

# Tannic

A POINT CRAWL FOREST ADVENTURE

AMANDA P.

For Use With

**Cairn**

DESIGNED FOR USE WITH

**OLD-SCHOOL  
ESSENTIALS**



# Tannic

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## What is this adventure?

**Tannic** is a level 1-3 system neutral adventure with stats provided for Cairn and B/X. It can be completed in one to two sessions.

Three young adults go missing during a summer festival. They were last seen camping in the woods to prove their courage. The village elders hire the adventurers to bring them home safely.

## What's the situation?

Since days of old, the village of **Tannic**, sitting precariously on the edge of woods and sea, has celebrated the summer equinox with an **elaborate festival** full of dancing and celebration which draws visitors from miles around. During this fortnight of festivities, **young villagers prove their courage through camping deep in the forest**. For many years, this ritual has proceeded without incident except mosquito bites or broken bones.

Grave misfortune struck this year. 3 days ago, **three village youth: Osric, Flora, and Astrid**, failed to return from their midsummer jaunt beneath the pines. Peregrine the woodsman led multiple search parties turning up tracks, strange signs, and confusion, but naught else. **Desperate, the village elders turn to you for assistance in locating the missing young adults, offering a precious local relic and money.**

## How can I include it in my campaign?

The simplest inclusion would probably be: your characters go on vacation to a local beach side village on the edge of forest and sea. While enjoying themselves at a local summer festival they are drawn into a dangerous forest quest.

This adventure can be run as a one shot for a 3-4 hour session but could extend up to two sessions depending how forest exploration pans out and how much meandering the adventurers do.

# The Greater Context

Three centuries ago a minor royal family held dominion over the Tannic Forest. Through political machinations, they were deposed and their heir, Prince Sebastian, was entombed alive in the family mausoleum while his close friends and comrades escaped or were slain.

Over time, minor tectonic events forced the majority of the structure underground and the forest erased most traces except the small tomb entrance.

50 years ago, villagers diverted a small creek to harvest bog iron for smelting. Over the ensuing years, the water slowly eroded the ancient tomb's seals, causing the Prince's anguish to spread as magical corruption.

4 days ago, three village youth (Osric, Flora, and Astrid) went camping on the Tannic Trek. They found the tomb while exploring, called by the Prince's enchanting song.

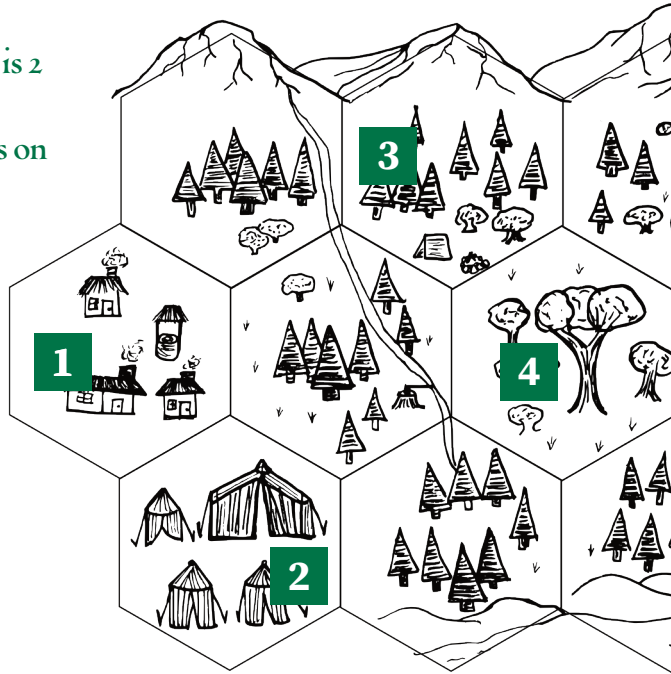
**3 days ago, they failed to return.**



# Overland Map

1. **Tannic:** a quiet village near forest and sea
2. **The Midsummer Festival** grounds: full of celebration
3. **Campsite:** the last known location of Osric, Flora, and Astrid
4. **Siegfried's Uneasy Rest:** a space of magical strangeness

Referee: Each hex is 2 hours travel. Roll Forest Encounters on keyless hexes.

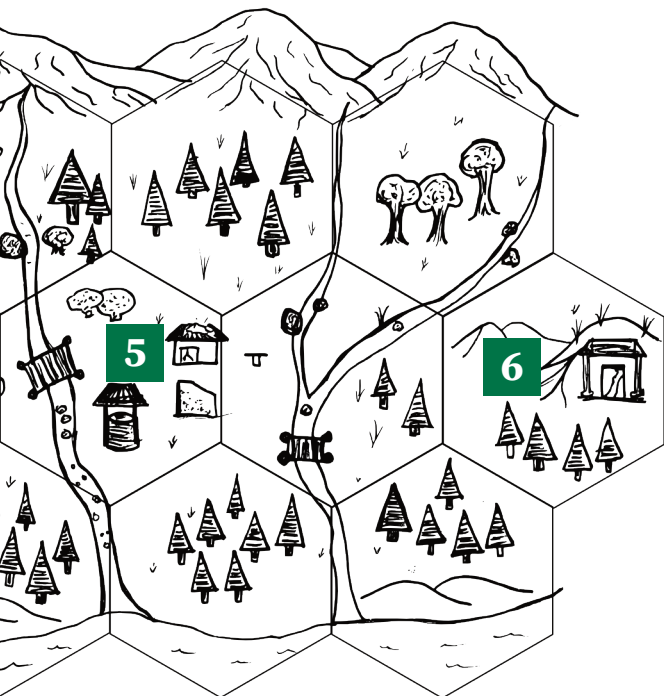


## d8 Rumors

1. During the Midsummer Festival, young people go on the Tannic Trek to prove their courage, staying overnight in the forest.
2. The forest was once owned by unlucky royals; only the ruins of their stone hall remains.
3. There's a treasure vault in the bogs where royals were buried with their riches.
4. Gustav thought he could smelt bog iron for cheaper than the iron mines out East. His furnace burnt the village down.

5. **Gustav's Folly:** an entrepreneurial failure and workplace accident

6. **The Bog Tomb:** the former resting place of the betrayed royals



5. There's a mausoleum out under the pines. It's damaged enough now you could squeeze in and maybe find some treasure.
6. Youth go on the Tannic Trek because they believe the forest is haunted.
7. Harp playing can be heard in the woods nowadays; it's very compelling.
8. There's been sightings of a strange skeleton impaled on a tree imploring people politely for aid.

# Characters from the Village of Tannic 5

## The Adults

### Village Elder Hans

- **Appearance:** Dark brown skin, sailor tattoos and old wounds, amber eyes
- **Voice:** charming, musical
- **Drive:** Love for his chosen community, the village of Tannic
- Married to Sigrid.
- *Stat as Level 1 fighter.*

### Village Elder Sigrid

- **Appearance:** Green eyes, Knotted muscle, tan skin
- **Voice:** Folksy,
- **Drive:** Protection of the town and all its people
- Knowledgeable in matters of herbs, woods magic
- Married to Hans.
- *Stat as Level 1 cleric.*

### Peregrine

- **Appearance:** Fire scarred hands. Gentle eyes.  
**Voice:** highly intelligent and educated. Short and terse speech.
- **Drive:** To educate and protect through knowledge.
- *Stat as Level 1 fighter*

## The Young People

### Osric Cooperson

- **Appearance:** Red hair disheveled, heavily freckled, patchy beard.
- **Voice:** wry, charming, voice cracks
- **Drive:** Impress Astrid
- *Stat as Level 0 human.*

### Flora Hansdottir

- **Appearance:** Neat braided black hair, amber eyes, mature
- **Voice:** Completely confident, resolute
- **Drive:** Friendship and love for her community
- *Stat as Level 0 human*

### Astrid Shiefdottir

- **Appearance:** Nob-kneed, graceless, clothes stained
- **Voice:** Charming but very dreamy
- **Drive:** Curiosity
- *Stat as Level 0 human*



# Undead with Unfinished Business

6

## Gustav Getri

- **Appearance:** Dapper bearded phantasm in a sharp suit with burn marks. Grey and white beard. Wiggly eyebrows.
- **Voice:** jovial and snarky, like Statler & Waldorf
- **Drive:** profit and entrepreneurship
- *Stat as Wraith, but he's a business ghost.*

## Ser Siegfried

- **Appearance:** Skeleton in green surcoat embroidered with stag
- **Voice:** Proud, courageous, like a knight out of a storybook
- **Drive:** to protect the innocent, reunite with Prince Sebastian, and act with honor and chivalry
- *Stat as level 2 Fighter*

## Prince Sebastian

*The fallen prince strains to see clearly through his memories, his sorrowful song charming all who hear him, filling their hearts with devotion*

- **Appearance:** Rich raiment, forest green embroidered with great cedar trees and scenes of deer, stained and rent. Skeletal body crowned with a princely circlet
- **Smells:** of decay, ancient promises sunk into the bogs, musty death
- **Voice:** Speaks in an antiquated, lilting cadence that charms and mesmerizes.
- **Drive:** Desires nothing above being reunited with his comrades of long ago, an impossible thing.
- Plays a magical harp that (unbeknownst to him) forces those in his presence to reenact his memories.
- *Stats included on page 24.*

# The Village of Tannic

7

*A sleepy village on the edge of forest and sea. Buzzes with activity as people of modest means flock to town each summer for seaside sun and respite.*

**Appearance:** wooden houses with thatched roofs, log buildings freshly painted white. Town square has a market area, the town well, iron sculpture of a sailor on a ship

**Famed for:** Midsummer Festival

**Local industry:** woodworking, tanning, cranberry harvesting, fishing

**Local populace:** Friendly, hospitable, diverse. Tannic is a port village, with a tourism economy.

**Attitude toward outsiders:** hospitable.

**Security:** Town guards mainly deal with rowdy drunks or the occasional wild animal.

**Local Delicacies:** Fish stew. Wild turkey sandwiches with cranberry relish.

**Main landmarks:**

- Market offering leather goods, fishmongers, hunters, farmstand, woodworkers, commemorative items.
- 2 Inns, one well-to-do, one more working-class.
- Large iron fisher sculpture stands in the town square.



# The Festival Grounds

8

*As you approach the Festival Grounds, you smell the pungent aroma of fried fish skewers and freshly baked hand pies. Barkers encourage passersby to play, eat and be merry, while children giggle at a puppet performance.*

**Appearance:** Colorful tents in neat rows, meager to elaborate pavilions. Field muddy from rain and many footsteps.

**Smells:** fried potatoes, fish skewers, baked hand pies. Wild flowers, sea breeze and the smell of pine mask the more off putting smells.

**Security:** Attentive, uniformed local toughs

**Vacationers:** farmers, cityfolk, well to do merchants, all rubbing shoulders

**Merchants:** gamemakers, soothsayers, bakers and short order cooks, craftspeople, souvenir-makers, professional storytellers, stunt performers, duelists, actors, circus

**For Activities:** roll on d10  
Festival Situations



# dio Festival Encounters <sup>9</sup>

1. A **youth is pocketing sweets** and shiny things at the shop stalls. Guards appear to have noticed and are beginning to approach. The youth rushes over to you yelling “My parents! There you are!”

2. **You see many strong people** walking over to a banner that says “Mightiest in Tannic”. Do you enter this contest of strength?


- Referee note: 1 strength carnival or county fair style contest should serve here. I have provided two options. Crowd will cheer for success, jeer for failure. Prize: Win a wrestling-style belt with the year. Options: Toss the Caber, wood chopping

3. A **clumsy stilt walker** is stumbling about the festival like a baby deer. They rapidly approach the Butter Sculpture Competition, which has become a shouting match between sculptors over possible cheating. The beautiful butter sculptures are in grave danger of being squished.

4. **Insufferable academic youths** are sneakily imbibing bog psychedelics. They begin directing strange philosophical statements at you. Attempting to draw you into a philosophical debate about the nature of the Myths.

5. **Elderly grandpas and grandmas** recount absurd tall tale feats in the last war while creating a memorial quilt. They invite you to sit with them.  
*Pick a rumor for the party.*





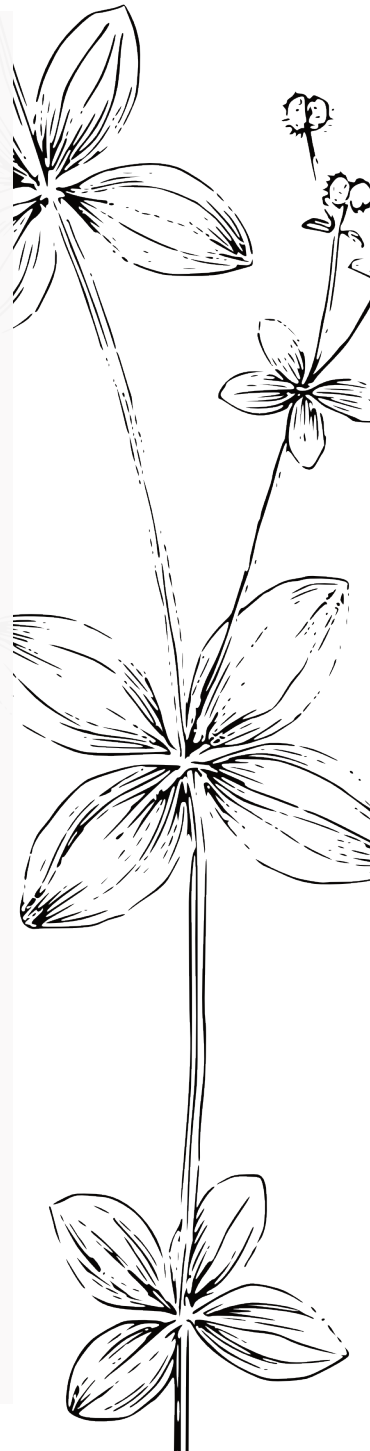
6. **Local cats are terrorizing** the fish fry with their dread hunger. A scrimshaw artist has made his way over and is carving the scene crudely, commemorating the cats' deeds. The fry cooks are at their wits end. They look around wildly for aid.

7. **The Festival stage manager** is arguing with a 'wizard', wearing a hat emblazoned 'Mystical Larry' he hired to create fireworks. A flock of 4 year old children dressed in owl costumes approach herded by a tired sheepdog. They begin messing with the fireworks lying around. No one else has noticed.

8. **Guards are playing dice** with festival goers and accuse each other of cheating. No one has noticed yet that a drunken group of traveling alchemists has started a fire.

9. **Bakers in the large outdoor kitchen** are making a giant pie. Flocks of hungry birds are dive bombing onto it, stealing pieces. The bakers scream in irritation, attempting to fight them off, but don't seem very effective. They look around wildly for aid.

10. **Boxer has had one too many** and is leaning on a large steer, occasionally challenging it to a boxing bout before falling asleep. The steer, bearing a blue ribbon for excellence, grows slowly more irritated. If you watch long enough, it headbutts the boxer. **K.O.**



# The Tannic Forest

*Striding below the tree boughs, the pine forest's sharp, fresh aroma fills your nostrils. The distinctive trickling of water from distant creeks and the occasional bird call reaches your ears but otherwise, there is a stuffy silence. You may be holding your breath, but the forest is too.*

**Forest floor:** sandy acidic soil lined with pine needles and fallen leaves .

**Pine and cedar trees** sprout like haphazard columns, sheltering wild **cranberry** and **blackberry** bushes

**Old cobblestones** stick out of the ground where **ancient paved roads** fell to disrepair.

**Creeks** flow throughout the landscape into bogs filled with **tea-colored water**, dyed by the abundant cedar trees

**Roll d8 Forest Encounters** for travel to **keyless hexes**.



# The Campsite

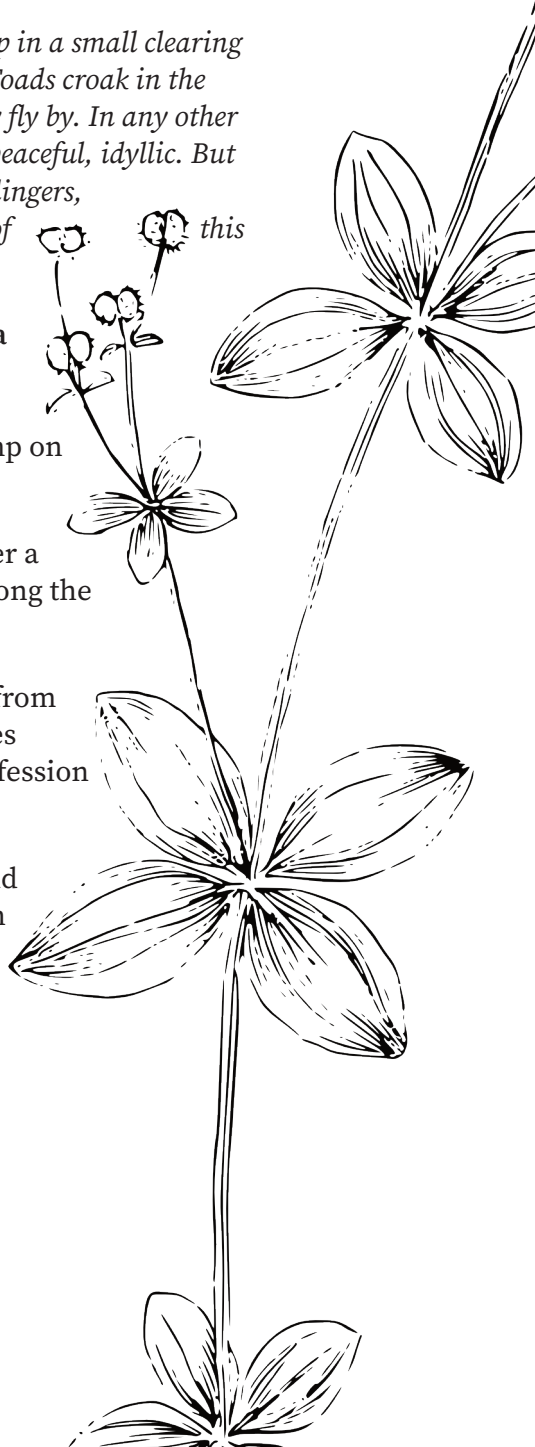
*Flora, Osric, and Astrid made camp in a small clearing near a gentle, slow moving pond. Toads croak in the distance and dragonflies erratically fly by. In any other context, the campsite would seem peaceful, idyllic. But the anxiety of their disappearance lingers, drowning out the peace and quiet of this resting place.*

**Three bedrolls lie askew under a tall cedar tree.** Grey, rumped, damp from morning dew and recent rain. Fallen leaves lie damp on top.

**Firepit:** Full of cold embers under a makeshift spit. Rabbit bones among the coals.

**Hidden in Bed Roll:** Draft letter from Osric to Astrid with many phrases crossed out. It seems to be a confession of feelings.

**Muddled foot prints lead east and southeast.** Difficult to distinguish due to recent rain.



# Siegfried's Rest

*An undead skeletal warrior Sir Siegfried, wearing an embroidered surcoat emblazoned with deer, stands slumped, partially impaled by an ebony spear emblazoned with a black dragon into a tall oak tree. A grey phantom horse stands next to the skeleton whinnying sadly and scuffing its hooves on the ground. A robin sits on the warrior's helm.*

**When You Approach:** Siegfried waves in a friendly manner.

**Voice:** Archaic and mannerly. Can be heard by the players.

**Request:** Assistance in freeing himself from the tree by pulling the spear.

**Spear:** Embedded into the tree, remove with great physical effort.

Cost: those who touch the spear  
Hear Undead

**If Freed:** Ser Siegfried introduces himself as Prince Sebastian's heart companion. He died long ago trying to find the Prince after the betrayal. He will provide the Tomb location and his steel ring.

**Warm the ring with fire:** Summon Siegfried if the Prince is found.



# Gustav's Folly

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*Burnt, crumbling huts lean wearily next to a small stream dotted with bog iron. The furnace and well remain largely intact. Burn marks and old ash taint the remaining building walls, along with graffiti and crude carvings boasting of summer trysts.*

**Appearance:** Desolate, abandoned. **Fire-damaged** structures except the **furnace which stands intact** but rusted.

**Go to Bottom of Well:** Find 2d6 old coins. Old wishes.

**Drink from Well:** Grants Hear Undead for two hours, specifically Gustav the ghost locally, **hear his terrible business advice.**

**Referee:** Gustav is intended to be played like Statler and Waldorf, laughing after ragging on the PC who can hear him.

**Fire up the furnace:** smelt a lump of bog iron. Awakens rust monsters.

**If successful smelting,** the Gustav is captured in the iron and will occupy whatever is forged. **The bearer of the iron can hear Gustav** while holding the iron or whatever is forged from it.

**Encounter:** 1d6 Bog Iron constructs, lumpy looking with crude metal bits. *Stat as Gelatinous Cube*

## **Gustav's Business Advice**

1. "You could be making more money right now.
2. "Going on dangerous errands for villagers seems very inefficient."
3. "There's a market for everything! You should invest in collectible spoons! Now that is some fast money."
4. "You should just hire a bunch of villagers to deal with this."
5. "What are your goals? You won't be able to explore dank holes forever kid!"
6. "Aren't you embarrassed to smell this bad? Is this even a real job?"

# d8 Forest Encounters

15

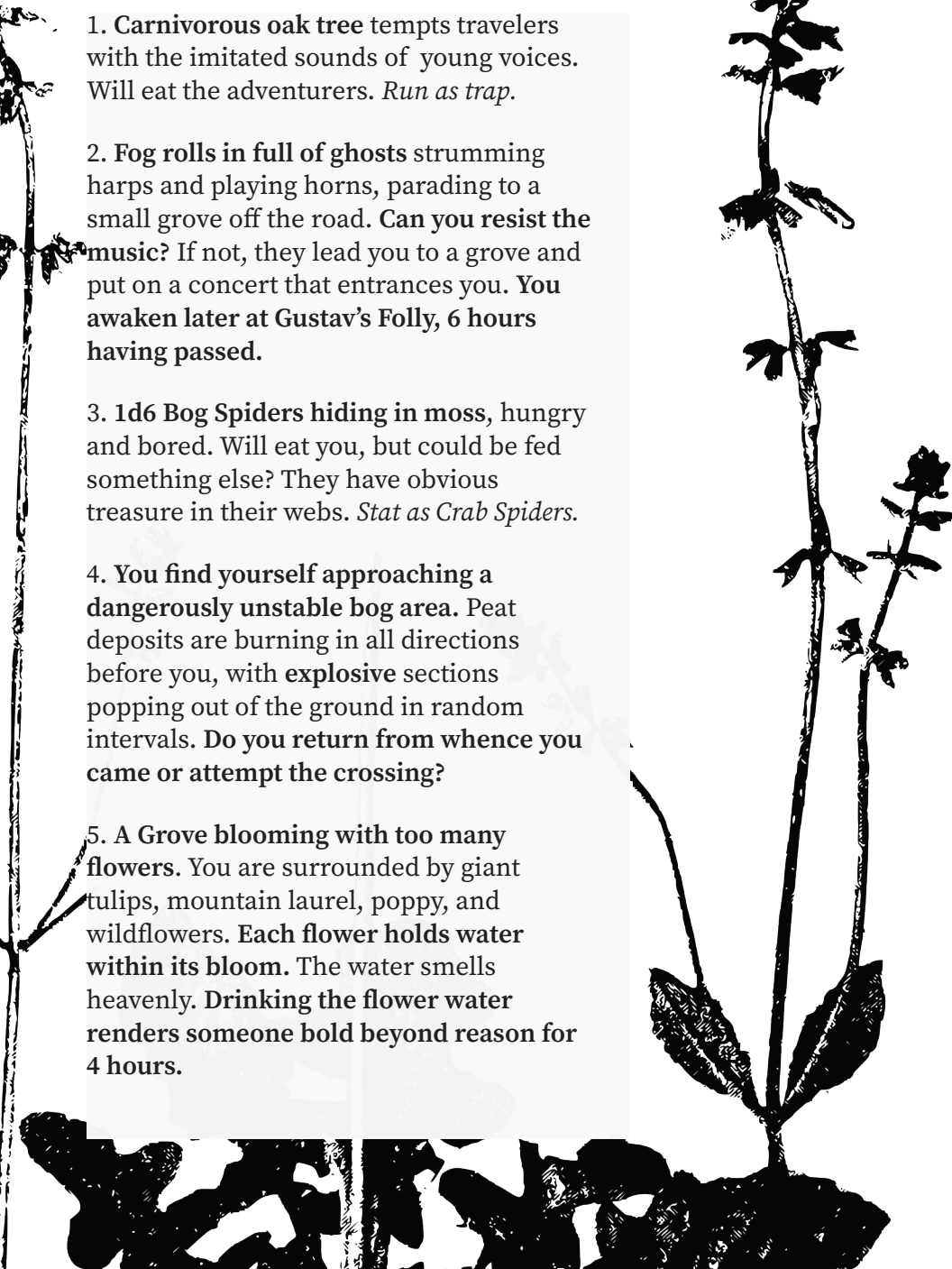
1. **Carnivorous oak tree** tempts travelers with the imitated sounds of young voices. Will eat the adventurers. *Run as trap.*

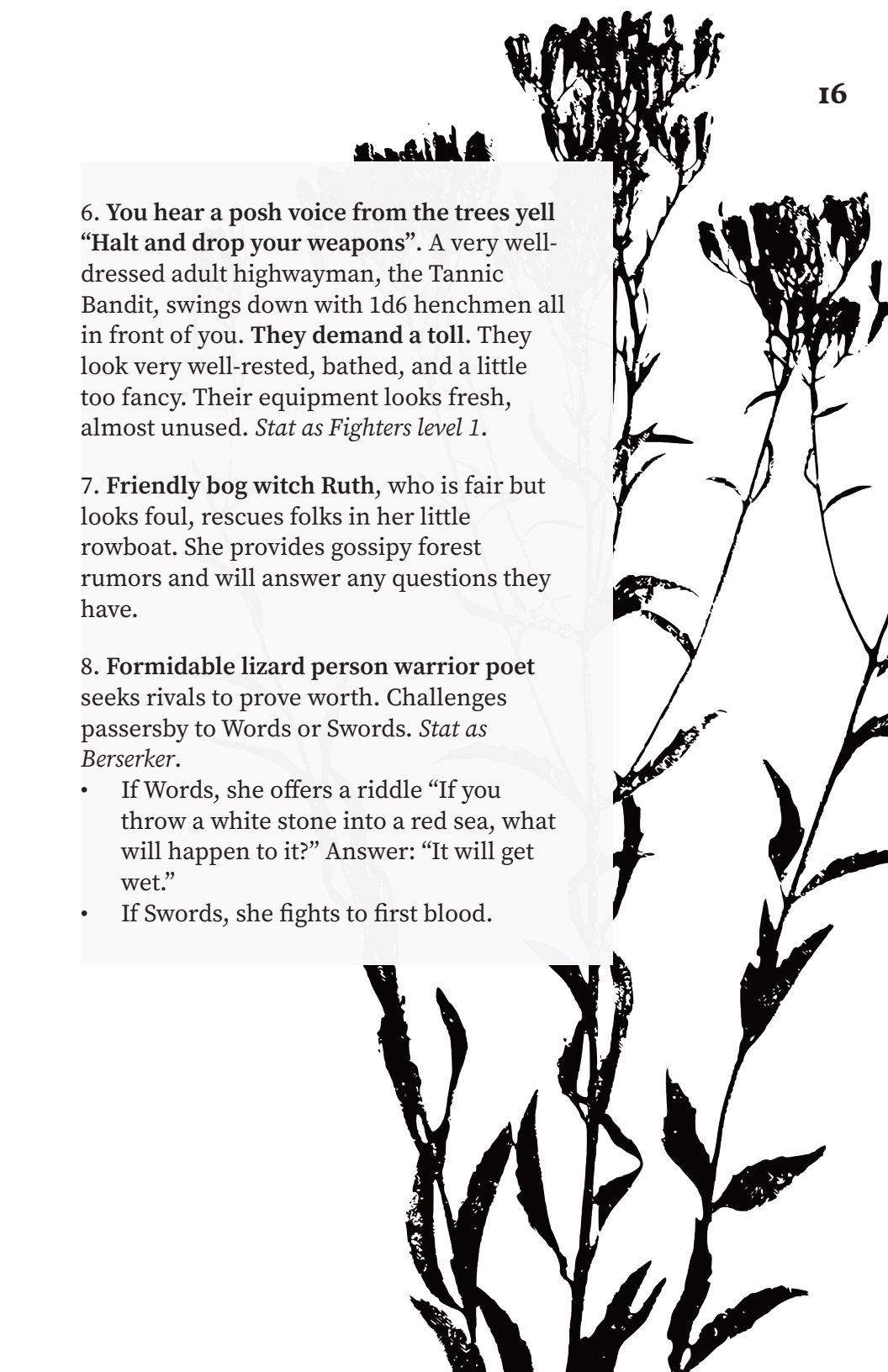
2. **Fog rolls in full of ghosts** strumming harps and playing horns, parading to a small grove off the road. **Can you resist the music?** If not, they lead you to a grove and put on a concert that entrances you. **You awaken later at Gustav's Folly, 6 hours having passed.**

3. **1d6 Bog Spiders** hiding in moss, hungry and bored. Will eat you, but could be fed something else? They have obvious treasure in their webs. *Stat as Crab Spiders.*

4. **You find yourself approaching a dangerously unstable bog area.** Peat deposits are burning in all directions before you, with explosive sections popping out of the ground in random intervals. **Do you return from whence you came or attempt the crossing?**

5. **A Grove blooming with too many flowers.** You are surrounded by giant tulips, mountain laurel, poppy, and wildflowers. **Each flower holds water within its bloom.** The water smells heavenly. **Drinking the flower water renders someone bold beyond reason for 4 hours.**





6. You hear a posh voice from the trees yell “Halt and drop your weapons”. A very well-dressed adult highwayman, the Tannic Bandit, swings down with 1d6 henchmen all in front of you. **They demand a toll.** They look very well-rested, bathed, and a little too fancy. Their equipment looks fresh, almost unused. *Stat as Fighters level 1.*

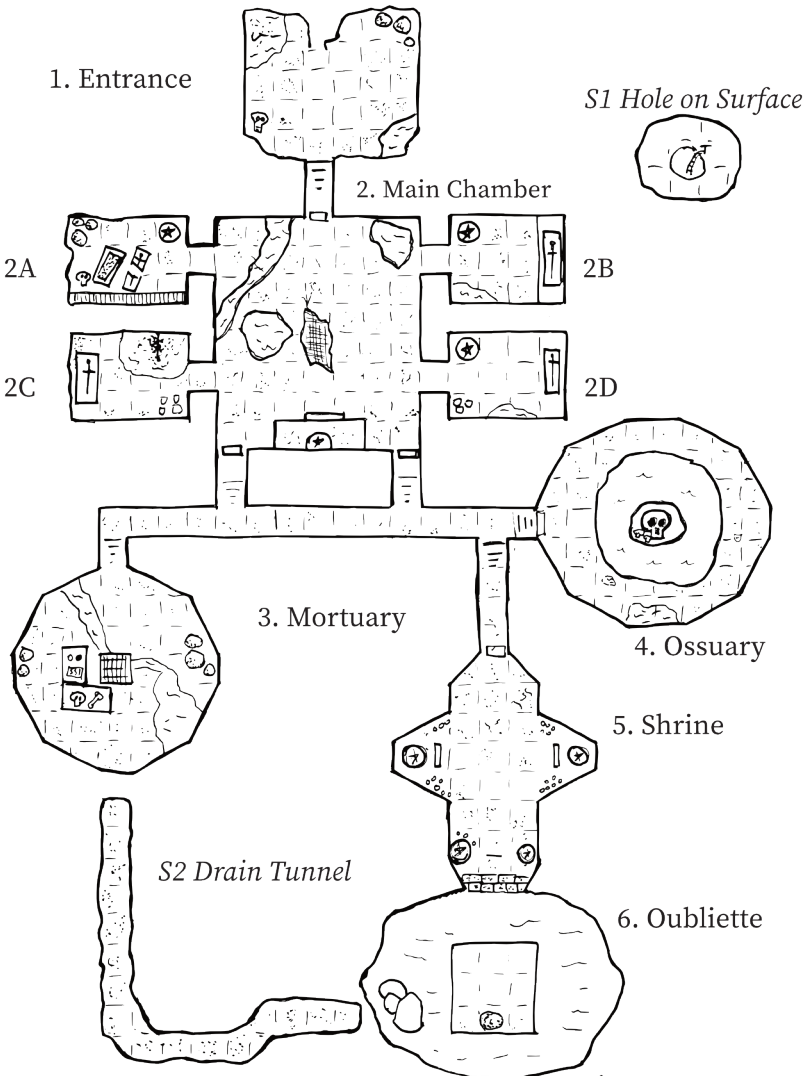
7. **Friendly bog witch Ruth**, who is fair but looks foul, rescues folks in her little rowboat. She provides gossipy forest rumors and will answer any questions they have.

8. **Formidable lizard person warrior poet** seeks rivals to prove worth. Challenges passersby to Words or Swords. *Stat as Berserker.*

- If Words, she offers a riddle “If you throw a white stone into a red sea, what will happen to it?” Answer: “It will get wet.”
- If Swords, she fights to first blood.

# The Bog Tomb

Emerging awkwardly from a mossy hill eroded by the nearby creek stands an ironstone mausoleum, wizened with age, pitted with damage, with narrow structural cracks diagonally visible running down the main edifice. Creek water runs down the hill and into the mausoleum in various places.



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*The ground within the Tomb is wet and slippery, brown cedar water puddling on uneven broken stone tiles. Walls are made of stone blocks cut with crude tools, wet and stained with peat and bog water. Moss grows in places, mold in dark wet corners. Ceilings are 15' high. Little natural light makes it below. Normal wood doors throughout.*

### **1. Main entrance**

- Rough ironstone **blocks** mortared shut (Crumbling).
- Stone tomb seal **cracked in half**. Navigable for one person (tight squeeze)
- **Inside: slightly flooded** 1 inch deep, water flows down stairs to 2.
- Stairs down to 2

### **S1. Secret Entrance**

- To the north 25 feet, partially concealed by moss and fallen boughs.
- **Narrow crevasse** with brown cedar water streaming down.
- Lower a Torch on a rope: Reveal **Ossuary** forty feet below
- Difficult, slippery climb, but possible with luck

### **2. Main Chamber**

*Faded stone tiles with crude designs of warriors drinking at table, questing, playing harps and lutes, and other scenes adorn the floor.*

- **Round font**, carved with motifs of harpist charming snakes. **Filled with:** Brown tomb water, floating unlit candle
- **Chamber, Flooded** (up to boot tops)
- Worn tapestries hanging on walls, molded and damaged
- **Drink Tomb Water:** Hear Undead. **Compulsion:** Find harp. **Directions:** Stairs down hallway, entrances to Side Chambers: to West (A,C) and East (B-D)

## 2a. Side Chamber A

- **Sarcophagus (opened)**, female skeleton lying face up. Cloak missing.
- Jars and mementos broken in shards on floor
- Mildewed old embroideries in a corner. **Fall apart if picked up**
- **Suit of armor collapsed** in the corner, missing a helmet and bracers.

## 2b. Side Chamber B

- **Sarcophagus lid** (broken, on floor). Musty human skeleton hanging out of sarcophagus.
- **Contains:** Old curved dagger with pommel carved to resemble a snake, fangs flared.

## 2c. Side Chamber C

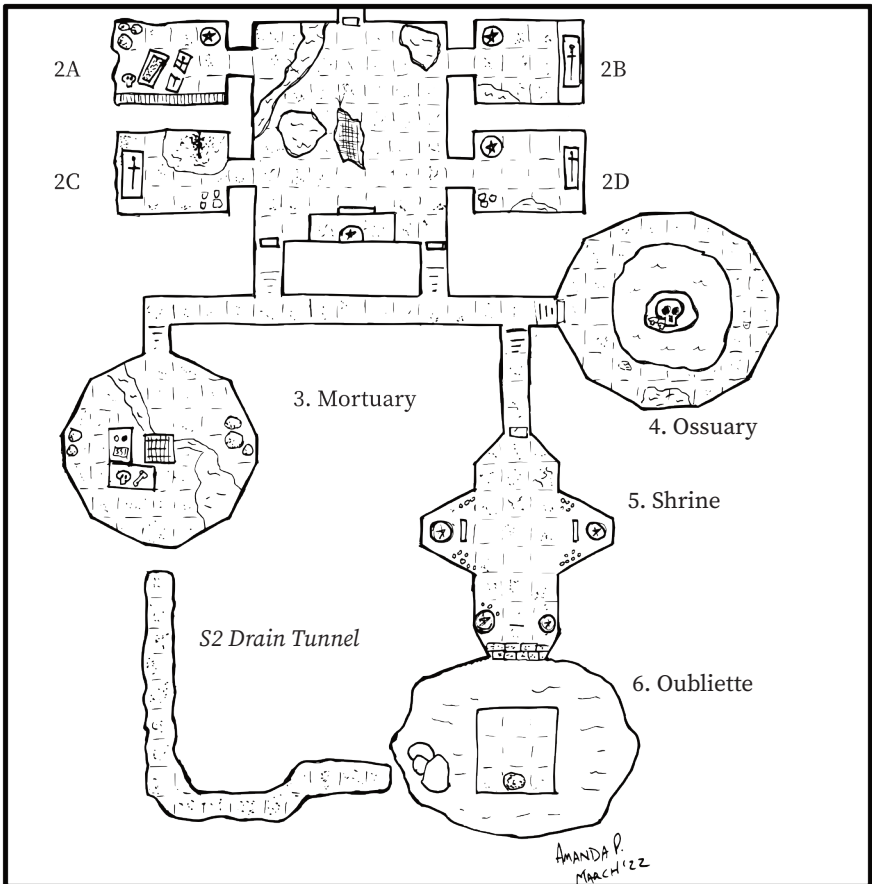
- **Suit of armor (Visibly shaking)**, helmet closed. Contains Astrid, ears stuffed with grave clothes and moss.
- **Sarcophagus (lid partially open)**, contains a skeleton with torn graverobes. Snake-bejeweled metal bracelet (15 gp) on wrist.
- Various broken jars on floor, rotted throw rugs

## 2d. Side Chamber D

- **Suit of armor:** rusted, broken on tile floor
- **Sarcophagus (Closed)**. 3 inch hole on north side. Muffled noise from inside.
- **Contains:** River snakes in a horrible moving pile on top of a well-dressed skeleton wearing a gold circlet on its brow. **Skull is covered in bite marks**

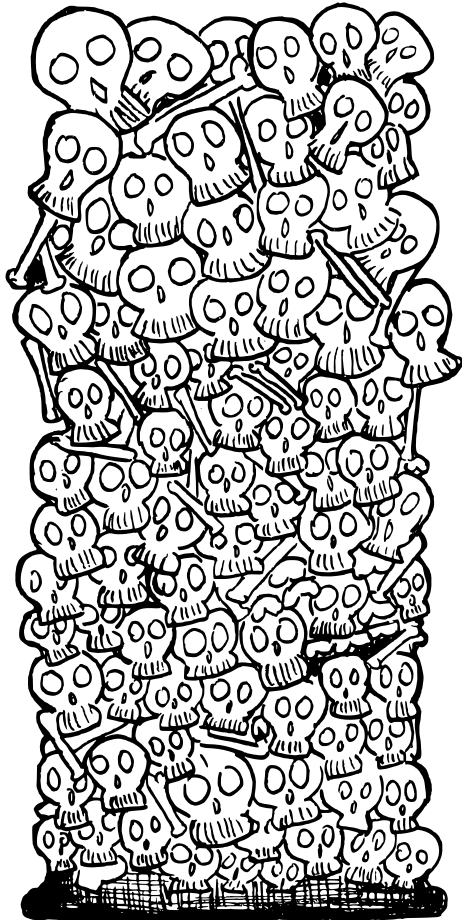
*Mildewed room, stained with ancient blood and viscera. Canopic jars in corners, ancient embalming fluid in containers. The stench of old death and bog fumes. Drain grate at room center.*

- Enter from 2
- **Drain grate** with hinge at center of room, discolored.
- **Broken crates** in corners with a few **musty wax sealed bottles** (contains: embalming fluid)
- **Lift the Drain Grate:** Reveal 40' slanted tunnel down to Oubliette. Can fit at a crawl or slide.



Water flows from above, running rivulets down the enormous skull and bone pillar standing at the center of the large, dark room. Persistent sound of water dripping fills your ears. The tomb walls are heavily water damaged and stained here, with clear flooding marks and mold.

- **Enter from 2, 3, or S1**
- **Center of Room: Skull Pillar** 15' tall, surrounded by brown water. 5' deep at center, 2' deep on room edges.
- **Gold and metal glint** from the Skull Pillar.
- **In the Pool:** beautiful faces that occasionally **turn skeletal**. Faces move their mouths but the party cannot hear them (unless one is subject to *Hear Undead*). **Chalices, both precious metal and rusted, lie under the water.**
- **Climb the Skull Pillar:** The pillar is precarious, water damaged. Will make loud warning cracks if this is attempted. If climbed above 10 feet, the pillar collapses.
- **Speak to the Faces:** Nearby chalices fill with a green glow.
- **Drink Tomb Water:** *Hear Undead* for 2 hours.



## **d6 Undead Complaints**

1. “Alas, the harp playing hath not stopped for eons”
2. “Tis unfortunate, the leaking and and dripping.”
3. “Someone must deal with these river snakes disturbing mine slumber.”
4. “Those youth opened the sarcophagi.”
5. “Why has no one visited us to provide a floral arrangement of late?”
6. *General squabbling between different undead over ancient perceived slights.*

## **5. Shrine**

- Enter from 4
- Pooled old wax, rotted hymnals
- Family Bible (burnt), contains family tree listing Prince Sebastian as the last scion of their line.
- Southern wall: Mortared Stones in a similar manner to Tomb Entrance, visibly crumbling and precarious. Rivulets of water creating broken grout and pooling in crevices
- **Push the Stones:** with an effort, they collapse, revealing Oubliette.

## **6. Oubliette**

- Enter from 5 or S2 (behind large rubble)
- **Flooded Chamber** (water 4 foot deep throughout) One foot high raised platform at room center..
- **Water rising.** Signs of past flooding (**on walls, just below ceiling**). If the adventurers do nothing, the room will flood, drowning all inside.
- **Ceiling:** water flowing down in various places from large growing ceiling cracks.
- **Turn to next page for the Oubliette Situation**

- **Prince Sebastian** casually strums an old tuneless harp.
- **Flora and Osric**, wearing grave clothes, bearing rusty weapons, stand in 3' deep water. They speak with Prince Sebastian, using antiquated language, of deeds and hunts.
- Whenever Prince Sebastian **stops playing the harp** to talk, Flora and Osric seem to resurface from a dream, terrified.
- **Prince Sebastian is confused** and believes them to be his companions of old. He does not realize how much time has passed and does not have malicious intent.
- **He will turn violent** if the youth leave without a compelling reason. **He can be reasoned with** but it requires validating his world view and gentle reality grounding
- **Collapse the ceiling:** Risky. Could drown everyone or crush them.
- **Break the harp:** breaks the spell's hold over the young people. Prince Sebastian is temporarily disoriented.
- **Fight Prince Sebastian:** Flora and Osric will also attack if they are still under the harp's spell.
- **If the party helped Ser Siegfried**, they can summon him here to distract Prince Sebastian.

## Ending the Quest

If the party successfully returns the young people to town, the village elders provide them with 600 gold pieces, profits from the Festival's first weekend, and a rare relic, the **Whaler's Lodestone**.

### Whaler's Lodestone

- A humble magnetic stone carved in the shape of a sperm whale.
- When suspended in salt water, points to the nearest, safest place or harbor within 6 miles. Recharge by boiling in oil.

# Cairn Stat Blocks

## Prince Sebastian

10 HP, 1 Armor, 12 STR, 13 DEX, 11 WIL, short sword of lightning (1d6, blast), harp song

- **Critical Damage:** Target takes an additional 4 damage to STR.

- **Harp Song:** Nearby target make a WIL save or be charmed: move towards Prince Sebastian (resisting those who try to prevent it); defend Prince Sebastian; obey Prince Sebastian's commands; unable to cast spells or use magic items; unable to harm Prince Sebastian. A character who saves is unaffected for the rest of the encounter. Killing Prince Sebastian or destroying his harp breaks the charm.

## Giant Toad

3 HP 12 STR 8 WIL, bite (d6)

- Warty amphibians with long, sticky tongues. As large as a great hound, weighing 150 to 250 pounds.
- Surprise: can change colour to match surroundings
- Sticky tongue: can attack and drag target up to 15' away and bite

## Moss Spider

4 HP, 6 STR 12 DEX, bite (d6)

- 4' long spiders that dwell in the forest
- Lurks in trees surprise its victims.
- **Critical Damage:** The poison paralyzes the victim (d8 DEX damage), the spider drags paralyzed victims to its lair to eat them.

## Prince Sebastian

Armour Class 7 [12] Leather

Hit Dice 6\* (27 hp)

Attacks 1 × Short Sword of Lightning, (1d6 or by weapon), 1 × harp song (charm)

THAC017 [+2]

Movement 60' (20')

Saving Throws D12 W13 P14 B15 S16 (3)

Morale 7

Alignment Chaotic

XP 350

Number Appearing 1

Treasure Type C

**Charm:** Anyone who hears the harp song of Prince Sebastian must save versus spells or be charmed: move towards Prince Sebastian (resisting those who try to prevent it); defend Prince Sebastian; obey Prince Sebastian's commands; unable to cast spells or use magic items; unable to harm Prince Sebastian. A character who saves is unaffected for the rest of the encounter. Killing Prince Sebastian or destroying his harp breaks the charm.

**Short Sword of Lightning:** A magical short sword that sparks lightning onto a target when it hits.

**On a successful hit:** All within 5 ft of the struck creature suffer electrical damage and are thrown back 10'.

**Electrical damage:** 8 points (save versus spells for half) The target hit by the short sword may not make a saving throw.

**Magic resistance:** +2 to all saving throws.

## Giant Toad

Warty amphibians with long, sticky tongues. As large as a great hound, weighing 150 to 250 pounds.

Armour Class 7 [12]

Hit Dice 2+2 (11hp)

Attacks 1 × bite (1d4+1)

THAC0 17 [+2]

Movement 90' (30')

Saving Throws D12 W13 P14

B15 S16 (1)

Morale 6

Alignment Neutral

XP 25

Number Appearing 1d4 (1d4)

Treasure Type None

**Surprise:** On a 1–3, in forests or dark dungeons, due to the ability to change colour to match their surroundings.

**Sticky tongue:** Attack up to 15' away. On a hit, prey (up to dwarf size) is dragged to the mouth and bitten.

**Swallow whole:** An attack roll of 20 indicates a small victim is swallowed. Inside the toad's belly: suffer 1d6 damage per round (until the toad dies); may attack with sharp weapons at –4 to hit; body digested in 6 turns after death.

## Moss Spider (Crab Spider) **26**

5' long hunting spiders that can change their color to match their surroundings.

Armour Class 7 [12]

Hit Dice 2\* (9hp)

Attacks 1 × bite (1d8 + poison)

THAC0 18 [+1]

Movement 120' (40')

Saving Throws D12 W13 P14

B15 S16 (1)

Morale 7

Alignment Neutral

XP 25

Number Appearing 1d4 (1d4)

Treasure Type U

**Ambush:** Attack by dropping on victims from above.

**Surprise:** On a 1–4, due to camouflage.

**Cling:** Can walk on walls and ceilings.

**Poison:** Causes death in 1d4 turns (save versus poison with a +2 bonus).

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