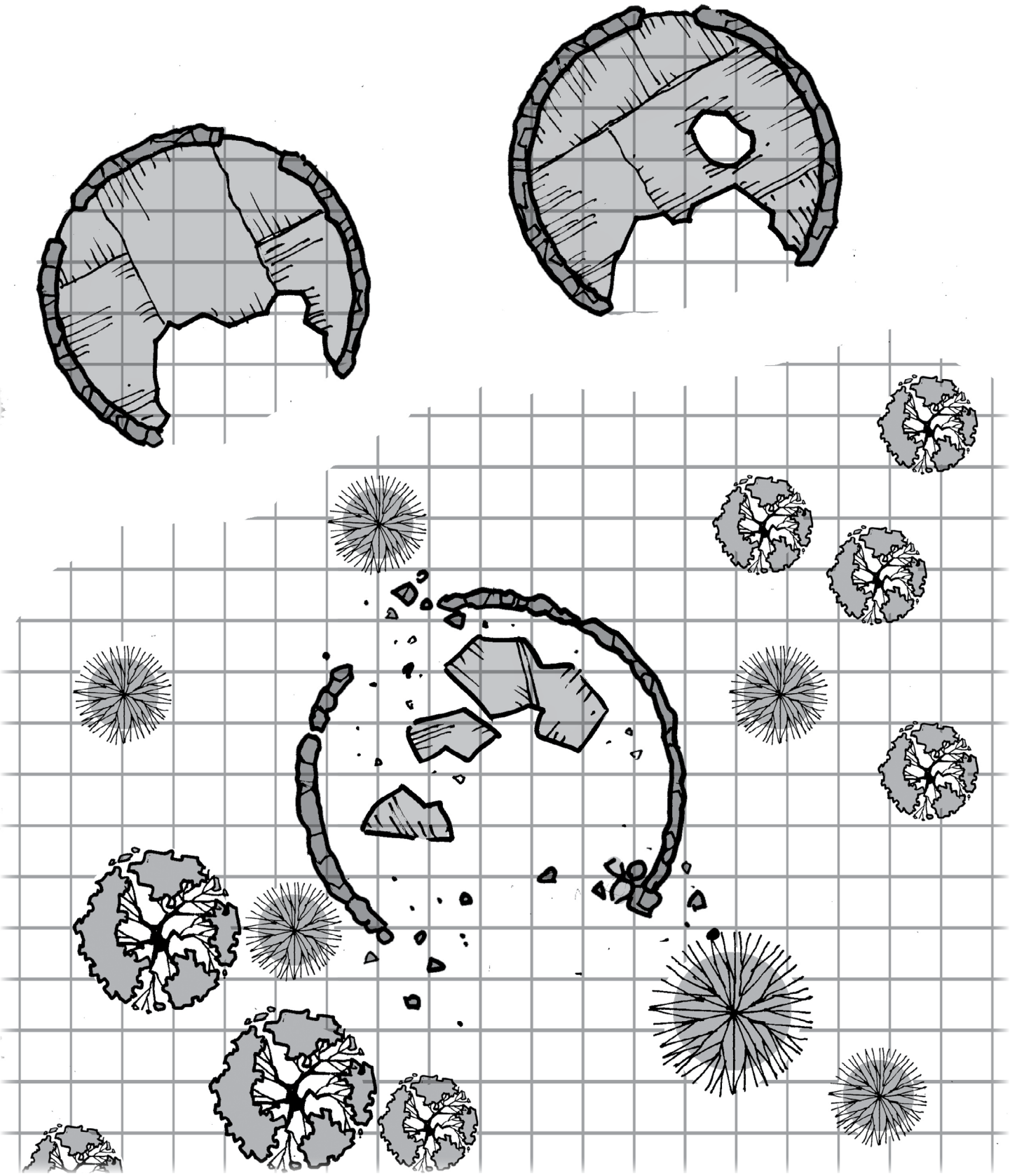


Hex 17.23 – Lake of Abominations

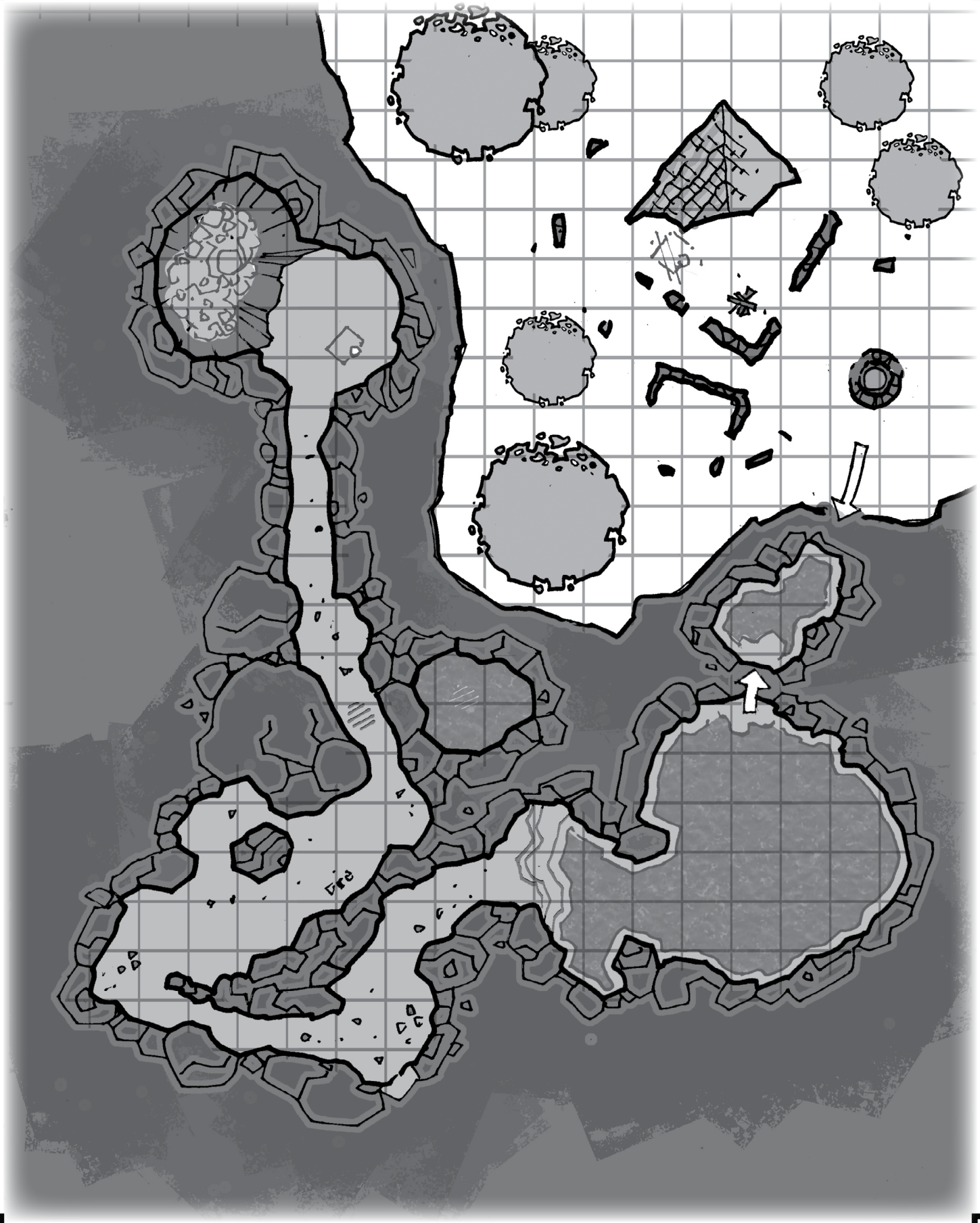


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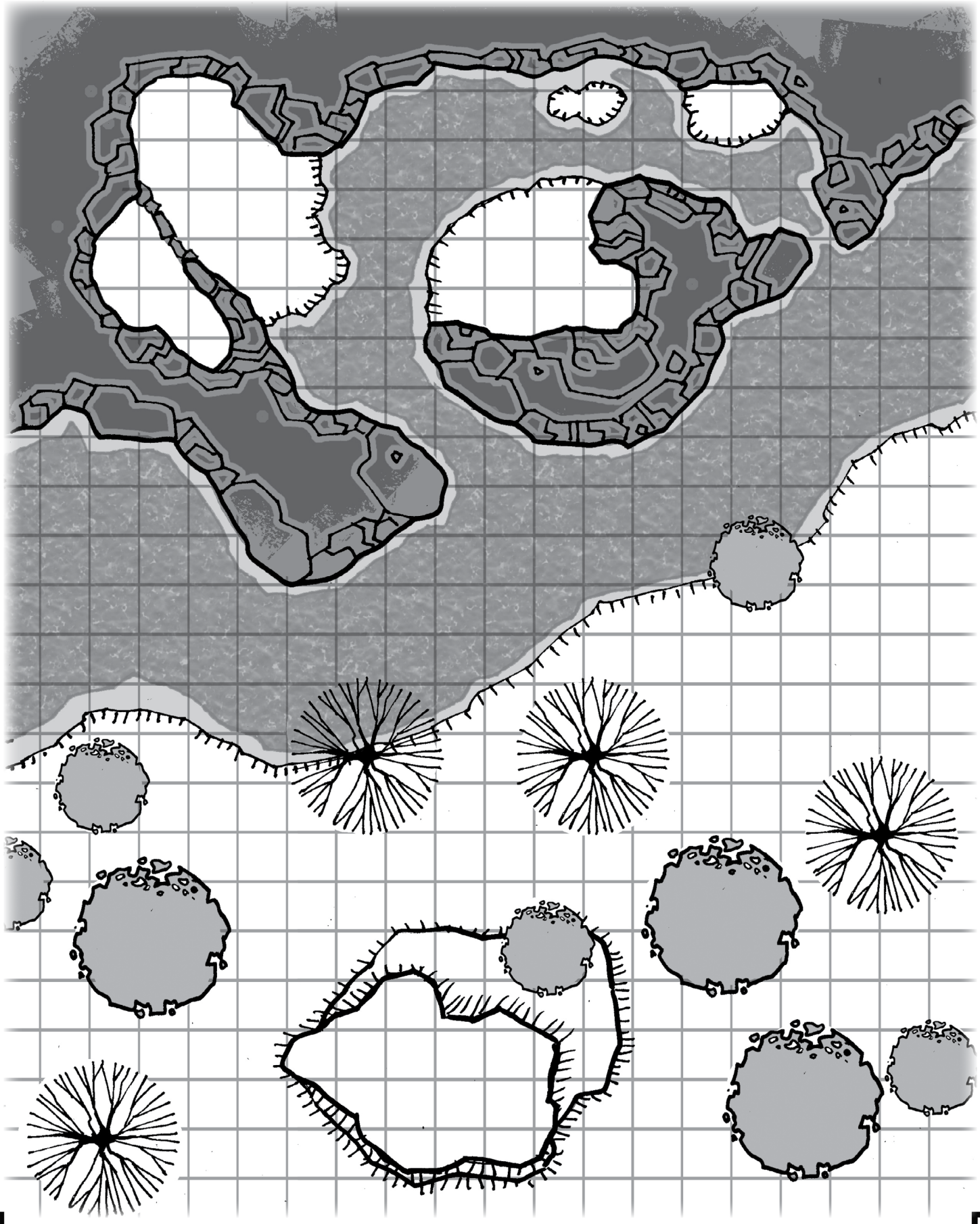


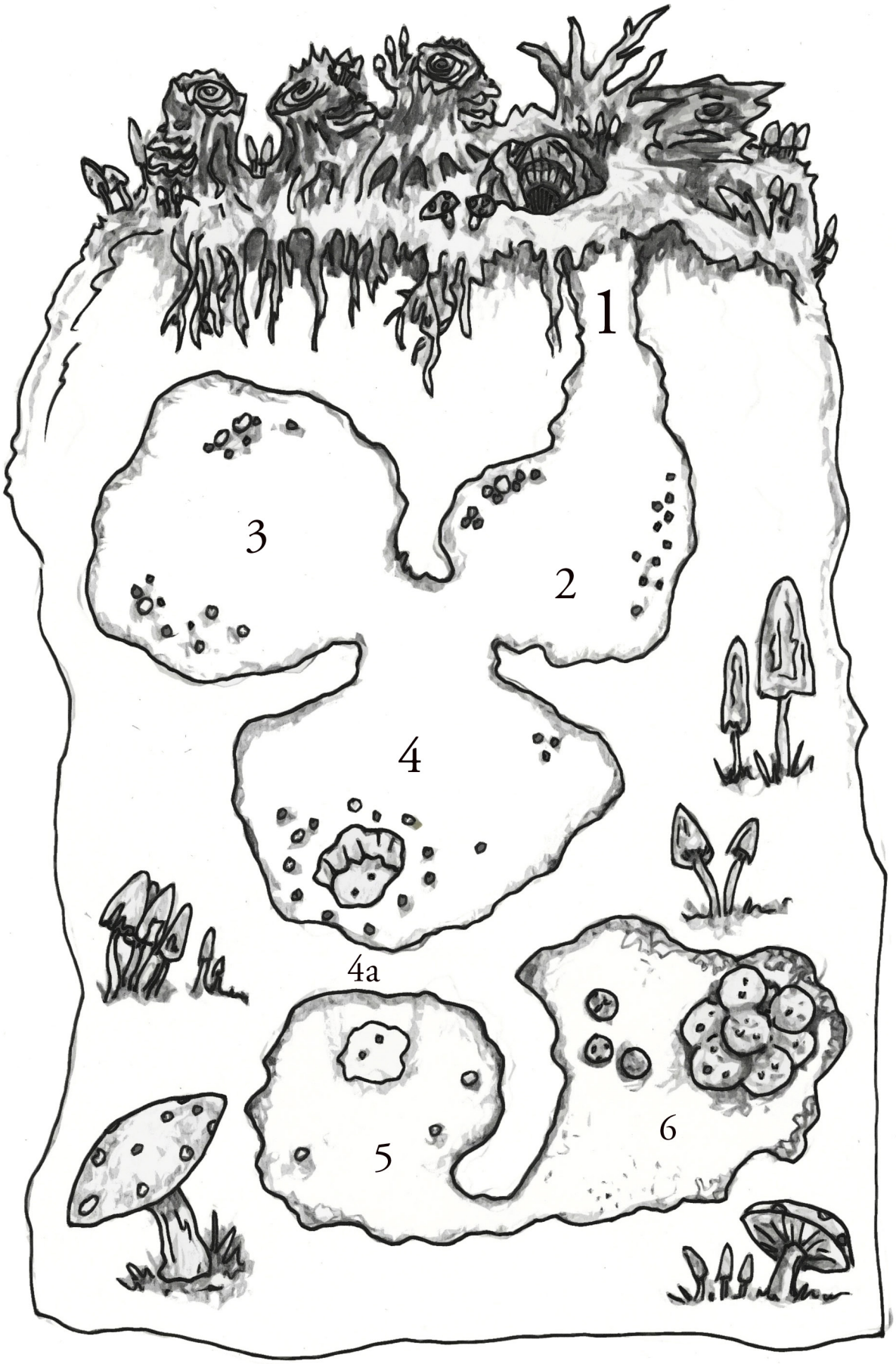


Hex 17.23 – Lake of Abominations



Hex 17.23 – Lake of Abominations




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